

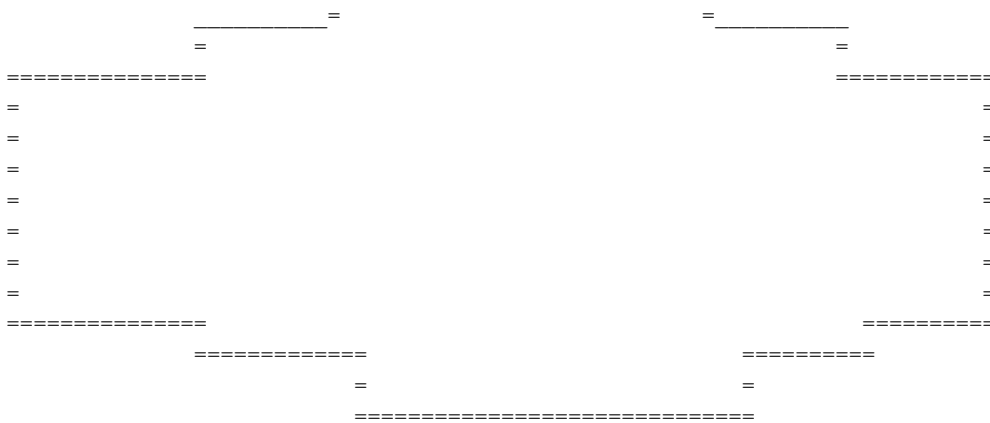

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This is where things get a little harder. The animals start shooting onto the
screen and the map is bigger so that means more animals to deal with. Now
instead of having four free combos you have five so make the best out of
them. Once all five combos are used the timer begins. Now you have twenty five
seconds to get rid of all the animals. Just go for big combos at the beginning
and when the clock gets to ten start making as many small combos as possible
and look for already made combos and double press A as the hint suggested.
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Level 3-

Kreatures: Dogs, Elephants, Snails, and Cats

Hint: No need to panic until the foot starts tapping

Map:



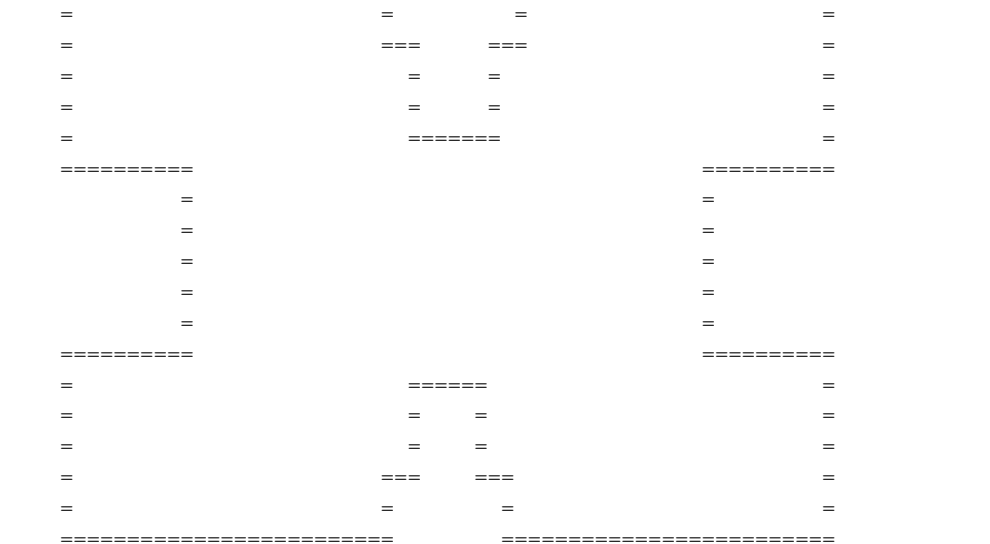
Seems to be a pattern with the free combos. Now you have six free combos to
use. Use them well because now you have a lot of different animals to match
up and move around. Once all six combos are used the timer starts from fifty
so quickly start looking for combos. If you wanna take your time and look for
some just hit pause.

Level 4-

Kreature: Snakes, Dogs, Cats, Elephants, and Snails

Hint: Watch the group counter on the lower left

Map:



Ok now there are seven combo bonuses so try and use them to the best way possible. There are not too many bog combos to get in this one so make small ones like three or four. Once you use up all seven combo bonuses the timer starts at seventy so get ready to make quick combos. Remember to look out for diagonal animals.

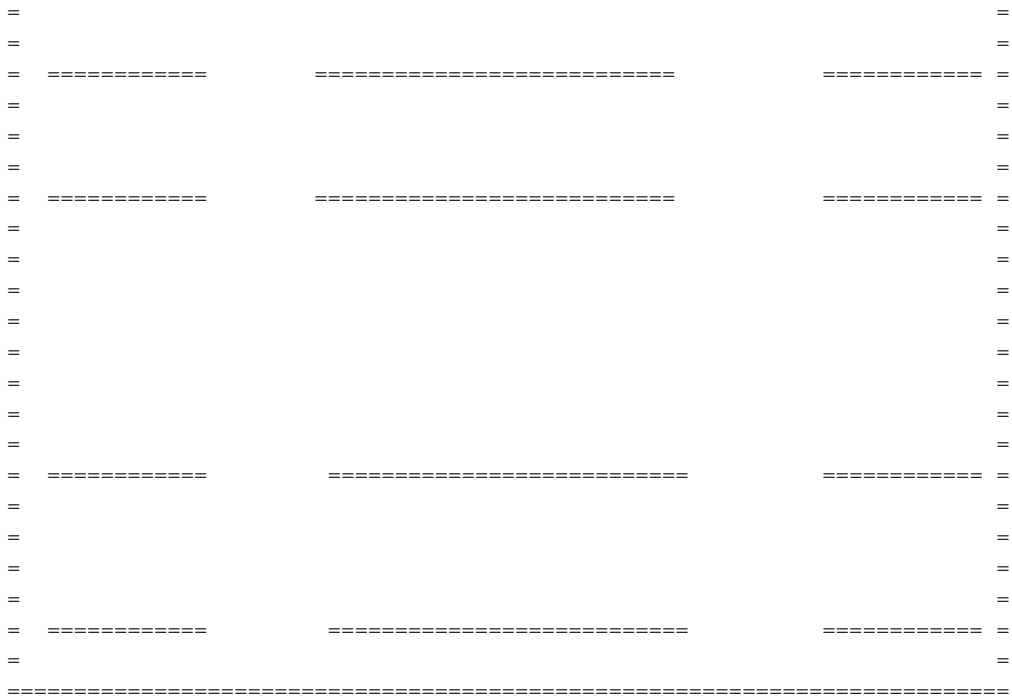
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Level 5-

Kreatures: Blue circles and red mouths

Hint: You need a four in a row for things.

Map:=====



So of course now there is a eight combo bonus. Well like the hint said things can only be in a four combo so you can only put everything in a four combo. This clears the screen faster and if you had been doing four and five animal/thing combos then you should be already use to this type of combo. Also note that you can not cross the bars in the middle of the map they are there to make this game harder. Once you use up all eight free combos the timer starts from fifty seconds so get going.

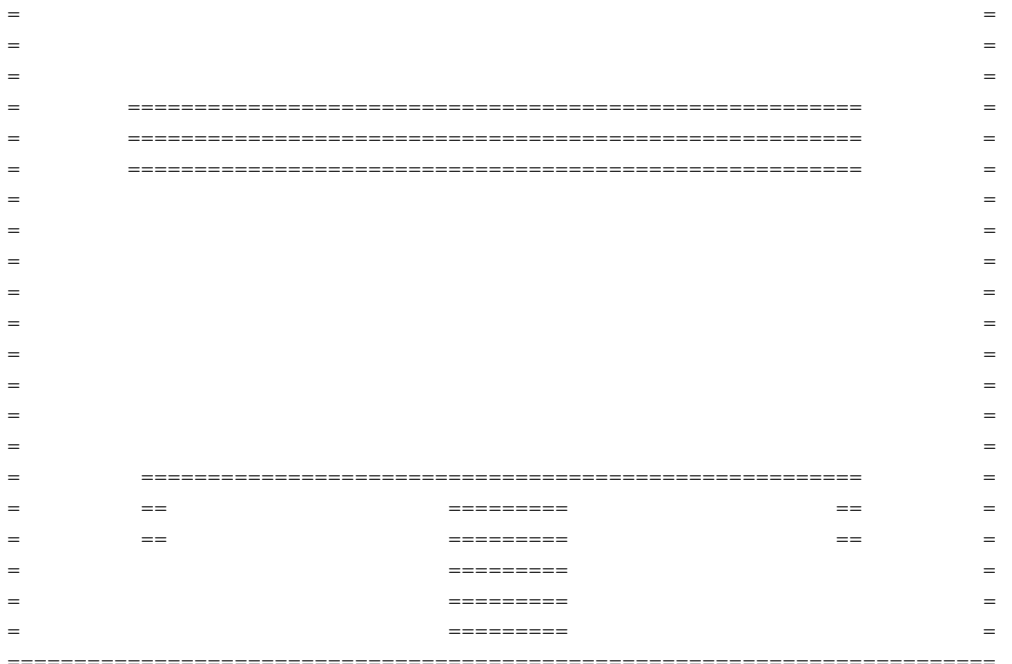
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Level 6-

Kreatures: Blue balls, Red mouths, Books

Hint: There is no hint number four

Map:=====



This is really easy because there are a lot of books and most will land together letting you get a big combo. And as if this level can't get easy enough they give you two question marks that whatever you put them next to will

get rid of. I recommend saving them until you have a large amount of items next to one another or if you wanna get some extra points quickly. But now instead of getting a minute of time you only get forty seconds to get as much as the area cleared.

Level 7-

Kreatures:Red elephants, Gray Elephants, Green Mouth, Red mouth, Green Head, Red Heads

Hint:Tap B button while watching timer.

Map:=====



Now you have nine free combos use them quickly before the map fills up. This round is kind of tough but if you move quickly and use your, if you have any, question marks stragetically then you'll be fine.

Level 8-

Kreatures:Books, Red Mouths, Pink Mouths, Red Heads, Green Heads

Hint:Tap B button and watch your score

Map:=====



This match is hard because its all items and there are a lot of different types. Luckily there are two questions marks to your using. And now you have ten free combos. The timer starts at forty once you use up all your free combos.

Level 9-

Kreatures:Green heads, Pink Heads

Hint:Get five people in a row.

Map:=====



Okay now its time to do a five combo. You are given seven free combos so use them wisely. Once all seven are gone the timer starts at fifteen! But since you make combos of five and if you have any question marks and had seven free combos then it should be alright.

Level 10-

Kreatures:Grey Cats, Green Heads, Pink Heads

Hint:Try the horizontal adjust! Pause then hold select and move left or right.

Map:=====



with but it only requires a row of three to get rid of them so it shouldn't be too tough. And plus the fact you have another ten free combos at your disposal. Once you use up all ten free combos the timer starts from forty seconds.

Level 21-

Kreatures:Red mouths, Blue balls

Hint:Lesen sie bitte die anleitungen.

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Easy level just line up all the kreatures in a row of three and there are only two different types of kreatures so there will be a lot of long rows made up of the same kreatures. Just quickly use your ten free combos to stop the rush of kreatures onto the screen and start clearing them but you only get forty seconds so get to work.

Level 22-

Kreatures:Yellow Books, Red Mouths, Blue Balls

Hint:Hint number nineteen is totally bogus.

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Another one of those matches where there are going to be a lot of rows of kreatures already set up. And yes another ten free combos to use. After using the last of the free combos the clock starts down from forty. This will require some moving kreatures around. If you have alot of question marks this round will be easy.

Level 23-

Kreatures:Green Balls, Red Mouths, Red Cats, Grey Elephants, Red Heads, Red Dogs

Hint:Hint number eighteen is totally bogus.

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This level is one of the more harder ones because the kreature comes flying onto the screen and this will require a lot of moving to make a working row. Its easier to concentrate on the row of threes of animals and then work on the things. After using all four free combos the timer starts from forty seconds.

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Level 24-

Kreatures:Yellow Books, Green Balls, Red Balls, Red Mouths, Pink Clocks, Pink Mouths

Hint:Take a break now and then or you will go kraaaaaazy!

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This is going to be hard because you have a small map to work on and the kreature comes swarming onto the screen. And then the fact that you have to match up rows of four of six different things. Once all ten free combos are used up the timer starts up from forty seconds.

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Level 25-

Kreatures:Green Heads, Pink Heads

Hint:Keep unused groups in reserve if you can.

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This an easy level because there are only two types of kreature to deal with and the map is spread open allowing a lot of rows to be made. Start making the rows of five as soon as they launch. Once all free combos are gone again timer starts from forty.

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Level 26-

Kreatures:Green Heads, Grey Cats, Pink Heads

Hint:For secret level select pause and hold A and tap select ten times.

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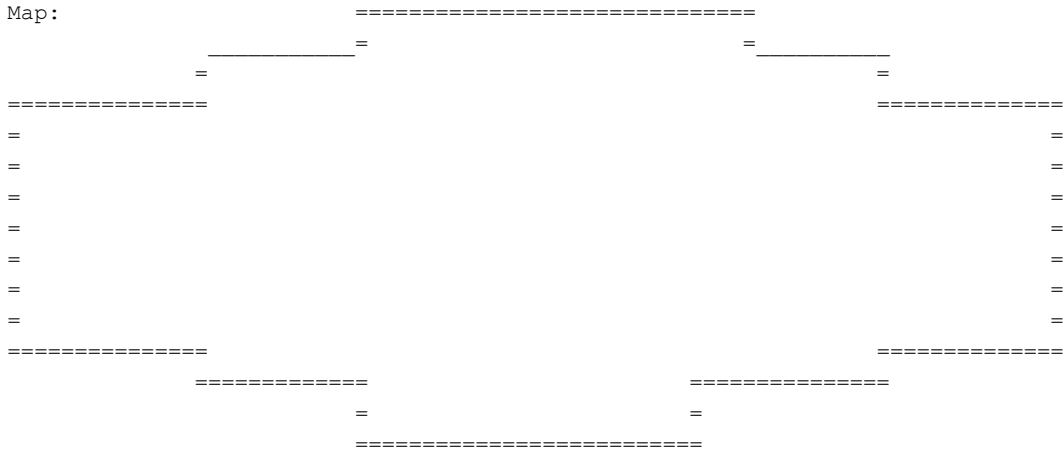
Move quickly and use up the ten free combos early so the screen won't fill up.

Concentrate on getting rid of the cats first because they only need to be put in rows of four. Once all ten free combos you know the drill start making rows as the timer starts from forty seconds.

Level 27-

Kreatures:Pink Elephant, Yellow Dog, Pink Head, Black Head, Yellow Snails, Grey Cats

Hint:There are three endings

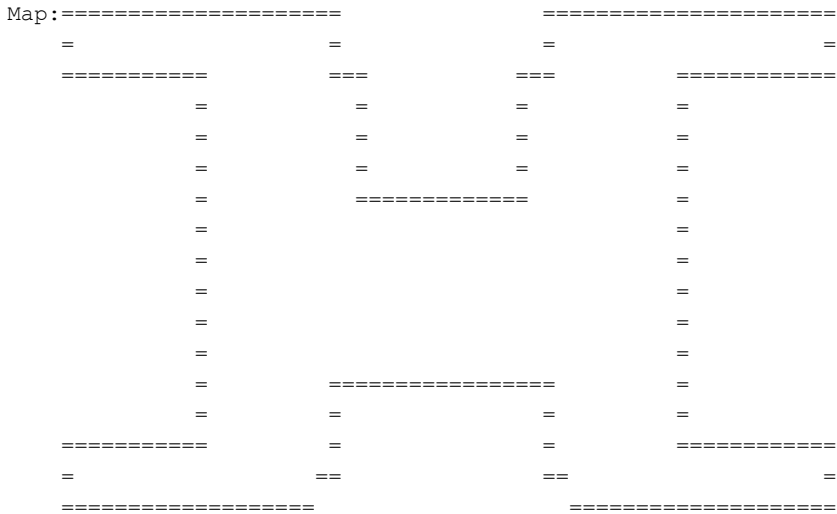


Again just go after the animals first because they only need to be in rows of three. Once all ten free combos are used the timer starts from forty seconds.

Level 28-

Kreatures:Blue, White, and Black group of people, Red, Pink, and Yellow groups of people, Brown and Yellow groups of people, Pink Elephants, Pink Monster, Black Head, Grey Cat

Hint:No more hints

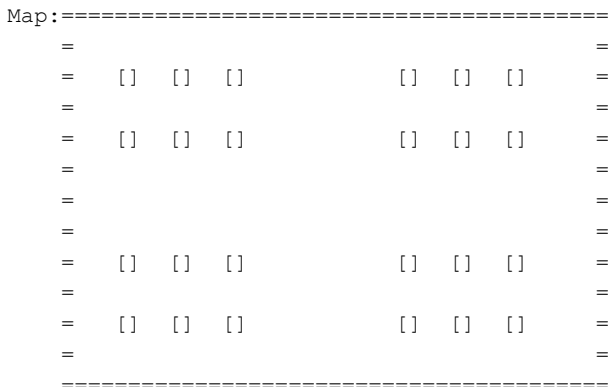


This is gonna be a hard one. First off there are a lot of different kreatures to deal with and this is a small map. As soon as the level begins start making rows or else you are going to lose. Once all ten free combos are gone the timer starts from forty seconds.

Level 29-

Kreatures:Red Monster, White Monster, Green Monster

Hint:No more hints



To beat this level you will have to be able to make rows of six at a very fast

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Alright the last level. Just move fast and get rid of the now twelve free
combos and the clock will start from forty. I recommend that if you have any
available question marks at the start of the level you try and save them till
the timer starts. Give yourself a break after all this is the last level.
After beating the game you are treated to a cheesy congratulatory screen.
Good Job! No go back and play it on a different difficulty.

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