

Tonic Trouble FAQ/Walkthrough

by Mike Day

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Tonic Trouble Walkthrough
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N64 Edition v1.0
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I. Introduction
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Tonic Trouble is an enjoyable but overlooked game from Ubi-Soft, creators of Rayman. It may not be quite up to par with that game, but it's certainly playable and doesn't deserve some of the awful reviews it has received. Hopefully this walkthrough will generate some interest in the game, as well as providing a resource for those who may be stuck and have no other source to turn to.

This walkthrough will guide you to all 180 antidotes and all 90 thermometers found in the game. The location of each one is not explicitly pointed out, because the vast majority of these are plainly visible. All those that require some special maneuver or that may not be visible upon first glance have been given special attention. If you follow this walkthrough closely, you should have no problem gaining all 270 items.

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II. General Info
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The story of the game is that Ed, a space janitor, has accidentally dropped a can full of dangerous chemicals on the planet below a spaceship. The can is taken by an evil man named Grögh who uses it to change all the vegetables on the planet into monsters. A pharmacist and his daughter are searching for an antidote to the chemical in the can, but they need Ed's help to do it.

The game is structured so that one central area, the South Plain, gives access to all the other levels. Each level, including the South Plain, contains 20 antidotes and 10 thermometers (however, there are two levels that contain only thermometers). Ed needs 160 antidotes to enter an area called the Magic Mushroom's Hideout which must be beaten to win the game. No further antidotes are necessary, and there is no bonus for gathering them all, but every thermometer is useful because each time Ed accumulates ten thermometers, his life gauge will go up.

Several levels contain special items such as piggy banks or feathers. When Ed gains six of these items, he can go see the Doc for an upgrade to his arsenal of tools. This is how accessories such as the bow tie and the pogo stick are gained. Each new item gained will enable you to either reach a new level or explore new areas in levels you have already completed. After gathering all six piggy banks in the final levels, the Doc will complete the catapult, allowing you access to Grögh's castle.

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III. The Walkthrough
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Ski Slope
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You begin your journey sliding down a slippery slope. You might want to go slowly the first time through because there are five antidotes that are only accessible by beating your best time on subsequent tries (with a minimum best time of 1:35.00). Navigate Ed to avoid pitfalls such as trees and holes in the ground. Many antidotes and thermometers are plainly visible in this area, which is divided into four sections. Here are the locations of a few that may be more difficult to find:

- Several items on a high ledge on the right wall after the ramp (2nd section)
- An antidote in a thick area of trees on the lower portion of the 2nd section
- One thermometer that requires you to avoid an arrow on a thin ledge (3rd section)
- An antidote on the edge of a pit that you must die to obtain (4th section)

After reaching the bottom of the slope, go through the left-hand finish line to find yourself on dry land. The right will take you back to the beginning of the level. If you want to get all the items in this area, you'll probably have to complete the level multiple times.

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Doc's Cave (via South Plain)
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Before entering Doc's Cave to free Suzy's father, climb across the bridge for an antidote. Step on the section of oddly colored ground to the right of the bridge to find the entrance to Doc's Cave, grabbing another antidote in the process. After speaking to Agent XYZ (the newspaper guy), cross the pond, avoiding the ducks and grabbing another antidote and a thermometer. Avoid the poison gas in the next area and collect an extra life before making your way across the disappearing platforms, grabbing more stuff and continuing through the purple portal.

Look beyond the flamethrower for an extra life and then climb on the thin ledges above the flamethrower to reach the next portal, staying away from the falling rocks. In the next room, Agent XYZ will tell you that you have to fix the popcorn machine. Grab the antidote in plain view and the extra life behind the machine. Push the block below the glass pipe and then ascend the elevator. Grab an extra life on the left and then approach the switch and hit R to become Super Ed. You can now grab the thermometer behind the bars (as well as another antidote).

Avoid the gates in the next section.

You'll find yourself, after entering the portal, in a room with an angry corn cob. Yup. Make the cob hit all the targets, allowing the kernels to ricochet back at the cob three times. Now you'll be able to make your way across the lava. In the next room there are plenty of items to grab as well as flamethrowers to avoid. At the top you'll meet Mr. Robosuitcase, who will toss some nasty stuff at you. Avoid said stuff and continue through the next portal. Look for some items on the lower level before hopping onto the platform, where you'll have to avoid flaming toast thrown by the out-of-control toasters (jumping over the toast is actually easier than following Agent XYZ's advice to sidestep).

Again, investigate the lower level before continuing. In the next room, grab all the items on the floor and step on the silver platform to make a switch materialize that will enable you to become Super Ed and destroy Robosuitcase for good. Bashing it four times will take care of it. Follow Agent XYZ's instructions to free the Doc. You should end up with 17 antidotes and all 10 thermometers; you'll have to come back for the other 3 antidotes later (see "Doc's Cave Revisited").

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Vegetable HQ (via South Plain)
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Back in the South Plain, the Doc tells you he needs six springs from the Vegetable HQ. Collect the antidote found across the stream and continue through the grassy passageway. Grab another antidote here and look for a thermometer in a hidden portion of the stream across from the Vegetable HQ entrance (jump straight up from the surface of the water to get it). There's also another thermometer on top of the giant strawberry. After collecting both thermometers, enter the portal marked "Vegetable HQ" and whack the tree with your stick to make a bridge across the ravine.

Inside the HQ, climb up onto the checkered platform and make your way around the side of the room, carefully avoiding the exploding popcorn. You'll be shut inside a small room with a peapod that throws peas; hit the yellow switch when the peapod is in front of the flamethrower to torch it. The tomato will be set free. Whack it and let it roll over the peapod. Grab the antidote and the thermometer and hit the second yellow switch to make the first spring appear outside this room. The platform it appears on will begin to move when you step on it. Move to the side of the platform to stop it from moving as you approach the electrical beams. Ride up to the top, grab the antidote and the thermometer, and enter the portal.

Don't worry about the antidote in the middle of the room just now; as the game tells you when you press the yellow switch, you won't be able to collect it until you learn to fly. Jump into the center of the room, grab the antidote, and hit the series of yellow switches. Head back to the upper level via the grate that opens and exit this room. Hop back onto the yellow platform and take another ride, this time to the second spring and another portal.

Collect the two thermometers and become Super Ed to reach the third spring behind the wooden door. Go back up the stairs and insert your stick into the platform with the face on it. Fly across the room and grab the two antidotes and the fourth spring, and then pilot through the gap in the wall to reach the next portal. There are many items to grab in this room, some of which you can only get to by riding the propellor.

Climb to the top and follow the yellow checkered path to the place where you can see the peapod. Hop down the pit in the center of the room and turn on the flamethrower so that it torches all the carrots. Enter the mouth to find an antidote, a spring, and the another portal.

Head back across to the main yellow checkered platform, hit the switch, and follow the green path to another portal. Whack the peapods, grab the items, and enter the portal to go back to the South Plain. Go find the Doc and give him the springs to obtain the pea shooter. You should have ended this level with 18 antidotes and 9 thermometers.

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Training With Agent XYZ
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Agent XYZ will teach you how to use the pea shooter in a couple of self-explanatory training missions. One requires you to shoot five ducks and the other involves shooting flying sheep. After the missions are over, the Doc tells you he needs five propellers from the North Plain. You'll find to the North Plain near the large strawberry close to the Vegetable HQ entrance.

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North Plain (via South Plain)
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Grab the items here after disposing of the two mushrooms, including a thermometer on the platform to your right. Hit the right target three times to make both sides of the bridge lower. In the next room, being careful of the tomatoes, use the switches to move all three platforms to the far right. Collect the antidote, move them back to the center, and jump across. Become Super Ed to break down the door of the lighthouse, wherein you'll find the entrance to the North Plain.

To begin with, shoot the flying monster with your pea shooter, go left, and hitch a ride on the moving platform. Make your way around the side of the room and jump on the boat thing in the next room. Hop up on the three stone platforms for an antidote and then jump back onto the boat. Get rid of the next flying monster ASAP and cross the colored platforms for some items, including a thermometer above the vertically moving platform. The first propellor is located on the green platform. Start the brown platform moving, grab the higher antidote, wait a moment and jump down for the lower one. Wait for the platform to pass and then hop on it again.

Be careful of the flamethrowers in the next section. When the platform stops, hit the target across the way. The rest of this room is basically a repetition of the last. Eventually, you'll find yourself on a ledge containing the second propellor. Continue onward, hit the yellow switch, and jump through the passage for the third propellor. If you rotate the camera, you'll see an alcove located in the opposite direction beneath the doorway. Jump into it for a thermometer.

Hop across the spinning platforms and jump on the block set into the wall to reveal another hidden path. Jump to the top for a little extra health if you need it, and then hop on the brown platform further down the lower path. You'll come to a narrow red walkway on which you'll find an extra life and another thermometer. The thermometer is hard to get and you'll have to jump for it, so go back once or twice if necessary. Also note, when boarding the brown platform, the location of the anti-

dote down below. To get it, you'll have to jump off the narrow red platform near the small room where you found the extra life (jump against the wall to the left).

You'll find yourself on another ledge near a Super Ed popcorn machine. Shoot the flying monster and then eat the popcorn to become Super Ed. Jump onto the platform with the Super Ed icon to reach the fourth propellor. When you come back, leave all the antidotes in this room for now and continue down the ledge with the popcorn machine to reach the next room. Hop on the platform and shoot the target to the left. When the platform stops, shoot the target near the electrical beam. Hop off, grab the items, hop back on, and shoot the targets in sequence. Look for a thermometer along the way. When you arrive on the ledge, keep walking to find two paths. Investigate this room fully for a propellor, a thermometer, and an antidote. Head back into the other room, shoot the target nearest you, hop on the platform, shoot the target near the electrified bowling balls, and shoot the sequence of targets ahead as soon as they appear.

You'll come to another section of the castle with two thermometers. After collecting them by climbing on the sections of ledge, proceed through the passageway. Continue down the path, avoiding obstacles, and hit the target high up in the center of the castle wall. Jump down the passage revealed beneath the trap door and collect the sixth propellor and another antidote. Talk to Suzy, who is waiting on the right side of the castle, and proceed back to the South Plain. Give the propellers to the Doc and he'll present you with the bow tie.

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Training With Agent XYZ (Part Two)
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Agent XYZ will now teach you how to use the bow tie to fly. The first exercise involves landing on platforms and the second requires you to fly through 12 rings. To maintain height, keep hitting the Z button (a maneuver that Agent XYZ neglects to mention). There is also a third exercise that involves shooting sheep in mid-flight. None are extremely difficult once you get the hang of using the bow tie.

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South Plain
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The Doc will now tell you he needs 6 jumping stones from the Canyon. First, though, we're going to gather a few of those items you couldn't get to without the bow tie. Return to the Vegetable HQ entrance and fly over to the antidote on the right side of the room (from your point of entry). Then use the cyclone to gain enough height to reach the top of the waterfall, where you'll find a second antidote and an extra life.

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Vegetable HQ Revisited
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While you're in the area, return to the Vegetable HQ itself. Go back to the room with the big chomping metal jaws - the plus/minus platform's first destination - and press the yellow button. Fly inside the jaws, grabbing an antidote along the way. Inside you'll find the final antidote and thermometer. Exit this room and make your way back to the South Plain (you'll have to either get a Game Over or proceed through the rest

of the level).

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South Plain
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Head on back to the North Plain entrance (it's the first one counter-clockwise from the Vegetable HQ). From the bridge, fly over to the left to reach a previously inaccessible alcove containing a thermometer, an antidote, and an extra life. Then re-enter the North PLain level you recently completed.

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North Plain Revisited
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Head immediately right and fly across the gap in the direction of the arrow. You'll enter a small passageway with two antidotes that ends near the top of the same room. Fly between two turrets to find a thermometer. Now, remember that room with all the antidotes you couldn't reach before? Make your way back there and collect the four remaining antidotes as well as the final thermometer.

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South Plain
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Head back to the portion of the South Plain where the Doc is wandering around and enter the dark passageway near the path you took to reach the Vegetable HQ. Use the switch to move the bookcase and climb the stairs to reach the antidote behind the waterfall. This is also where you'll find the Canyon entrance.

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Canyon
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To begin with, jump down the long shaft and keep flying until you reach a room with one of those annoying pellet-shooting monsters. Look for an antidote and some ammo on a high ledge, and don't miss the antidote, the thermometer, and the first stone in the next room. Proceed through the gate with the propellor and collect all the items, including the second jumping stone. Next, you'll plummet down another long shaft to find yourself flying again. You'll find an antidote and an extra life in the first room and another antidote in the second. In the third room, look for an antidote, an extra life (which is very difficult to grab), and a thermometer before finally coming to another long fall.

In this area, look for five antidotes, two stones, four thermometers, and an extra life. If you find yourself flying too low, take the elevator to the upper level. After collecting all those items, fly over to the ledge to the right of the bull's head and take another fall. While flying, hit the targets in sequence and fall down yet another long shaft. Climb up the stairs, hit the target, and begin flying again.

You'll find three more antidotes, two of them in difficult-to-reach positions, before your next fall. The final stone is located in an area infested with those annoying pellet-shooting monsters and the final thermometer is found just before the exit. As Suzy tells you, the last five antidotes are gained by beating the record for completing the

level, with a minimum time of 3:40.00 (not as easy as it sounds). If you want to try right away, jump into the whirlwind to the left of the South Plain exit.

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South Plain
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Talk to the Doc to get the diving ability. He'll tell you to collect six feathers hidden in the Glacier Cocktail, but first dive into the pool close by to find a thermometer. Follow the signs to get to the Glacier Cocktail - it's near Doc's Cave - and look for a thermometer hidden underwater on the way. Near this thermometer you'll find a small cave blocked by a large rock. Using the stick for leverage, you can push the rock aside to reveal another antidote within. There's another antidote in plain view just outside, as well as a small room containing an antidote and an extra life near the well that leads to the Glacier Cocktail entrance.

Back on dry land, watch out for flying sparks. You'll find an antidote in the cave across from the red portal; don't worry for now about the monster sealed inside the block of ice.

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Glacier Cocktail
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Grab the antidote and whatever else you need from this room and then drop to the floor, whack the monster in the back a couple times, and hit the yellow switch to open the door. A couple of well-aimed shots will polish off the pea-shooter. He'll drop a rock down from the ceiling; use the nearby popcorn machine to become Super Ed and whack the rock over at the ice skaters. More rocks will drop down until you've hit all three ice skaters, at which point you should have a usable walkway to the other side of the ravine.

Take a ride via the last white platform to the place where the pea-shooter went and finish it off. Hit the yellow switch and gather items before proceeding. There are four antidotes, a thermometer, and the first feather to collect here. The best way to reach these items is by using the leftmost platform (from your point of entry) to reach the top of the room. When you're done with today's presentation of The Item Collecting Game, enter the big whatsit that opened when you pressed the yellow switch.

Agent XYZ will let you know that the machine in this room will not work without an additional gear, which is found later in this level. There are many antidotes in this room, but instead of collecting them all now you might find it easier to wait until the room fills up with water so you can swim around to collect them more easily. There are also two thermometers here as well as the second feather (it's underwater). After some additional item-gathering, enter the portal on the upper level. Collect all the items lying about on the floor. To do away with the guard, stand on top of the orange slice and bat one of the rocks it throws back at it. The guard will fall on the floor, causing it to melt.

Several items will now appear where none were visible before. Search around underwater to find them. There are two underwater ramps now accessible. At the top of one, you'll find an antidote, and at the top of the other, the third feather and a popcorn machine. Become Super Ed

and hit the button outside this ramp. Quickly swim to the other side of the room, up the other ramp, and back onto dry land. The guard will be back once again, but you can't kill it with just your stick. Wait until it walks under the ice blower and then press the yellow button to freeze it. This will set off a complex chain reaction that makes the water level rise again.

You'll find the rest of the thermometers (assuming you gathered the ones in the machine room), another feather, and several more antidotes. Use the popcorn machine to become Super Ed once again, smash the grate, and press the yellow button to make the water level rise. You can now reach an additional antidote as well as the fifth feather. Swim past the antidote to find yourself back in the room with the machine. The gear will move magically into place (ha!), the water level will rise, and you'll be able to grab the sixth feather previously hidden behind the orange slice. Don't forget to swim around and gather some items if you didn't do so before.

Note that Suzy will make a very suggestive comment as Ed exits the level, but unfortunately Ed does not have a "Date Hot Purple-Skinned Woman" button, so it's back to the South Plain and more item collecting.

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South Plain
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Go back to see the Doc and he'll give you the Chameleon Powder. This allows you to stand on an octagonal pad and press R to transform into whatever creature is depicted on the pad. We just saw one of those pads near the Glacier Cocktail entrance, so let's go back and check it out.

Remember that place where the radish popped out of the ground to throw tomatoes at you? Head back there and use the pad to turn into a tomato. The radish will spear you and toss you into a special area full of hidden items. When you get tired of being a tomato, revert back to Ed and continue in the direction of the Glacier Cocktail. Go back to that cave where you found the monster trapped in the ice and hit the ice a few times to free it. This time use the pad to become a big metal lizard creature and hop off the ledge onto the cracked ice to break it, revealing two antidotes, an extra life, and some additional health.

Your next destination is the area of the South Plain where you first exited from the Ski Slope. Whack the tomato atop the square platform until it falls on the ground for a thermometer, and then take a swim to find a previously inaccessible thermometer. From here head back to Doc's Cave.

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Doc's Cave Revisited
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Remember that big lava-filled room with those platforms that you couldn't reach before? Head back there and use the red platforms to reach the high ledge with the portal to the next room, but do not enter it. Instead, fly over to the platform about one-third of the way up the wall directly opposite and use the pad there to become one of those spiky bowling ball things. Use the A button to raise yourself up to ceiling level and gather those three antidotes. Next stop: the Reversed Pyramid.

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The Reversed Pyramid
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The entrance to the Reversed Pyramid is found across the bridge from the tomato near the Doc's Cave and Ski Slope entrances. Hit R on the nearby pad to become a weird-looking mummy thing and the gate will open for you. Don't forget to grab the antidote just outside the entrance.

To begin with, hit the cat in the right eye (technically its left) with your pea-shooter to open up a secret area containing a thermometer. Then stand on the X to make the cat's left paw hit it. The right paw will go for the mouse that appears, enabling you to drop down through the secret passage. Don't worry about the antidote across the embers for now. Use your stick as a lever against the rock to move the statue and then hit the block with the antidote mark to open the path the mummy went through. Move carefully through the spiky area, landing on the arrow blocks. When you land on the X, the walls will disappear.

Look around for an encoded message on the ceiling instructing you to hit the faces in the order 4132, moving from left to right. The first domino will then appear, and after you grab it the floor will rotate 90 degrees. Quickly fly over to a small ledge and grab a thermometer there. In the next room, look underwater for an extra life. Hit the antidote symbol on one of the pads to make a platform appear. Hitch a ride on the platform to the upper level and fly over to the ledge where you can see an antidote. Grab it and step on the oddly colored section of floor to reveal a Chameleon pad. Hit R on it to enter a secret underground room. You'll find an antidote and the second domino here. From the ledge, fly across to the uppermost level of the structure in the middle room.

After grabbing a thermometer, hit the target on the ceiling to reveal some more hidden stuff. Use the newly revealed popcorn machine to become Super Ed and hit the cork underwater several times to make it pop out. Now descend the stairway and hop across the platforms to reach the antidote. Be careful not to fall in the water, as it is poisonous. On your way back across, hit the antidote symbol near the water's surface and jump into the now-drained pool.

Hit the target beneath the platform with the antidote mark and enter the sarcophagus to find yourself back on the upper level. Cross the drained pool again, collect the stuff behind the grate, and enter the portal beyond the lowered spikes. Swim across the pool for a thermometer and then enter the underwater passage on the right side of the room. Play Indiana Jones with the rolling boulders, hiding in the alcoves on the left side of the passageway, and look for a thermometer and an antidote along the way. Hit the antidote symbol and enter the sarcophagus. Swim through the underwater passage on the other side of the room, jump in the water again, and swim up the vertical passage.

Hop into the pool in the next room and swim directly across to an underwater passage. Become Super Ed, swim across the pool, and smash the underwater grate for a third domino. Back on the surface, hit the antidote mark to reveal some targets on the wall and a combination that will be important later: 41325. Now go over to the smallest of the wooden structures on the other side of the room and hit it from the rear. This will form a ramp to the upper level. You'll run into that nasty mummy once again; hit it with the pea shooter a couple times to do away with it. The wooden grates will now lift, giving you access to the next portal. Smack the mummies in baby carriages three times each to kill

them and then grab the thermometer and hit the antidote mark.

The bridge in the room below will now be completed. Drop down through the hole in the ceiling for the fourth domino, and don't worry about the antidote for now. Enter the portal straight ahead, walk to the end, use the popcorn machine, and hit all the antidote marks in sequence, including the big one at the end. Now the entire room will rotate and you'll be able to cross. In the next room, keep walking in the same direction until you reach a sarcophagus. The next room holds the fifth domino, as well as a popcorn machine that will enable you to break the grate and start the faucet running again. Swim across the pool, grab the antidote, and hit the antidote mark to reach the sixth and final domino and the end of the level. Also, swim around the newly filled pool area for a thermometer and an extra life.

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Training With Agent XYZ Part 3
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The Doc will present you with a new item, the pogo stick, which Agent XYZ will teach you how to use in one easy and self-explanatory exercise.

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South Plain
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The Doc will now send you to the Pressure Cooker to search for six piggy banks, but first let's do some exploring with the pogo stick. Head back to the Reversed Pyramid entrance and whack the scarab with your stick. Smash the tiny door in the corner to enter a secret room containing an antidote, and kill all three scarabs to make another antidote appear. While you're here, let's re-enter the Pyramid and explore to find some of those items you couldn't reach before.

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Reversed Pyramid Revisited
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In the first room, pogo on an oddly colored tile on the floor to make an antidote fall to the floor. In the next room, you can now pogo across the embers to reach another antidote. If you didn't get the thermometer below the smiling blocks your first time through, you have a second chance for that as well. Back in the room with the bridge, you can now pogo on the block in front of the stairs to make the antidote fall. From here, head through the underwater passage on the left to reach the waterfall room. Go through the wooden grate and hit the block to reveal another portal. Before entering it, hop across the embers on the pogo stick and enter the sarcophagus. You'll find yourself high up in the waterfall room. Collect the antidote and pogo on the block to make another antidote fall. Before collecting it, look behind the waterfall for another thermometer. Head back to the newly created portal and enter it. You'll find yourself in an entirely new room. Look on the right wall for a familiar series of targets - hit them in the sequence 41325 to reveal a Chameleon pad. Become a scarab to collect a thermometer, two antidotes, and an extra life.

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Pressure Cooker (via South Plain)
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Head back to the Doc's house and bust through the small door to the left of the bookshelf with your pogo stick. Near the Pressure Cooker entrance, you'll find a red-hot thermometer across some embers where several bowling balls are floating around. Pogo across to get it and then enter the Pressure Cooker.

Look for an antidote just to the left of the entrance once inside the level. In the first room you'll find (joy!) a box-pushing puzzle. After grabbing the thermometer, stand near the exit of the room and look straight ahead. The boxes should appear to form a triangle. Hit the box on the left over to the left wall and then up. It should not land on a switch. Then hit the box on the right down, left, and up, and it should land next to the other box on a switch. hit the box next to - but not on - the switch to the right, and it should land on a switch as well. Then hit it up and right to make it land on a different switch. Hit the box that would be at the tip of the triangle right, down, and left. It should land vertically parallel to the box on the switch. Hit the box on the switch up and then hit the box below it up to make that box land on the switch instad. Finally, hit the box that is not on the switch to the right. All the boxes should now be on switches and the door should open.

In the next room, hit the targets in sequence to open the grate. Behind it, you'll find the first piggy bank. Be careful of the falling block further down the hall - step into its shadow briefly and then wait for it to raise again before continuing. On the Chameleon pad, become a block and hit the B button to crush the guard as it walks underneath. Further on, you'll find the second piggy bank and another... um... fun puzzle. Step on each of the switches in the four corners and then the one in the center to open the door. The third piggy bank is found just beyond this room.

In the lava-filled room, activate the switch below the blue magnet and drop the boxes on top of the vents. You can now run freely around grabbing items. You can use the switch on top of the platform to move the refrigerator aside, revealing a hidden passageway. Beware of the water in the room with the arrows, as it is poisonous. Look in one of the side tunnels for a piggy bank for and a yellow switch. Pushing the switch will reveal another tunnel opposite this one. In the next room it's - oy vey - another puzzle. There are no clear and easy instructions for this one. You just have to move the pieces around until you get a picture of Grögh's ugly face. When you're done, use the Chameleon pad to become Grögh and talk to the guard behind the opposite door. Believing you are Grögh, he will now let you through.

Look for an antidote in the passage between rooms and another to the left of the door once you enter the next room. You can pogo on the embers for a couple extra lives. You also have to pogo across the jagged platform since it is electrified. Look for an antidote in the next room before proceeding quickly up the steps ahead of the rising boiling water. Become a box on the upper level of the next room and approach the final piggy bank... which is taken away by an evil mushroom. Now it's on to the Magic Mushroom's Hideout to find the stolen piggy bank.

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Magic Mushroom's Hideout (via South Plain)
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Talk to the Doc and then proceed to the area with the entrances to the Ski Slope and Doc's Cave. Assuming you have at least 160 antidotes, a new portal should have appeared across the bridge. Its destination is the

Magic Mushroom's Hideout. This level begins with another ride down a slope, similar to the one in the beginning of the game. Try to grab thermometers while avoiding electrical beams, and take the right-hand path the first two times when given a choice. In the third section of the slope, there's a left fork which is hard to enter except at low speed. Slide against the wall repeatedly to slow yourself down.

At the bottom, you'll have a battle with the Magic Mushroom. This battle is comprised of several randomized phases of attack, followed by three final phases. These are as follows:

Randomized Phases:

1. The Mushroom will make parts of the floor disappear and electrical beams will materialize while the floor spins. Avoid the beams and hit the Mushroom with the pea shooter after the beams disappear.
2. The Mushroom will make smaller boxing mushrooms materialize. Again, hit the big Mushroom when it's unprotected by its green shield.
3. The floor will disappear entirely to be replaced by four red platforms that disappear and reappear while the Magic Mushroom tosses bolts of electricity. Once again, watch for its shield to disappear and hit it with the pea shooter.
4. The Mushroom will fly around the room lobbing balls of some stardust-like substance. You'll have to stand very close and return fire with your stick.

Final Phases:

If you die after this point, the Mushroom will initialize in its final phases of attack. After announcing that its shield is no longer indestructible, the Mushroom will fly around the perimeter of the room shooting lightning bolts. There are three phases to this portion of the Mushroom's attack, but all are very similar. Each phase will last until you hit it ten times with the blowgun - thankfully, you have infinite ammo. Finally, the Mushroom will fall into the lava and politely hand back the final piggy bank before succumbing to a fiery death.

=====
Grögh's Castle
=====

Go see the Doc, who has finally completed the catapult that will launch you to Grögh's castle (just stand on it and press R). There are ten more thermometers, but no antidotes, to collect before facing the final enemy.

Firstly, destroy the robot tossing electrical bolts by hitting it twice in the back and then take care of the pea-shooter. Hit the yellow switch on the left and hurry up the stairs. Fly across to the hole in the ground and enter it. Use the switch to move the platform to the left, push the boulder across, and do the same on the right. You can now use the brown platform to reach the ledge with the thermometer and the popcorn machine. Become Super Ed, cross the bridge, and bend the bars to reach another thermometer. Continue through the passageway to the next room.

Remember that if you die in this room, you can exit and re-enter it to reset the extra lives. Go left and cross the platform to reach a series

of step-like pillars. Climb to the top and move the switch to the right to make a bridge appear. Cross the bridge, which will begin to disappear as you step on it, climb the series of blocks and look for an extra life behind you. Pogo on the antidote mark to make the rock fall on the guard.

In the small room past the guard, push the rock onto one of the switches and hit the target while standing on the other switch. Next, head over to the gate that opens and enter the portal. Climb the ramp and stand on the platform parallel to and below the flamethrower and move past it through the passageway to the next room. Here, a guard will rearrange six platforms, and it will be your job to find switches to move them back into place. Head across to the brown platform with the arrow on it and hit the targets in sequence between gyrations of the platform. Go back to the ledge near the entrance and jump on the brown platform close by. You'll be lifted to a section of ground with a switch that you must activate to move the first platform into place.

The next switch is located on the left-hand portion of the room near a thin rail-like ramp. After activating it, use the Chameleon pad to become a boulder and roll against the bridge to lower it, but do not enter the portal just yet. Climb the thin rail-like ramp mentioned before and jump on the boat-like platform to find the third switch beyond some flamethrowers. Go back to the center portion of the room, cross the drawbridge, and enter the portal. Look for a thermometer immediately to the right. After flying across to get it, land on the section with the spikes and head in the opposite direction toward the flamethrowers. A thermometer and the fourth switch are found across the thin ramp.

Go back to the spiky section, cross the bridge, and climb the covered ramp to find the fifth switch. After exiting the covered section, fall down to the lower level where you can see a guard to find the sixth and final switch. Back through the portal in the previous room, make use of the boat-like platform again and climb across the six platforms you just replaced. When you reach the final platform, the others will change position and the posts will begin to shoot electrical beams. Cross carefully through this area and enter the doorway the guard disappeared into. You'll see a big blue tower that will appear to take on a life of its own and will then bash through the ground. After collecting an extra life and the final thermometer, jump down the hole and follow it.

In this next section, you'll have to run away while the enraged tower - with Grögh inside it - follows through sections with hurdles and platforms over poisonous water. Eventually, you'll come to a ledge over the water where there are no platforms. Hit the target on the opposite side and fly quickly across. After crossing another small section of poisonous water, you'll find yourself at the end of this portion of the battle. In the next room, become Super Ed and use the A button to kick a rock at the tower's head. While it is stunned, use the B button to throw a rock at its body. Work the tower backwards so that it falls in the pit at the edge of the room. Then cross the bridge and prepare for the final battle!

You'll find yourself in a lava-filled room standing on a platform before the tower. Wait for a cyclone to appear and then fly into it while the platform sinks rapidly. Hit all four targets around the perimeter of the room and then land back on the center platform, which should have risen back out of the lava. Some debris will fly at you and you'll have to hit it back at the tower to make it open a flap on its body. Quickly use the pea shooter to shoot inside the flap and avoid the balls of lightning and other junk thrown by the tower. Repeat the whole process three times and... well.. I'll leave what happens next up to you to discover. Con-

gratulations on beating the game (and for having the discriminating taste to use this fine walkthrough)!

IV. Codes

Infinite 1-Ups:

As you may have noticed, the 1-ups in the game can be collected over and over again, but there's one location where two 1-ups are located close together and it's quite easy to go back and forth collecting as many lives as you need. Go to the Glacier Cocktail entrance and enter the small cave near the radish. You can pry away the rock with your stick to find an antidote and an extra life. Go on through the portal that leads to the well; nearby you'll find another small room with another extra life. Keep going back and forth between the 1-ups to gain as many lives as you need. If you have the Chameleon ability, you can also become a tomato near the large rock and the radish will toss you up to another extra life. This tactic will also work in any other area where two extra lives are located close to either side of a portal, since going through the portal resets the extra lives.

All Items:

After meeting the Doc for the first time, face him on top of the mushroom and hit R, R, up (stick), down (stick), up (pad), down (pad), up (camera), down (camera), left (camera), right (camera), up (camera), up (camera), left (camera), left (camera), right (camera), right (camera), up (camera), up (camera), down (camera), down (camera), up (stick), down (stick), left (stick), right (stick), start. Wait a while and the Doc will say "Impressive!", simultaneously giving you the bow tie, the fish bowl, the pogo stick, etc.

Advance to the Final Battle:

Pause the game and hit A, B, A, B, A, left, right, up, down, and Z to warp to the final battle with Grögh.

Start a New Game with Full Life:

After completing the game and saving it on the memory pak, start a new game to begin with a life gauge corresponding to however many thermometers you collected your first time through.

For Gameshark and Action Replay codes, visit the following URLs:

<http://www.gameadvice.com/cgi-bin/gameshark.cgi?game=blntonictrouble.htm>

<http://www.arhqnet.com/cgi-bin/codes.pl?system=n64&game=tonic>

V. Notes

This FAQ is © Copyright 2001 Mike Day. You're free to copy it for your own use on any variety of media as long as it is not being used for profit purposes (this would include web sites that accept advertising). I believe I've covered everything about the game pretty comprehensively,

but if you have a submission, email me and I'll include it in a future update. Thanks for your attention, and I hope this FAQ helped you out.

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