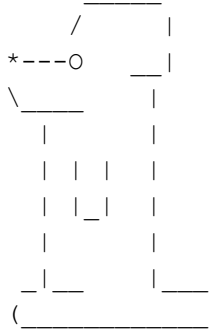


# The Simpsons: Krusty's Funhouse Walkthrough

by The Lost Gamer

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Krusty's Fun House Walkthrough  
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## 001-General Information

-----

This is a walkthrough for the Nintendo Entertainment System (NES) game called Krusty's Fun House. It's a puzzle game based on the Simpsons. You'll either love this game, or you'll hate it.

To e-mail me about this FAQ, e-mail me at [ilovecartoonssomuch@yahoo.com](mailto:ilovecartoonssomuch@yahoo.com), but make the subject Krusty's Fun House Walkthrough.

If you couldn't tell, the above picture is of a rat.

## 002-Story

-----

Hey, hey, hey, kids! Krusty's fun house has been taken over by rats! Luckily, Bart and Homer have rat-catching machines. Help Krusty get rid of the rats by luring them into Bart and Homer's machines!

### 003-Walkthrough

-----

#### 003a-Level One

-----

To start the game, go right and press up to enter the doorway there. Entering the doorway gives you access to the six rooms that make up level one.

The rooms are listed in the order you come across them.

#### Room One

-----

This is simple. Just go right and jump on the platform in the air. Stand on the block and press down.

Krusty will pick up the block. Press down again to drop the block wherever you want to.

Move right. You'll find a wall that is two blocks high. Put the block to the left of this wall. The rats can now climb on the block and use it to get over the wall. They walk straight into the rat-catching machine.

Once the four rats are caught, you can leave the room by going to the entrance and pressing up. Once you have left the room after all the rats are caught, the room will become locked, and you won't be able to enter again.

If you want, you can also go right past the rat-catching machine and kick some blocks there for some items.

#### Room Two

-----

Right above the doorway is a platform that goes up and down. Jump to the platform up/right of the doorway, and jump left off it onto the platform that is going up/down.

When the up/down platform is at the top of its run, jump left to land on a platform with a block on it. Pick up the block and fall back down to where the door was.

Like last time, you'll use the block to make "stairs" for the rats to climb. Put it next to the left wall (with a pipe in it). The three rats will climb into the pipe.

Once they've done that, get back on the up/down platform. Ride it to the top, and jump right this time. Go right (you'll fall down).

The rats will be here. Use the block the make "stairs" again so they can go right. Do this twice.

Once this is done, the rats will fly into the rat-catching machine due to some air vents. Unfortunately, you can't go back to the door the way you came (since you fell).

Instead, go over the wall to your right and fall down. Go left (look out for a leaky ceiling) as far as possible, and jump up. Ride an up/down platform up, and jump right off of it to land on the platform where the block first was in this room. Fall right off of it to the door.

#### Room Three

-----

This level introduces a new element of difficulty: timeliness, which is a word I just made up. It means you have to do stuff fast.

Once you enter the room, go left and fall down to the bottom of the area there. Pick up the block there, and go back up to the door.

The rats are going right. Follow along with them. Fall off the platform the door is on, and you'll be at the bottom of some stairs.

Go right up the stairs (your way gets blocked). Jump up the platforms on the left to avoid the block. Go right over it, and you'll reach the top of the stairs (a platform with a pipe on it).

Fall right off this platform (you land on the pipe). Right of this is another pipe on the floor. Put the block over the pipe so that when the rats come, they won't fall in the pipe. They also climb up the "stairs" that are created and go right into the rat-catching machine.

You must have timeliness and beat the rats there, or else they will fall in the pipe and not get caught. If you're too late, you're lucky this time because eventually the rats will come back.

To get back to the exit, go up the wall on the right, left across the room, and down to the exit. Look out for snakes!

#### Room Four

-----

Clarification note: this room is directly below room three.

Jump on the tree to the right, and jump up/left to get the block. Head right until you reach an area where the rats get trapped.

Use the block to make stairs to get a rat out to the right side. Quickly grab the block and jump up. The rat will just walk off the left end of the platform and fall down.

What you have to do is put the block there. Stand so that

Krusty is on the platform, but most of him is hanging off to the left of the platform. Put the block down, and you'll put it off the edge of the platform.

Here's a picture, you want to put the block at B:

\_\_\_\_ to \_\_\_\_ B \_\_\_\_

This should be impossible, but for some reason it isn't. Do this, and the rat will climb up the block and into the pipe, leading him to the machine.

Jump up (leaving the block where it is) to the machine. Jump on the top of the pipe, and jump up the platforms to the top of this area. There will be two rats to your right.

Jump to the higher platform that has a rat on it. See how one of the pieces of the floor here is strangely-colored? Step on it. It's a bad floor piece (it crumbles when you step on it). Break it, and the bad floor piece below it, thus making the rats fall down with you.

The rats land on the platform with the block on it. Since you didn't move it, they'll use it to get to the machine.

From there, all you have to do is get the final rat to the machine. Do this exactly how you got the first rat (make a stair for the rat so it enters a pipe, and then put a block in midair to get it to another pipe).

Once all four rats are trapped, go left. Get to the palm tree in the middle of this room (it's the tallest palm tree).

A block is on it. Press B to kick it. You get a weapon: super balls. Let's see how this weapon works: jump to the right. At the right end of this platform are twelve of those bad floor pieces. Press B to throw super-balls to destroy those pieces.

This opens up a "hidden" area. Follow it along, destroying all the blocks you meet along the way. One of the blocks contains fireworks (sparks fly out of the block). Once you get the fireworks, you can leave the room.

Room Five

-----

If you got the fireworks in room four, you can head right to get to this room (or else you won't be able to get to this room).

Go right, and fall down to the floor. Go right along this and fall down. You'll see something like this:

1 \_\_\_\_ 2 \_\_\_\_ 3 \_\_\_\_ 4 |  
| | | | | | |

You start out at number four. Go down the gap numbered 2 to get a block. Get the block, then go up and go down gap 3. Follow through this area quickly (watch out for snakes).

When you reach Bart by the machine, notice the ground. There's a part that is missing. Put the block so it covers the gap, so the rats will climb over it.

If you weren't fast enough, the rats fall into the hole. If that happens, you can't beat this level, so try it again and beat the rats there the next time.

#### Room Six

-----

Room six is left of room four. Surrounding the door is a green checkerboard pattern.

Go right/down. Kill the snake and head left. Pick up the pipe block. Go right. You'll come to an open room, with a platform going up/down to your right.

Jump to the up/down platform. It'll go up and down (duh). Jump off it to the right when it's near the top. Try to land on the highest platform that has a rat and two bad floor blocks on it.

Go across this platform, and fall off its right side. You'll land on some pipe. It's missing a corner piece. What a coincidence, you have a pipe piece! Put your pipe piece where the missing piece should be.

Get back to the rat platform. Break the bad blocks and fall to the platform below. Break the bad blocks there, and fall to the platform below. Do this one more time and land on the ground. So, in all, you have gotten all three rats to land on the ground.

Jump to the up/down platform (when it comes). When it's at the top, jump off it up/left. You'll land on a small platform with a block on it. Get the block.

Land back on the up/down platform. Use it to get down on the ground. You can see how in the bottom/right corner you can put the block in midair (off a platform), and a rat coming from the right will go in the pipe to the rat capturing machine.

Get all three rats to the machine, then grab the block. Get back to the door, and use the block to jump up a gap (where the snake was).

If you're into collecting items, get the pipe, and put it to the wall left of the door. Kick the block that is there, and destroy the wall with super-balls. Follow this area along, getting many boxes to open.

#### Room Seven

-----  
Room seven is left of room six.

The block is in the top left corner, but to get it, go right, up, and left. Then go back right and use the block as a "stair" to get the rats to fall. When they fall, pick up the block and fall down after them. Put the block over the pipe so they don't enter it (they enter the machine instead).

If a rat enters the pipe, don't worry because it just goes back to the platform at the top of the room. Get rid of all four rats to beat the room.

Note, however, that since the rats are apart from each other, you'll probably only be able to get two rats at a time.

Room Eight  
-----

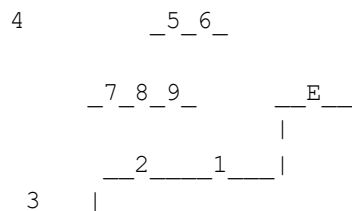
Room eight is in the bottom/left corner. It is only accessible after you have gotten rid of all the rats in all the other rooms (rooms that are completed have a purple lock on them).

A rat-free room! You should head all the way down (watch the snakes) and head right. Go up as far as possible, and B-kick the block on the right to get fireworks. Using the crumbling floors and a block, go back to the beginning of this room.

Once this is done, go to the door at the top/left corner of this level (it's the only open door), and Krusty will shut off this area of the Fun House, since it's rat-free. Then go right to reach the level two door. Enter it.

003b-Level Two  
-----

Here's a map, with rooms numbered. The door you entered this level from is labeled E.



Not a good-looking diagram? It gets the job done, so I'm not going to worry about changing it.

Room One  
-----

Grab the block that is right of you. Go left and fall to the floor. You'll see two blocks along the way. Drop the block on the floor, and go back up and bring the other two

blocks to the floor. You'll end up with three blocks on the floor, along with three rats.

Use two blocks to build "stairs" to lead to the pipe. Lead all three rats to the pipe. Leave the block next to the pipe where it is (jump off it to get over the pipe wall).

Take the two blocks (not the one next to the pipe) over the wall. You'll make it to another wall. You have to be at least two blocks high to get over this wall, but you need one of the blocks for later on.

Here's the solution:

```
3
 2
 1
```

Put a block at position 1. Put the other block in position two, in midair off the first block.

Pick up the first block, and put it in position three, in midair off the second block. Pick up the block in position two.

Now you've got a block that is really hanging in midair. Freaky. Whatever, jump to it, and use it to jump over the high wall.

Follow right. The rats are almost at the machine, but they're missing a step in their "stairs". Use your block to fill the empty step, and the rats get to the machine. Then exit the room.

Room Two  
-----

Like room four in level one, you have two objectives here: catch the rats and get the fireworks. You have to do the rat thing first.

Rats  
----

See the blue block right of the door? Using B to kick it. Kick it right once, left twice, and right twice. It falls near some breakable blocks.

Go right, over the breakable blocks. Go right across the floor (an alien is there) to the wall. Jump to the platform against the wall.

Jump up through the platform above this one. Jump up and left to the platform with two rats on it. Kick the block on that platform left to free the rats.

Go left across the platform, and kick the block at the end for some super-balls. Jump to the other platform, and kick the block there to the right to free that rat.

Go back to the breakable blocks. Use the superballs to destroy them all. You'll meet up with the block that dropped near the breakable blocks. Kick it to the right five times (until you cannot kick it any further to the right). This leads the rats to the machine.

#### Fireworks

-----

Go back to the door area (don't go through the door). Right of it is a small "open" area. See the thin pipes above? Jump up through them (yes, you can do it, but only through the thin pipes).

Jump through the pipes and go left. You'll fall down a ways. Using the pipes, jump up to the top of this area. Try to reach the top/left corner of this room (it isn't hard to do).

From there, go right and you'll find some area that actually has ground which isn't pipe. There's also some sort of enemy thing going up/down.

From there, go right through the small passage (an alien attacks). The ceiling will open up. Go up in this area (there are blocks to kick).

Get the blocks. One is separated from the others by pipe. Hit it, and you're taken to a strange place, where you are given twenty seconds to break some blocks. Break all of the blocks.

If you do, you get in an area with two blocks. One of them has the fireworks, so get the fireworks. If you don't, you end up somewhere else, so try the room again.

#### Room Four

-----

I'm skipping to room four since room three is the last room you can do on this level (I should have done a better job with naming the rooms).

This room is another one of the "beat the rats" room. Go right, and you'll fall. You'll see a block blocking a pipe entrance. Pick up the block, and place it to the left of where it was.

Keep going right, and the end of the pipe is blocked by a block. Pick it up. This way the rats go through the pipe. You must beat the rats to the pipe to do this.

From here (the end of the pipe), hold down on the right button. Krusty goes across breakable blocks, but won't break any provided you hold onto the right button.

Eventually, Krusty won't be able to go right anymore. Drop the block here. It creates a stair, leading the rats to a higher level, leading them to the rat-catching machine.



From here, go left back to the breakable blocks. Jump to the platform above the blocks. Jump up through the platforms here. You end up in an area with item-blocks. Get them as you go left. You'll end up near the pipe that was covered by two blocks. From there, go left/up to get back to the door.

#### Room Five

-----

Drop down the floor (ouch!). Since you know you can go through thin pipes, use the pipes against the right wall to go up to the top of this room.

There's a block here. Grab it and go across the pipes here to the left side of this room. Put the block over a pipe hole to block it.

When the rats come, they not only avoid going down the hole, but they also use the block as a step and fall down to the floor like you did. Make sure all four rats fall, then pick up the block and fall after them.

Here, you might want to kill the alien and get the boxes on the floor (you could have done it earlier, where I forgot to mention it).

You can see how on the right part of the floor you can use put the block to make stairs that lead to the machine if a rat comes at it from the right.

Do this to get all of the rats.

To exit the room, get back to where you put the block on the pipe. Stand on the pipe right of that place. Fall off to the right, but press the left button so you land on a ledge not far below. From there, jump to the door.

#### Room Six

-----

Drop down through the gap to the left of the door. From the bottom of the pit, go right. Kill the monster and get the block, and get to the right end of this area. Jump up through the platforms, and go back left to the door.

Jump left over the gap this time. Drop the block next to the wall, and now you can jump over the wall. Leave the block there.

Once you do so, go left across this area (two aliens hang out here). Go left across that area, drop down, and go left again into a big area, the biggest you've been in so far in this room.

Drop down as directly you can. To the right will be a rat near a block. Go left.

There's a gap in the floor, leading to a small area. See the fan in the lower/left part of this area? You can pick

it up, like with the pipe piece earlier in the game. Do so.

You fall down. Start heading right. You'll find one of those enemy things that go up/down (right of the rat catching machine). Jump up in the air. To the right of where the up/down enemy is are two pipes.

Place the fan underneath the left pipe (it will be in the middle of a five-block-wide step).

Here's where things get harder (lots of block positioning is ahead). Get back to where the rat is. Go left and fall in the hole there, and fall down the hole where the fan was.

See the pipe to the right? The one with three blocks against it? Using the blocks, block both entrances to the pipe. Then use another block to make "stairs" over the pipe.

Right of this is another pipe. Remember this pipe. Go back to the rat.

Grab the block, and use it to make stairs to the left. Pick up the block when the rat is past it. Quickly head to the pipe (the one I told you to remember in the last paragraph). Put the block so it stops the rat from going in this pipe. It's the pipe that isn't the one that has blocks on it.

Leave the block there, and bring the other three blocks there. Build "stairs" with these three blocks so the rat goes up to the tall pipes on the right. Once the rat does so (you may have to pick up the bottom block of the stairs and put it back again) grab one of the blocks and follow the rat.

Put the block right before the tallest of the pipes here. This covers a break in the stairs, so you have to beat the rat there.

The rat finds its way into a small pit. Put the four blocks like this:

```
| 4 ___  
| 3 |  
| 2 |  
| 1 |
```

Have the rat right of block one. Pick up block three. When the rat is on block two, put block three back.

Then, finally, the rat will walk to its doom.

Go right to the wall, up, right/up some stairs, up, and right to get back to the entrance. It's not as hard as it might seem.

-----  
This level is a big pipe maze, which is hard to get through.

Jump right over the pipe. Walk right. See the block? You want to get the block.

Forget the block for now, and get to the middle of the pipe you're on. Jump up twice, through the pipes above. Press right and up until you're stopped. Jump up.

Jump up to the platform slightly above/right of you. You land on the part which looks like this: \_|

Jump up twice. Go left (no jumping). Once your way is blocked, jump up twice. Go left again, and then jump. This sounds repetitive, but go left again (this is about one step) and jump up (land on the pipe to your left).

Jump up once more (land on the pipe to your left). Stand on the right edge of the pipe and jump up.

This is about the top/left corner of the maze.

Go right, and jump to the pipe on the right (not a high jump). Look up. There are two pipes above you. Jump so you land on the lower pipe.

If you don't make the jump, go left and try the jump again. Basically, the higher pipe has an alien on it, and that's the one you want to avoid.

When on the lower pipe, go to the right end of the room. You'll fall down, so try to land on the up/down thing.

Once you land on the floor, go left (past the alien) to the block. Yay! Work your way through the maze back to the top/left corner area I told you about. From the left pipe, make a long jump to the left, and you'll make it back to door area (you'll land on the pipe).

Get to the floor where the rats are. Use the block to make a stair to the pipe. The rats will go through it. Once they do, pick up the block and jump to the rat-catching machine.

When you're on the same level as the machine, hold down left. Krusty falls. Put the block there and the rats will wmake it to the machine.

Do this for all three rats to beat the room.

Room Eight

-----

A hard level, no!

Get down to floor, ignoring everything else. There are two aliens wandering around on the floor, so kill them and get

back to the door.

Now to make things easier, let's get the rats all in one place. In the rat area, put the blocks like this:

```
W B W
W_BB_W
```

W is some wall/pipe thing rats cannot enter.

This way, the rats are all in one place.

Grab a block and block the entrance to the pipe to the right of the pipe. Walk left from there; you fall on a pipe. Grab another block and block this pipe.

From here, go right. You'll see on the floor a fan, pipe, three fans and a pipe. You'll want to cover up all of these things as the rats cross them. Here's a picture:

```
      _F|
      _| |
_P____F__P__F__F_| |____P____
```

Not a good diagram, but it works.

Use the free block you have to send the rats over the edge. They'll follow along the paths and eventually fall to the ground.

Get the rats to the area in the right, covering up all of pipes/fans I indicated in the diagram. The problem is that you have to move blocks quickly to do so. Once a block is no longer needed, move it to the next spot. You might also want to try mobilizing a single block to do the job, instead of worrying about moving all three blocks.

Anyway, once you're done (if you messed up, just try it again), the rats will be in the area to the right, and the pipe on the floor there is covered. There's a platform in midair up/left of the pipe.

Here's a diagram of the next tricky moves you'll have to pull off:

```
      5 |
      W |
      WWW |
  2     WWWWWW |
  W    4     |
  WWW  3     |
  WWWWWW |
      1     |
  _____B_____ |
      P
```

W is the platform which can't move, and P is the pipe. Note that one block, B, will remain on the pipe the whole time.

For the other two blocks, put them in positions 3 and 4, then remove the one in position 3.

When the rats are right of the block, put the block you have in position 1. The rats will climb up the to platform.

QUICKLY, as soon as the rats are off of the block in position one, put that block in position two. JUST AS QUICKLY, as soon as the rats turn away from that block, put it in position three. Put a block on position five when the rats are right of position five. The rats become trapped between the block and the wall.

Okay, the next challenge looks like this:

```

      W      W      |
    WWW 3  WWW      |
  WWWWWW WWWWWW      |
                2   W      |
                B  WWW      |
                WWWWWW      |
                    1   B  |
                    B  WWW |
                    WWWWWW|
  
```

Put the three blocks in the places marked B (the B on the right is already in place).

When the rats are facing right, pick up the block that is farthest to the right and put it in position one. When the rats have passed over it, put the block in position one in position two. When the rats have passed over it, put the block in position two in position three.

Congratulations! The rats are now caught! Boy, that level was tough, wasn't it?

Room Nine

-----

This level looks hard, but isn't.

Get to the area at the ceiling, the one with a pipe sticking out of it.

```

      P
      |
      P
    3
    2
    1
  WWWWWW
  
```

Put a block in position one.

Get the two fans (located left of the door). Put the fan that faces upward in position two. Put the fan that faces right in position three.

Stand on the fan facing up (in position two). Pick it up. You will fall. Drop the fan in the place where you land (on a tall pipe, the right part).

Go to the pipe near the door. A block is preventing rats from exiting the pipe. Pick up the block. Go right, and use the block as a step to get the rats on the pipe stairs.

The rats will be blown up (by the fan) and then blown right (by the other fan), and they will land on the machine. Wait until this happens (when it does, your score goes up) and then exit.

#### Room Three

-----

This is the final room of this floor, due to my bad naming of the rooms.

Go left, and up through the area. You'll reach an area where you must go right. Go right, past all of the enemies on the up/down thing.

Past the third one (the shortest one), jump as far right as you can across the gap. Hold onto the right button, and you land in a niche.

Go through this area (which has aliens), and break the boxes. The last one has fireworks. Get it, and exit this room, then this level. To the right is the next level.

#### 003c-Level Three

-----

Here's another bad map, with the doors numbered and entrance labeled as "E".

```
_1_  _E_          _4_6_
  _|          _3_____ _10_11_
    |          |         |         |         |         |         |         |         |
      _|          |         |         |         |         |         |         |         |
_____ _|          |         |         |         |         |         |         |         |
      |_2_|          |_5_|
```

#### Room One

-----

Another rat race level. Go right, and you'll find the spring blocks. Jump on them (hold down A) to jump higher on each successive jump.

Use this to reach the platform at the top, but middle, of this area (look out for...uh...flying pigs?). On it is a fan that faces right. Pick it up and fall down to the right.

Use the single spring pipe here to go over the high wall to your right. Fall down to the bottom of this area.

Go left, down the stairs. Keep going left. Go up the

stairs to the left. When you find a stair that is longer than the others (supported by two blue pipes, one light blue and the other darker blue), put the fan on the left of these two pipes.

Jump right. On the highest platform here are two blocks. One can be picked up and the other one is the type that you kick. Pick up the one of the right, and kick the left one right twice.

The block you picked up goes on a light blue this. It is on the same platform as the rat-catching machine, to the left of the machine. It is directly left of a pillar. This makes a two-block-high thing the rats cannot pass over to get to the left side of, so they go right into the machine.

Don't worry if you misplace the block on the first time, the rats will come again if everything else (fan and kick block are in place), so if you're having trouble, experiment and you should be able to get it.

#### Room Two

-----

The rats are trapped in a cycle of going through pipes. Get to the top of this area. You'll see a kick block (it's a trick block; you can't get it to do anything useful, so its purpose is to confuse you with its uselessness, which is another word I made up).

To the left of the kick block are two item blocks. Get the item blocks, and jump left into the open area there. Hold on the left button so you fall down to the floor.

At the bottom of the floor is an item block and a spring block. Pick up the spring pipe. Walk right across the floor (snakes return, and they are harder to kill than before).

In the lower/right corner of the room is a spring block. Jump on it. You want to jump up through the gap on the left of the platform blocking your way up. To do this, jump straight up and down on the spring block a few times and then try to make the jump.

When you make the jump, go left to the door/place where the rats are.

Get to the pipe on the left (where the rats enter that pipe). See how the rats go up a step to get to the pipe? Put the spring on the edge of this step, so the rats will not be able to go up the step, so they will reverse direction and walk straight to the rat-catching machine.

#### Room Three

-----

To the right are stairs with five blocks and a fan. Using the top three blocks, get the rats all in one place. Do

something like this:

```
B B
BF_W
```

Once that's done, grab the fan and go right up the stairs. Go upwards through the area you end up in. Put the fan on the left edge of the highest platform against the left wall there (it's the second platform against the left wall).

Go back down. Walk right and fall into the pit. Go left across it (a snake is there) and get the item blocks at the end for some super-balls.

Now back to the blocks. Grab one of the blocks (not the one on the bottom stair). Go right, and use the block to block the entrance to the pit you fell in. This not only prevents rats from falling in the pit, but leads them into a pipe as well.

Left of that is a weird thing that looks like this:

```
WW
_W_
```

Grab a block (not the one on the bottom stair) and put it on the left side of the weird thing.

Three blocks left. Grab the two blocks that aren't on the bottom stair. Follow the pipe along. It ends up on a platform.

Pretend you're a rat coming out of the pipe. Stand by the pipe and press left. Oh no! You fall into a small pit thingie!

Use one of the blocks to cover the small pit so the rats won't fall into it.

Notice that left of this platform is the platform with the fan on it. Also notice that if you made a three-block stair, the rats could get to the other platform.

Put the block you have so it is hanging off of the left edge of the platform.

Grab the last block (the one on the bottom stair) and put it next on the three-block stair. Now wait for the rats to come. When the rats pass over the block that prevents them from falling into the small pit, grab it and put it into the three-block stair. The rats will then end up in the machine.

Room Four  
-----

Go left down the stairs. You end up in a strange area made up of pipes you can't jump through. Get to the top/right corner of this pipe area. A block is there, so pick it up.



Jump on top of the red/blue striped pipe. Wait a while and a left/right platform shows up. Jump on it, and follow it left.

It takes you to a platform full of breakable blocks. Break the blocks with the super-balls obtained in room three. Alternately, use the block to get an item block in the weird pipe area.

Past the breakable wall is an open area. Jump left into it, and land on the up/down thing. Ride it down to the floor.

Go right across the floor. You'll end up in a small area with pipes and the rats. Put the block you have against the high pipe on the right.

Now, this doesn't get the rats into the pipe; it actually prevents them from going up stairs. Note that there is a block that is part of the stairs. Remove the block when the rats are right of it; they will walk left and fall into the hole the block covered.

The rats will then walk across a pipe (heading left) into the machine. Once this is done, grab the blocks and take them left to the "stairs" leading up/right.

```
5
4
3
2
1
W
WW
WWW
P WWWW
WWWWWWW
```

Put the two blocks in positions one and two. Put the block in position one in position three. Put the block in position two in position four. Put the block in position three in position five. Grab the block in position four.

Jump to the block in midair (in position five). Jump up/left off of it to a ledge. Jump to the ledge up/right of it. Put the block you having hanging left off of the item block there. Jump off the block to the platform above.

Get the item box on this platform. Jump to the platform above this one and open the item box there for the fireworks. Get them and go back to the start of the level.

Room Five  
-----

Well, this room isn't much fun. Here's a diagram (B is where the blocks start; I is where item blocks start):

```
|                |
```

```

| 3 |
|----|
|   |
|   |
|   |
|   o |
|   n |
|  m  |
|  l  |
|   k |
|   j |
|   i |
|   h |
|    g |
|   f2 |
|     |
|     |
|     |
|    e || | |
|   d | 1|
|   c | |||
|   b |  |
|   a |  |
|___p_BBBBII___|

```

What to do:

1. Put the blocks in positions a-d.
2. Put block c in position e.
3. Put blocks a, b, and d over the pipe on the right and onto ledge 1.
4. While standing on block e, jump to ledge 1 while picking up block e. It's hard, but can be done. This is known as the block jump technique.
5. Put the blocks on ledge 1 into positions f-i.
6. While on the right edge of block f, pick it up block f and land on ledge 2. Put block f in position j.
7. Use the block jump technique to pick up block g and get to safety between ledges 1 and 2. Put the block in position k.
8. Grab the block in position j (land on the block in position i) and put the block in position l. To clarify, you now have blocks in positions l, k, i, and h.
9. Grab the block in position i (land on the block in position h) and put it in position m.
10. Pick up the block in position l (land on the block in position k) and put it in position m.
11. Use the block jump technique to get the block in position k to position o. This particular jump is easy because it is done straight up.
12. From on top of the block in position o, jump to ledge 3 and pick up the fan on the left of that ledge.
13. Put the fan in position p.
14. Wait for the rats to die.

Room Six

-----

Go right. Use the spring boxes to go up. You'll notice that you only can go so high up. Try to land in the middle

of the "rectangle" which is near the top of where you can go.

For some reason, there are two small platforms here you can stand on. Jump up/left to land on two other hidden platforms (above about halfway between the wall and the platforms you jump from).

Jump up/left from there to an item area. Get the item blocks here. Grab the fan and get back to the door. Put it against the left wall. The rats will climb on it and be blown away.

When the rats are gone (they're not dead yet), grab the fan and get back to the item area. Jump up/right from it to land on more hidden platforms (in the middle of another "rectangle").

Standing on the right of the two platforms there, jump straight up to land on another two platform set. Drop the fan off here (on the righter (another word I made up) of the two platforms).

Go back to the item area and grab the block. Get back to the fan. Put the block so it is hanging off the platform to the left. Put the fan so it's hanging off that block.

Grab the block, get on the fan, and jump straight up. You land on another platform. Jump left off of it over the wall (look out for the pig).

You'll find the rats trapped in a pit. Put the block against the left wall of the pit, and the rats walk into the machine. Then exit.

Room Seven

-----

This level is difficult, if you're trying to solve it by yourself. But I'll give you directions, so it won't be difficult.

See the five blocks that you can kick? You want to use use three of them to make a staircase leading left.

Get on the right side of the five-block pile and kick three blocks left. Get all of the item boxes and then get on the three-block pile. Kick one of the blocks in the two-block pile to the right.

Now you have a three-block pile and two blocks on the same platform. Kick the block on the left (of the two blocks on the same platform) to the left. It is now left of the three-block pile, but on the platform.

Get to the three-block pile and kick one block left. Kick that block left again. Now that block is a "stair" to a pipe.

Get to the two-block pile and kick one block left. Kick

that block left again. Now get to the block that's on the platform (the one on the left) and kick it left. It lands on one of the blocks, creating a stair to a pipe.

Using the rightmost block, jump up and get to the area with the rat-catching machine. Jump up on the platforms above that area.

There's another kickable (yet another word I made up - I'm on fire!) block on a platform. Stand on the block, and jump to the ledge above.

On this ledge, jump to the ledge up/right of you. Walk right across this platform, and get the item block (it has fireworks).

There is a kick block here, too. Kick this block left five times, and right once. It'll be next to the bottom stair leading to the machine.

Get to the kick block you left alone. Kick it to the right twice. This makes stairs, leading the rats to the machine.

#### Room Eight

-----

First, kill the flying pig (it's a pain if you don't get rid of it. Use the spring-block. There's a pipe directly above it. Land on that pipe. Jump up through the levels here to the ceiling.

Grab the blue block. Put it on top of the right pipe. The rats on the right will not fall down the pipe, and fall down the left pipe instead.

Grab the pipe again. Fall down the right side of this area to get to the main area with the door and spring pipe. Use the spring pipe to jump up to the left/up area (this is somewhat hard to do, but can be done).

See how there are three different platforms? Put the block on the left edge of the middle platform (the one that doesn't touch the left wall).

Get back to the spring-block. Jump through the right area, and grab the fan block (the one facing right). Pick it up, and get back to the spring-box area. Jump to the left area.

Set the area up like this:

```
  ||
R  PP
_B_||
```

R is the fan facing right. This way, the rats will be blown into the pipe on the right. They will eventually get to the machine.

#### Room Nine

-----  
This level's no fun. Jump to the platform up/right of the door. Jump to the platform with a spring-box on it to the right of this platform.

Go right across the platforms with spring boxes on them (don't press the a button to do these jumps) and you'll end up on a platform with a lot of blocks on them. One by one, bring all seven of those items (one fan, two pipe turns, and four pipes) to the area where the rats are.

Grab the fan, and get to the platform right of the door. Jump to the spring right of this platform. Use the spring-block to reach the platform above you.

Go left. The machine is here. See the gap in the floor? Put the fan over the gap. If you can get the rats to get through one of the two pipes that end up in this area, they will get blown into the machine thanks to the fan.

Go right, and land on the spring-block again. Go to the spring-block right of this one, and to the spring-block right of that one.

Jump up to the ledge above by using the spring-block. Once there, kill the flying pig and go right. Kick the item-block for some fireworks. Go left, and get the item blocks there.

Go back to where the rats are. Set up the left-hand corner of this area like this (P=pipe piece, L=pipe piece facing right):

```
|LP_
```

The rats become stuck in this area, all in one place (which is good). Using the other pieces, set up the area like this (J=pipe piece facing left):

```
|   |  
|  P  
|  P  
|  P  |  
|LP_J___||
```

Remove the pipe on the left. The rats will walk right into the tall pipe. Since they're going right when entering the pipe, at the top of the pipe, they will go right, up the stairs.

For the next area, set it up like this:

```
|         P |  
|_____P_|
```

This way the rats will be left of the pipes you set up. Now set up the pieces like this:

```
|         P|
```

```
|         PP|
|         PJ|
```

This way, rats entering the pipe will end up at the second pipe in the wall (counting from the bottom). To get them into this pipe, remove two of your placed pipe pieces:

```
|         P|
|         P|
|         J|
```

The rats will then walk to the machine.

Room Ten

-----

Okay, much easier than the last level. Go up, and to the area to the right.

There are two fans and a block on the floor. Put the block on top of the fan on the left. This way, rats will not be blown by the fan when they pass by.

Get to the area right of this one. Do the same thing: put the block on the fan on the left.

Get to the area right of this one. On a ledge hanging off the pipe to the left is a fan. Grab the fan and get to the top ledge of the pipe. Put it hanging off of this ledge.

This way, rats, coming out of the pipe above, will fall off to the left, and get blown by the fan right next to the place where they're falling. The placement is crucial.

Get to the place where the door was. Pick up the block that is covering the fan. The rats will be blown to the machine, but it takes a while. Try getting some of the item-blocks in this area to take up your time while waiting for the rats to get caught.

Room Eleven

-----

Jump up to the top of this room. Get all of the item blocks. Grab the fan, and fall down in the hole left of it (the one you came up from).

Put the fan hanging off of the right edge of the platform here. Rats coming out of the pipe will be blown by the fan into the machine.

Go back up. Grab the block. Fall down the gap on the left edge of this room. From there, go right to land on the floor (stay on the floor the whole time).

Put the block on the fan on the right. All of the rats will then be caught in the same rectangular cycle. Hold left. Put the block against the pipe. Rats will fall on the block, and walk to the fan on the left, and get blown up.

Wait for your score to go up (this way you know the rats are caught). Once all four rats are caught, get to the door and exit.

#### Room Twelve

-----

This is the last room of the level. Walk left and you fall down, landing on a spring-block. Get to the right side of this level by jumping across the spring-blocks (this is hard to do due to the flying pigs).

Once you get to the other side of the room, get all the blocks there. One has fireworks. Once you got all of the items, get to the floor of this room and walk left. At the left wall, jump up (platforms will appear) to get to the top of the room. Get to the door, and exit this level.

#### 003d-Level Four

-----

The doors are numbered off, with E being the entrance to the level.

```
| _E_1_ |_14_
|      |      _7_8_9_10_
| _3_2_ |      _| | | | |
|      |      _| | | | |
|_4_____5_6_|      |13|12|11|
```

#### Room One

-----

This level features a new type of blocks: jar blocks. They're to the left. If a rat stands on this block, the rat will fall in the block and become trapped.

Grab the spring block and move it to the left. Grab the two jar blocks, and use them to make stairs to the machine (it's a new machine, which looks like it came out of an Itchy and Scratchy episode).

Use the spring block to get to the platform near the ceiling. Kick the block for super-balls. Use the super-balls to destroy the breakable part of the left wall (near the ceiling).

When the wall is broken, the rats will come out. Two of them will use the jar blocks as stairs to get to the machine. The other two will get caught in the jar blocks.

Grab a jar block, and use the spring block to jump over the top of the machine, and you can reach the machine from the right. Drop the jar block to the right of the machine. Kick the jar block to break it; the rat will go into the machine.

Do the same thing for the other block, and exit the room.

Room Two

-----

To the left of the door is one of the up/down platforms. Kill the ugly bird that is flying around there so it won't get in the way.

Ride the up/down platform to the top, and jump right to land on a platform with three jar-blocks. Use the three jar-blocks to make stairs leading to the pipe (on the left wall of this room).

One rat will make it through the pipe to the machine (the others will get trapped in the jar-blocks). One by one, take the jar-blocks to the machine (right of the platform you found the jar-blocks on) and break them to get the rats in the machine. I don't know about you, but I'm already getting sick of these jar-blocks.

Room Three

-----

Right of you is a kick block. Kick it right three times. Destroy the blocks that you can break with super-balls (do this by standing on the blocks). You can kick the block right some more, but don't.

Instead, go right and ride an up/down platform up. Go left, and you'll see the machine. A block is above it; get that block.

There's another one of the blocks you can break by standing on (it's over the machine). By standing carefully, destroy that block, but don't fall down to the machine.

Get back to the ledge under the machine. On the right edge of the ledge, for some reason, the ledge sticks up in one place. Put the block on top of this place, so if any rats come, they will be unable to overcome this barrier.

Get back to the kick block. Kick it all the way right, so it makes stairs to a pipe. The rats will go through the pipe and eventually get trapped in an area to the left.

Grab the block you put on the ledge and put it back where you found it. Get the item-blocks if you want to. You'll find the rats trapped near a pipe.

Go through the room to find several pipe pieces. Put the pieces like this:

```
| P   P
| P   P
| P   J
| P   ||
|
|
|
|     F
|     ||
```



|\_\_\_\_\_|IIII

You're concerned with setting up the pipe on the right (they are on the right side of the platform). You can get more pipe pieces, but they're not necessary.

Once your pipe is in place, put the fan underneath the pipe on the left. The rats blow through the pipe, and fall down. They'll go up your pipe to another platform, cross over the block (that you put where you found it), and fall into the hole (made by the breakable block) to reach the machine.

Room Four

-----

Go left, and you'll find two jar-blocks. Place them so they are both on the floor. The rats will come, and get caught in all the jar-blocks.

Take the jar-blocks back to the door. Hey, you can't reach the door! Drop one jar-block on the ground. Drop another jar-block so it is hanging off of the one on the ground and jump to the door.

With the two jar-blocks you have by the door, place them like this:

5  
4  
3  
2  
1

Put them in positions one and two. Put block one in position three. Put block two in position four. Put block three in position five. Jump right off block five to reach a platform in the top/right corner.

Get the normal block on this platform, as well as the super-balls. Go back down to the ground (where there are the two blocks you used to jump to the door).

Put the normal block hanging off of one of the jar-blocks there, and then jump off the normal block to reach the doorway.

The machine is right of the doorway, so bring all the jar-blocks there, and break them to free the rats and send them into the machine.

Room Five

-----

Kick the kick block right. Go right, into the main area of this room. The rats are hanging around on the floor, while the machine is to the right, above them.

There are six kick blocks above this area. And, hey, six kick blocks are needed to get the rats to the machine. All

you have to do is kick the blocks correctly to beat the level.

Here's a diagram, which is not to scale, because it doesn't need to be.

```
  2
_1_    4_5_
_3_    _6_
```

Kick block one to the right four times. Kick block two to the right four times, and, suprise, suprise, kick block three to the right four times.

Kick block four left once and right twice. Kick block five left once and right once. Kick block six left once. All of the rats will now get to the machine.

Room Six

-----

Grab the block that is left of you, and fall to the floor (why is it pink?). Kill the bird and drop the block off to the left here. Go right, and you'll find a block in a niche above you. Grab it and go back left to the first block. Place the blocks like this:

```
|      ||
|  B
|___B__
```

The rats will get trapped to the left of that area. Go back right across the floor. You'll come across a part of the floor that can be broken (in an open area). Break it.

Get to the top of this open area, breaking any breakable blocks you can find along the way. At the top is a block. Pick it up, and get back to where the two blocks are. Put it like this:

```
| B  ||
|  B
|___B__
```

Now go back right. The rats (four of them) will be going left and right through an area below the floor. Grab the block there.

Drop to where the rats are. Put the block so it completes the stairs leading left. Get all the rats to climb up these stairs, and they'll disappear into the area to the left. Grab the block and follow the rats. The area will be like this:

```
|P      |
||||    |
|  6    |
|  5 a  |
| 1    |||||
```

| 2 4  
|\_\_3\_\_

You have blocks in positions one, two, and three. Put the block you have in position five. Put block one in position six. Put block five in position four.

Grab block two. Once all the rats are on ledge a, put that block in position five. The rats will then enter the pipe. Quickly pick up a block (it doesn't matter which one) and head up.

To the left of the machine is another strange thing that sticks up off the platform. Put the block on it. When the rats come, they will be unable to pass over it, so they will instead go right, into the machine.

Room Seven  
-----

Right of you are the rats, going across a platform. Above them are two platforms and the machine.

Underneath the rat platform is a jar-block. Grab it. Get to the rat platform by jumping at it from the left. Put the jar-block on the left end of this platform, so you can reach the second platform above.

Grab the three blocks (the order you grab them in doesn't matter) and get to the second platform above. Use the blocks to make stairs off of the right end of the platform. These stairs lead to the machine.

Jump from the block stairs to the platform going left/right and jump off the left/right platform to get to the top/right corner of this room. In the corner is a fan. Grab it and go back down.

Directly right of the door are two holes that lead to areas below (which the rats are going through). Put the jar-block on the left hole, and put the fan on the right hole (there are more holes right of these two, but ignore them).

The rats will get to the machine. Put the fan where the jar-block was, and bring the jar-block (which has a rat inside) to the machine. Kick it to capture the rat.

Bad news! That's only half of this room. Get to the platform going left/right. Ride it left. You'll reach a pit with an up/down platform. Ride it down. On the right side of this area will be a niche with a block in it.

Kick the block, and you're taken to one of the "break all the blocks here before the time runs out" areas. Break all the blocks here before the time runs out, or else you'll have to redo the room.

Once you do get all the blocks, go right and break the blocks there. One has fireworks. Once you get the

fireworks, you're done with the room.

#### Room Eight

-----

Kill the bird (or else it will annoy you). Right of where the bird was are two blocks and the rats. Pick up one of the blocks and wait a second.

The rats will get stuck, being blown left and right across the room. Get to the left side of the room. There's a platform just below where the rats are being blown. Put the block hanging off of the right end of this platform.

This doesn't stop the rats from being blown, so grab the other block. Carefully, put this block on top of the other block. Do this when the rats are to the LEFT of the block you're putting down.

If done correctly, the rats stop flying and will walk left off this platform, onto more fans and get blown to the ceiling. Grab a block and follow them.

At the ceiling, the rats are being blown left and right. See how part of the platform with the machine on it sticks up? Put the block hanging off of that part. This way there are "stairs" leading to the right wall.

Grab the other block and get to the flying rats. Put the block on the platform to stop the rats. Do this when the rats are left of where you put the block. The rats will then go right, up the "stairs" and then down the "stairs" to the machine. SpooGERONI.

#### Room Nine

-----

The rats get trapped in jar-blocks right by the door. Grab the fan nearby and go down. Go right across some springs (at one point, you have to do a large jump over a wall) to get to the right end of the room. Use the spring-block there to reach the top of the room.

Left of this area is the machine and some blocks. Get the three blocks (one has fireworks). By making several trips, bring all the jar-blocks and the fan to this area. Take the block (in the bottom/right corner of this room) there as well.

Set of the high platform (right of this area) like this:

```
F
JB
||||
||||
```

F is the fan and B is the block. Put a jar-block at J, and kick it. The rat from the jar will get blown to the machine. One by one, do this for all of the jar-blocks.

Room Ten

-----

Quickly go left and pick up the fan (or else the rats will get stuck in a never-ending circle of pipe).

In the top/left corner of this room are four jar-blocks. Get the rats stuck in the jar-blocks, and put all the jar-blocks on the pipe. Set up the area like this:

```

    |
    |
    3
  2||
  1
PPPP
```

Put a jar-block in position one. Put the fan in position two. Put the jar-block in position one in position three. Kick the jar-block from the left side (do this by standing on the fan) and the rat walks right into the machine.

One by one, put the jar-blocks in position three and kick them. That way they all get to the machine.

Room Eleven

-----

Go up to the top of this room. Go right to find a small area with two rats, two jar-blocks, and two pipes. Trap the two rats in the jar-blocks, then take the jar-blocks and the pipes left to where the three pipes pieces are.

Grab one of the jar-blocks and get to the ceiling. You'll find a pipe that has an end facing right. If rats were to exit at this end, they'd fall on the platform below. Put the jar-block hanging off the right end of that platform.

Get back down. Put the pieces like this (P=pipe piece, |=something you can't move, J=jar-block).

```

||
 P
 PP
||PPJ
||||||
```

This makes stairs that leads the rats into a pipe. Once the rats are on the stairs and past the jar-block, grab the jar-block and get to the machine. Put the jar-block so it is hanging off the left edge of the platform the machine is on.

The rats will come, and go over the two jar-blocks to the machine. Then get the two rats in the jar-blocks into the machine.

The room's not done yet, since you need to get fireworks. Get to the top of the room and go left. Kick the item block for some super-balls.

Use the super-balls to break the wall to the left. You'll find an area with a bunch of blocks. Break the block on the top to get the fireworks. Break the other blocks, and then exit the room.

#### Room Twelve

-----

This room is full of hidden platforms. Go to your right and you'll get stopped by a green wall. A jar-block is right of the wall, in front of a black background.

There's some block background left of the green wall (it's right of where the rats come out). Stand in front of it and jump up through hidden platforms as high as you can.

Jump up/left twice. You should be level with some blue background (if not, go left some more and jump up). Once you're level with the blue background, jump up to the black background against the ceiling.

Walk right from here to get past the green wall. Kick the two item blocks to find some fireworks. Great. By pressing up/left, get on top of the jar-block. Pick it up, and jump up to the top of the green wall.

From the top of the green wall, walk left until you fall to the floor. Place the jar-block so it works a stair to lead the rats to the machine. Then bring the jar to the machine and break it. That takes care of all the rats.

#### Room Thirteen

-----

This is a fan maze. There are two blocks (one in each of the room's bottom corners). Put one block on the fan closest to the door (second fan from the left wall).

Wait for the rats to land and walk onto another fan. This puts all four rats going through the same fan cycle.

Get to the machine. Put one of the blocks so it is hanging off the left edge of this platform. Grab the other block and get to the platform above the machine.

Put the block down here. The rats will get stopped by this block. When a rat has been stopped, pick up the block and put it on the other block (the one hanging off the left edge of a platform).

The stopped rat will walk left off the top platform, and turn right at the two-block-high thing, going right to the machine. Do this for all four rats.

#### Room Fourteen

-----

Okay, the last room! Luckily, it's an easy one!



a waffle iron device.

#### Room Two

-----

Drop left and kill the bird. If you try to go right, your way is blocked by item blocks. Use two of the normal blocks (in the bottom/left corner of the room) and use them to help you destroy the three item blocks (do the top block first, middle block second, and lower block third).

Put two of the blocks on the first two fans on the floor (from the left wall). Grab the other block and get to the rats.

Send the rats over the wall, and fall down to the floor. Put the block (used to send the rats over the wall) on the third fan from the left.

When the rats are past the first block, put it on the fourth fan. When they're past the third block, put it on the pipe. When they're past the block on the fourth fan, put it on the last fan. Basically, just cover up all the fans/pipes as the rats go by.

Do this, and the rats make it to the machine. Don't do it, and you have to try again. It's not that hard to do (much easier than room eight of level two!)

#### Room Three

-----

Easy level. Go left. There's a bunch of jars above the machine. Get all the rats in the jars, and take them to the far left.

Put a jar so it is hanging off the left edge of the fan. Kick the jar, and the rat falls, and gets blown by the fan into the pipe (the pipe leads to the machine). Do this to all four rats in all four jars and you're done.

#### Room Four

-----

Ice. That's an interesting theme for this room. Go down to the floor, and grab the top block. Put it left of the two item-blocks to get the rats in the same place. Once that's done, get the two items.

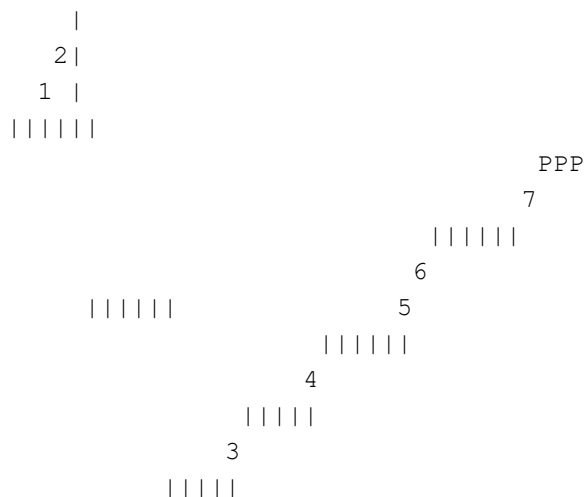
Get to the right end of the room (where the machine is). Using two of the blocks, set up the area like this:

```
  |
  B|B
| | | | | | | | | |
```

Rats, coming from the pipe from the ceiling, will walk right to the machine using the pyramid-like thing you just made.



Grab one of the blocks, and rats will go through a pipe and end up in the upper/left corner. Far right of this area is a pipe. You'll have to lead the rats to this pipe. Here's a map, which is perfectly accurate:



Put the two blocks in positions 1 and 2 to get the rats over the small wall. Put the two blocks in positions three and four. When the rats are past block 3, put it in position five. When the rats are past block four, put it in position six. When the rats are done with block five, put it in position seven. That's all you have to do. Move quickly, because the 5/6 six position thing is very hard to do.

For a "hidden" area, jump into the right wall (from jumping on the spring-blocks). You can go through the odd-colored part of this wall.

Room Five  
-----

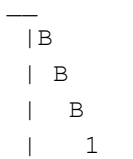
Jeez, another level which SUCKS.

Go left and pick up the block. Fall down the pit and go to the right. You'll find the rats and three blocks there.

Remove the blocks to get the rats on the floor. Place three of the blocks like this:



The rats will then be in one place. Okay, set up the left side of the area like this:



Place block one down first, and set the block above it. Then remove block one and get all the other blocks into place. Place the block in position one last.

Once you get the block in position one, the rats will climb up the stairs and go left.

```
| 2
|__1__
```

Put a block in position one. When the rats are left of block one, put a block in position two. This traps the rats in the wall here. Too bad this is only the beginning of the hard stuff.

```
|||||||      z      || | | | | | | |
|||||||      y      ||
|||||||      |||||||||
|           x|
|           w |
|          _v_|
| r tu      |
|__q_s      |
|   p n      |
|   o_m      |
|   j l      |
|__i_k      |
|   h f      |
|   g_e      |
|   b d
|   a c
|||||||||||
```

Yes, that graph is accurate. Now, you already have two blocks (in positions a and b). Put the other two blocks in positions c and d.

Remove block b and put it in position e. Put block a in position f when the rats are right of position f. Put blocks c and d in positions g and h.

You'll do this same sort of thing thrice more.

Remove block f and put it in position i. Put block e in position j when the rats are right of position j. Put blocks g and h in positions k and l.

Remove block j and put it in position m. Put block i in position n when the rats are right of position n. Put blocks k and l in positions o and p.

Remove block n and put it in position q. Put block m in position r when the rats are right of position r. Put blocks o and p in positions s and t.

Here's where things get different. Remove blocks r and q and put them in positions v and w. When the rats are heading left, put block t in position u (not difficult). When the rats are past block s, put it in position x (more difficult). Then put two blocks in positions y and z so the rats are trapped in the upper area (where the trees are).

Now let's start worrying about the area you got the rats into. First, get the item blocks in this area. Second, consider this (F is the fan):

```
|
|
|F|      |g
||||     | f
||||||||| de b      || |
|||||||||  c a      ||
|||||||||      |||
```

You've already got two blocks (in positions a and b). Put the other two blocks in positions c and d. When the rats are heading right, put block b in position e.

Put block a in position f. When the rats are heading left, put block e in position g. The rats will make their way to the fan.

Move up through the trees, and you'll find the rats, being blown back and forth between two fans (near a platform with a lot of item blocks). Get all the item blocks (get the top ones first, middle ones second, and bottom ones third).

The area looks something like this (T=tree, f=fan):

```
  |||
  2 F
  1
 TTT
 TTTT
```

Put a block in position one. When the rats are left of position two, put a block in position (be careful when doing this; mess up and you'll have to start over).

If you do this correctly, the room is finally finished!

Room Six  
-----

Go right (on top of the fence). You'll find a block on a pipe. Your goal for this level is to get the rats into this pipe. Grab the block.

Jump up and go across the marble structure. You'll find a hole, leading down into this room, which is made up of mostly pyramid structures.

Put the block on the ground, and go to the hole you entered the room from. Grab the block right of the hole, and get to the floor of the room.

Using three blocks and the left wall, get all the rats in one place. You should know how to do this by now, but if not:

| B

|\_BB

Here's a partial map of the room:

```

|||||
|           e
|           |
|           ||| | |
|           |||||
|           |||||
|           |||||
|           |           d
|           |           |
|           |||         ||| c
|           |||||       ||||| b
|           |||||       |||||
|           |           a
|           |
|           ||| | |
|           |||||
|           |||||
| f         |||||
|_gh_____|||

```

You have three blocks (in f, g, and h). Put the fourth block in position b. Put block f in position c, and put block g in position e.

Put block h in position a when the rats are left of position a. When the rats have passed over block a, put block a in position d (do this when the rats are right of position d). The rats will walk to the machine.

Room Seven

-----

For starters, destroy all of the breakable blocks and get all of the item blocks in this room. You can break all but one of the breakable blocks.

There's a jar in the left part of the room. Pick it up and take it right.

```

a 1 _____
   2 _____
b3 _____
c 4 _____
|||||

```

The kick blocks are numbered. Put the jar in position a, and kick block one to the left. Put the jar in position b and kick block two to the left. Block one falls where block two was; kick that block to the left, too.

Put the jar in position c. Kick the top/left kick block to the left.

Go left. You can see how you need to make "stairs" to the machine.

|e

|ya

Put the jar in position y. Kick the kick-block that's on the floor left, until it is in position a. Pick up the jar and go right.

Put the jar on the pipe. As soon as the rats are left of the pipe, go left and put the jar in position e. The rats will go to the machine. Put the jar left of the machine and kick it to get that rat in the machine.

Room Eight

-----

Go right, up the stairs. You'll find the rats in a small pit. Above the pit is a block (it has fireworks), but you can't get it yet, so get to the right end of the room.

First off, get all the item-blocks in the lower/right corner. One block has super-balls.

Along the right wall are various platforms. From top to bottom, number them. Like this:

```
_1_|  
  |  
_2_|  
  |  
_3_|  
  |  
_4_|  
  |  
_5_|  
  |  
_6_|  
  |
```

Platform six has a block and a fan facing upwards. Grab the block and put it in the lower/left corner of this area. It blocks the end of a pipe.

Platform five has a block and a fan facing left. Put the fan on the left edge of platform three (it is not hanging off the end of platform three; it is clearly on platform three).

Grab the block on platform five. Go to the top of the room and jump left. You'll see a mess of pipes. Put the block in the bottom/right corner of the pipes. It will block entrance to two pipes. This is level with where you put the fan that faces left.

Go left past the pipes, and break the breakable blocks. You fall, and there are more breakable blocks. Break them, and fall left (past the machine) to get to an area you've been to before.

Grab the fan (on platform six) and get to the pit where the rats are. Put the fan here:

```
|   |  
|_B_|
```

Grab the fan and head right. The rats are going back and forth in this area here. Fall left off platform six, and put the fan right where you land.

```
      |  
_F____|
```

There are four spaces between the wall and where you put the fan (if you mess up, the rats come back, so no pressure). If you don't mess up, the rats get caught.

When the rats are caught, it's time to get the fireworks. Use two blocks (either fans or blocks) to get to the block that has the fireworks (I indicated this block earlier).

Room Nine

-----

This room looks hard, but isn't.

The rats are in the right end of the room. Get all the item blocks in that area. Grab the three blocks in this room, and bring them all to that area.

```
      |  
      P  
      P  
      i|  
      h |  
__d g |  
      c  |  
      be |  
____fa_|
```

Put the blocks in positions a, e, and f (to get the rats in one place). Then put two blocks in positions a and c.

When the rats are right of position b, put the remaining block in position b. The rats will now go up and down the stairs you made.

When the rats are heading left and are past block a, put block a in position d. The rats will become trapped in a small space.

Put blocks b and c in positions g and h (this isn't a problem; there is a small platform that Krusty can walk on but the rats can't walk on, which is why I didn't put it in the picture).

Quickly put block d in position i. The rats then walk to the machine. Good job!

Room Ten

-----

Go left and pick up the block. Get to the pit where the

rats are. You can see the pipe on the right hand side. The rats aren't going in it, so put the block by the pipe.

Hey! The rats won't go up the pipe! What you have to do is put the block down when a rat is in that spot. Do this for all four rats.

Get to the left end of the room. Bring the two blocks here. It looks like this:

```
|      K      |
|      K      |
|      K      |
|      K      |
|      d|||||||
|      c |||||
|      b|||||||
|___a |||    |
|   |||     |
|_____    |
```

Put the two blocks in positions a and b. Put block a in position c, and put block b in position d. While on block d, kick the kick block pile three times. Then the rats will pass over the kick blocks (since they're not in a pile anymore) and get to the machine.

Get to the area with the black background and the flying pig. Jump up in this area. There's a hidden platform in the middle of the room (above the opening to the gap below).

Once you hit the hidden platform, jump up as far as you can. Go right and jump to the ledge. You want to land on another hidden platform, which is against the top block of the ledge. If you fall, try again.

Once you land against the ledge, jump to the ledge and go right across it. Kick all the item blocks. One has fireworks. Get the fireworks, then leave the room.

#### Room Eleven

-----

Go right. On top of the third tree you come to are some fans and a block. Grab the fan that faces upwards, and continue right.

You'll come to a big pit that leads down and splits off into three branches. Go down the middle branch, that is, just fall down straight.

At the bottom are stairs leading left/down. Follow them to an open area. Put the fan in this area, on the floor, one square left of the platforms on the right wall.

```
||| |
||||
|||
```

\_B\_\_\_\_\_

A rat, falling left off one of the platforms on the right wall, would land on the block. This won't happen, but it helps you put the fan in the right place.

Go back to the where the other fans are. Grab the fan that faces left. Go to where the fan that faces up is.

Put the fan that faces left off of the platform in the upper/right corner of this area.

```
|||||
  |
  |
  |
F_|||
  |||
```

The fan is clearly on the platform, not hanging off of it. A rat, going onto the bottom fan, will get blown up, and then get blown left by this fan.

Get back to where the other fan and the block are. Grab the block, and take it to the doorway area. Use it to make stairs for the rats.

The rats will, eventually, get to the area where the machine is (but they don't get to the machine; you have to do more stuff with them).

While you're waiting for the rats to get to their destination, let's get the fireworks. Go down the pit the rats are going down. This time, take the right fork.

Break the blocks to fall to the floor. Kill the alien. Use the spring-blocks on the right side of this room to get to the pit.

You'll end up on a grayish building. Get in the building and get all the item blocks. The top, blue item block has fireworks. Get them, and use the super-balls (from the lower, blue item block) to get out of this gray building.

The rats should be done by now. Grab the fan that faces upward (it's where you left it) and get to the room left of this area by jumping left off the second platform against the right wall.

The rats are in an area where there is the base of a pyramid structure, and the machine in the upper/right corner. Put the fan on top of the pyramid structure.

```
FF
||||
|||||
```

Put it in either of the two spots marked F, and the rats will, eventually, get to the machine. Get back to the door

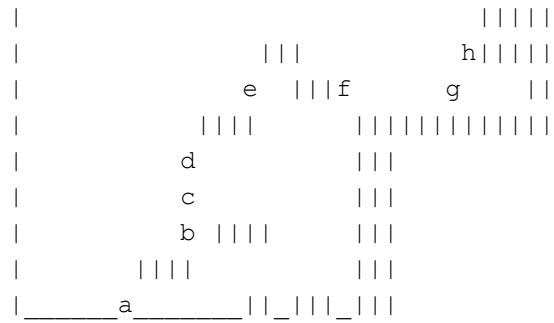


while you're waiting for the rats to get caught.

Room Twelve

-----

First off, kill the snake. Go to the left end of the room, where you'll find two jars, two pipes, and a pipe bend thingy. The area looks like this:



Okay, put the pipe bend thingy in position b, and put the two pipe pieces in positions c and d.

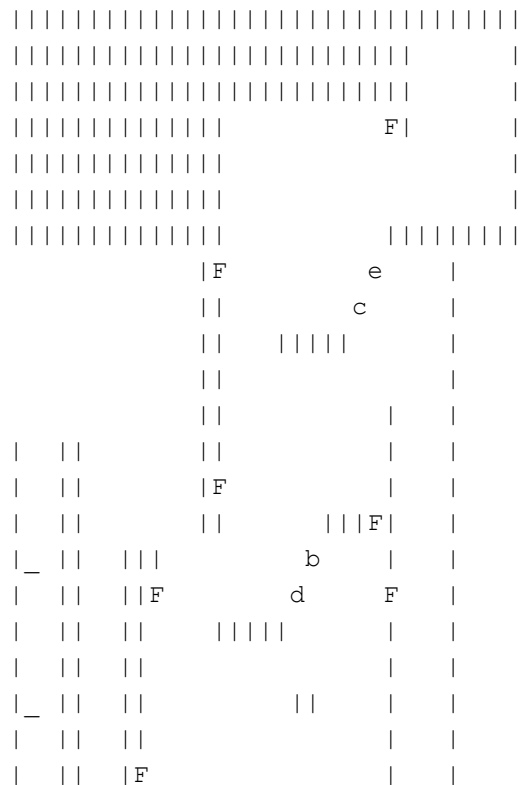
Put a jar in position e. When the rats are left of position a, put the unused jar in position a.

As soon as the rats pass over jar a, put it in position f. As soon as the rats pass over jar e, put it in position g. As soon as the rats pass over jar f, put it in position h.

This is basically one of the you-must-move-quickly things.

Okay, that was part one of this room. Luckily the second part is easier.

The rats are in a new area now. Bring the pipe bend thingy and two jars to this area. Kill the snake.





```
c |
ab |
||| |||
|||||||
```

Put the jar in position b. Get to the kick block above this area, and kick it right twice. It will be in position a. Remove jar b and put it in position c.

Go back and get the block (don't break the breakable wall yet). Put the block in position d. Okay, now you can break the breakable wall. The rats go up the stairs you made and get stuck going in circles due to a pipe.

You'll find the area looks like this (the pipe is not included in the picture:

```
 |
 f
e||||
cd |
ab |
_|||__|
```

Put the jar in position a, and the block in position d. The rats will go to the machine using these as stairs. However, you've still got a rat in the jar.

Put the block in position b, and the jar in position c. Put the block in position e. Put the jar in position f and kick it.

The rat will then get to the machine. Use the block to scale one of the high walls on your way back to the door.

Room Fourteen

-----

Go right, and pick up the spring-block. Go right more, and use the spring-block that is there to jump up. At the top of your jump is a tunnel leading right. Go in it (kill the alien).

At the end of the tunnel is the up/down platform. Ride it up and jump left off of it. Walk to the left edge of the forestry here, and put the spring-block there. Use it to jump over the edge of the left wall/hedge thingie.

There are four blocks here. Break them all. The lower/left on has the fireworks. Get the fireworks, and get back to the door. Yay! Done with the game!

003f-Beyond

-----

Okay, for some not cool reason, you have to get back to the start of the game. Why? I don't know. It doesn't do anything except give you move to do.

Get to the entrance of level five. Now get to the entrance

of the entire fun house (in the upper/left corner of the room). Then, watch the ending and the credits. The ending isn't as good as it could be-I would prefer seeing Patrick Fox and Scott Williams getting shot for coming up with all those Tartarean room ideas.

By the way, Tartarean ISN'T a word that I made up. It's another word for hellish, and comes from ancient Greek mythology.

#### 004-Game Genie Codes

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PAKATALA	Start with 1 life
TAKATALA	Start with 6 lives
PAKATALE	Start with 9 lives
AAUXAEZA	Infinite energy
AEOXSLPA	Pick up super balls instead of custard pies
TAKELEPA	Start with 6 pies
ZPKELEPA	Start with 18 pies
GXKZPKVK	Infinite pies--first life only

#### 005-Credits

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