

Space Station Silicon Valley FAQ

by marshmallow

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*** Space Station: Silicon Valley - The Guide ***

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Version 3.0

Space Station: Silicon Valley is another psychotic gem from our European pals over at DMA Design. You may also know them from such titles as Grand Theft Auto, Lemmings, and Body Harvest. This game starts out easy, but about mid-way through the puzzles get very difficult to solve and require utmost intelligence and reasoning. Since none of you have that, I am here to help you...

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- Version 3.0 -

Revision History:

July 15th - I added tons of codes to the codes section, thanks to my friends at CheatCC. If only I had knew about them earlier...

July 10th - I have changed and re-formatted many of the level walkthroughs, and I really put some effort into making the level walkthrough for "Weight For It" make sense. So you had better be happy...

March 21st - Changed Font. Spellchecked. Added code to get final level...

November 11th - I finished off all the Trophies, and the Credits section got a major update. Er...enjoy! Now let's see if we can bulk up the Secrets Section a little. I've gotten all the Trophies, except for the one in Fat Bear Mountain of course, and nothing has happened. All the Power Cells? Not yet, at least for me. DMA said that they will "release some codes to get to the secret levels soon." If I were you, I'd watch all the major sites: IGN64, N64 Code Center, maybe even Nintendojo. But I have a feeling the Official Nintendo site (www.nintendo.com) and/or the Official DMA Design site (www.dma-design.com)

November 7th - Added the snow, jungle, AND desert levels, plus the last one. And, in the Walkthrough, I added a little thingie-ma-bob that tells what animals are in that particular level. I scrapped the Boss Section (too stupid) and replaced it with the "Animal Notes Section." Oh, and I, of course, finished the animal section, added how to get some trophies, fixed the tons of typos (how did those slip by me?!) added some people in the credits section...and I saved the world, too!

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A "*" will appear next to the sections that have been updated as of July 15th, 1999.

1) Story

Straight from the Manual:

Launched in 2001, Silicon Valley was the largest, most expensive space station ever created. An experiment in artificial life and robotic evolution, Silicon Valley broke new ground in terms of size, luxury, and extreme danger...

There was only one slight hiccup. Seven minutes after the station was launched, it vanished. Completely. Utterly. Absolutely. Gone.

Of course, a massive search was launched. Every terrorist group in the solar system who had 1) a motive and 2) a REALLY big garage was immediately arrested, searched, and locked up on general suspicion. But nothing was ever found.

Until now. After 1000 years, Silicon Valley has returned. It was spotted by a giant orbiting telescope as it passed the orbit of Uranus. The Earth government immediately sprang into action and sent aboard a squadron of brave Space Marine, each and every one of them barrel-chested, sharp shooting, iron pumping heroes. They vanished. The next squad vanished too. In fact, about five squads were sent to the giant derelict station before someone figured out they weren't getting anywhere.

What this job needed was someone expendable and cheap. Enter DAN DANGER and EVO, the bravest heroes Earth has to offer (and at knockdown prices too...). Dan is, of course, human, but EVO is the end result of the Silicon Valley experiment, a super-intelligent, self-evolving robot.

The fate of the Earth is in their hands. Who knows what terrible changes have occurred over the last millennium? Who, or what, is in charge of the station? Why has it suddenly reappeared? Why is it heading straight for Earth? What can be done to stop it? Can Dan stop it? Evo? You?

I'll continue the story from the opening cinema...

As Evo and Dan speed towards SV in their broken down space ship, they start to argue over what station to listen to on the radio. It gets to the point that Dan isn't even driving it anymore, and before they know what is happening, the break through the ceiling of SV and plummet below...While this was happening, down below on the SV floor, Flossy the Sheep and Roger the Dog were admitting their eternal love for each other. After the joy and the kissing, Dan's ship lands on Roger, killing the dog instantly. Evo is blown from the wreckage, hits the ceiling and shatters...his main chip falls down and lands in Roger's Body. Dan will watch everything from the ship...and so our adventure begins.

2) Basics

To complete each mission (All 30+ of them), you'll need to complete several objectives using different animals. To take control of any animal, you'll have to kill it first. Then step up to it and press R. Be careful, though, as Evo can not survive long without being inside a host. The Green energy bar at the top is two parts: The long one is your energy, and the ball is the amount of energy your A attack has. Then the bottom is your enemy's energy, plus your energy for your B attack. Your attack's power always returns, but each time you use it will go down, the amount depending on the animal and the attack. Also, animals of the same species as your animal that you are in will not attack you UNLESS you attack them a lot.

3) Items

Power Cells:

Collect these glowing balls and you'll get more points towards 100% on a level!

Energy:

Grab these blue balls, they will restore your energy bar considerably.

Teleporter:

There are two per stage...you start at one, and you exit in one. The exit will only open up when you have completed all of your objectives.

Cameras:

These blue objects will give you a little tour of the level. Useful for knowing what is ahead.

Terminals:

Walk up to these T.V.s and it will tell you about the animal you are currently in. It's the same as when you enter a new creature, though...

Crates:

Break these open to reveal energy and other goodies!

Trophies:

You receive these for doing a secret objective.

4) Animals

Here's the layout...

(Name of animal)

Description:

Mass: Funny...Duhaha!

Engine: It's in the game...

Abilities:

Intelligence: What it is like when the CPU controls it?

Strength: For both attacks and defense

Water: Is it good in H2O?

1. Sheep

Description: White stuff with four black things sticking out and a blank stare. Hilarious!

Mass: Medium. It's fluffy!

Engine: Bio

Abilities: Floaty Hop - Use the Sheep's Hovering ability to scale cliffs and canyons!

Baa - Use this when bored or just for a laugh. Does no damage.

Intelligence: Very low! It just runs away from danger. Doesn't help that's it's slow...

Strength: Defense - Weak

Offense - No attack

Water: Floats well in it

2. Dog

Description: A yellow dog with strange legs.

Mass: Medium - Doggy goodness! Sick...

Engine: Electric

Abilities: Jump - Use this when you need to get up on platforms

Bite - Besides making him bark, it makes his head lunge forward and bite!

Intelligence: Rather low. Runs around aimlessly.

Strength: Defense - Not so good.

Offense - Medium at best

Water: Excellent. Swims like a pro!

3. Racing Mouse

Description: A small, blue mouse on wheels.

Mass: Tiny

Engine: 2.0

Abilities: Speed Boost - Use this to cross large gaps or to speed away from enemies! Beware, as

it acts like a real automobile when going into sharp corners.

Tail Attack - Use it's sharp tail to impale opponents.

Intelligence: High, it will try to escape while attacking.

Strength: Defense - Almost none.

Offense - Formidable...

Water: Will die soon if deposited in water.

4. Ram

Description: A Sheep without eyes and a pair of horns.

Mass: Medium. Heavy horns...

Engine: Electric...as in underwear

Abilities: Jump - Amazing!!!

Head-Butt - Use this to slay enemies...or just to watch his neck extend three feet

Intelligence: Low - Tries to attack, but misses often.

Strength: Defense - Light

Offense - Medium, but good enough for the levels where he is

Water: Floats like sheep

5. Racing Dog

Description: A dog on wheels...with missile launchers!

Mass: Medium

Engine: 1.6: Speed Boost - Just like the Racing Mouse

Missiles - They are, of course, homing missiles

Intelligence: Low! They retreat and then try to shoot, but it's too late usually....

Strength: Defense - Medium...is it me, or is this guy just average? :)

Offense - High, those missiles are powerful

Water: Swims just fine

6. Racing Fox

Description: A red fox with wheels!

Mass: Light

Engine: 1.6

Abilities: Teleport - Sorta...he'll launch forward at an incredible speed. Not an attack.

Tail Attack - Easy to pull off, and you can keep wiggling it for awhile!

Intelligence: High - Follows you to no end

Strength: Defense - Rather light

Offense - Rather high...!

Water: Swims great, it's a Fox ya know...

7. Bear

Description: A bear that looks much like a box...

Mass: Huge

Engine: Coal

Abilities: Grab 'n' Lob - Use this to lift heavy objects

Bear Frenzy - He'll go psycho and thrash his claws while foaming at the mouth. You

can also jump now!

Intelligence: Low - Straightforward attacks.

Strength: Defense - Huge

Offense - Very powerful

Water: Poor

8. Rat

Description: A black rat with glowing red eyes...on wheels!

Mass: Tiny

Engine: Diesel

Abilities: Feces - Lay some exploding feces!

Bite - A more straightforward type of attack

Intelligence: High - Runs around trying to avoid attacks.

Strength: Defense - Light

Offense - Medium

Water: Excellent

9. Spring Thingy

Description: A normal sheep except with a spring instead of feet

Mass: Light

Engine: Spring

Abilities: Hop - Whee! This is the only way you can move...pretty high!

Baa - Like the Sheep

Intelligence: Very low - It just sits there...

Strength: Defense - Very low

Offense - High (Press jump while coming down to perform a secret attack)

Water: Ok

10. Spring Ram

Description: A ram on a spring

Mass: Medium

Engine: Spring

Abilities: Jump - Whee!

Head-Butt - His neck extends three feet and he hits stuff!

Intelligence: Low - he just sits there

Strength: Defense - Medium

Offense - Medium

Water: Ok

11. King Rat

Description: A heavyweight rat with a crown on. Scary!

Mass: Huge

Engine: Diesel

Abilities: Ratty Smell - He farts noxious gas with hilarious sound effects...oh boy!

Rat Army Attack - Send your allies into battle! Charrrrge!

Intelligence: Very High - Runs away, yet still farts

Strength: Defense - High

Offense - Medium

Water: Sorta ok in a small way...

12. Penguin

Description: Awwwww...how cute! I feel sorry for them when I have to kill them in cold

blood...seriously!

Mass: Tiny

Engine: Electric

Abilities: Jump - When in mid-air, he can also whip out an umbrella and glide slightly

SnowBalls - Somewhat weak, but an easy attack to pull off.

Intelligence: Above average

Strength: Defense - Light

Offense - Weak

Water: Excellent - swims like a pro

13. Husky

Description: A white dog

Mass: Medium

Engine: Electric

Abilities: Jump - A bit higher than most animals

Husky Frenzy - Besides foaming at the mouth, he bites rapidly

Intelligence: Medium

Strength: Defense - Light

Offense - Medium

Water: Great, but not awesome or gnarly...like, totally dude!!!

14. Heli-Rabbit

Description: A rabbit with his ears in a propeller shape

Mass: Light

Engine: Kerosene

Abilities: Fly - Hover, fly...same deal, sorta.

Bomb - Get over a target and release a fury of bombs! Just to get caught up in it...

Intelligence: Medium

Strength: Defense - Poor

Offense - High

Water: Barely

15. Rabbit

Description: Duhh...did me see a wabbit?!

Mass: Light

Engine: Kerosene

Abilities: Hop - Woohoo!

Pound Ground - His foot will get big and send out shockwaves

Intelligence: Medium

Strength: Defense - Low

Offense - Medium

Water: Just barely

16. Walrus

Description: A blue walrus with shades on a sled with a propeller

Mass: Huge

Engine: Coal

Abilities: Speed Boost - Wheee!

Homing Missiles - Large and in charge! Takes up too much energy though...

Intelligence: High - Very hard to hit

Strength: Defense - High

Offense - High

Water: Excellent

Note: Do not be fooled by the above...the Walrus is terrible! Almost impossible to control, and it takes forever for the missiles to recharge.

17. Polar Bear on Treads

Description: A Polar Bear on treads...

Mass: Huge

Engine: Coal

Abilities: Mines - Explosive feces! Large explosions, too...

Shots - Large cannon balls come out of it's nose

Intelligence: Low

Strength: Defense - High

Offense - Medium

Water: Excellent

18. Ski Husky

Description: A husky on ski's...with rocket launchers!

Mass: Medium

Engine: Electric

Abilities: Speed Boost - Just like the Mice...talk about Newton's Laws...

Missiles - Homing, at that! Large magazine!

Intelligence: Medium, lock and shoot is all they know how to do!

Strength: Defense - Medium

Offense - High

Water: Poor

19. Seagull

Description: A gray, ratty looking bird.

Mass: Medium

Engine: Kerosene

Abilities: Fly - Woohoo!

Claw Attack - Use this to attack or lift dead bodies off the ground

Intelligence: Low - Bumbles around without reason

Strength: Defense - Low

Offense - Medium

Water: Excellent

20. King Penguin

Description: A large penguin with a crown on it's head

Mass: Huge

Engine: Jet

Abilities: Boost Jump - Rocket flames come out of his ass to propel him straight up!

Penguin Army Attack - Useless.

Intelligence: High

Strength: Defense - High

Offense - No attacks

Water: Excellent

21. Polar Bear

Description: Polar Bears...I know you've seen one before! C'mon...don't lie...
Mass: Huge
Engine: Fusion
Abilities: Smash - Hit the decks!!! It's a butt stomp-like attack.
Hide - Fit into a nice round ball with cute eyes peeking out.
Awww...
Intelligence: Low - Barely knows how to move, let alone attack
Strength: Defense - High
Offense - Medium
Water: Excellent

22. Cool Cod

Description: A blue fish that looks like a shark (I know sharks are fish...)
Mass: Tiny
Engine: Jet
Abilities: Jump - Out of the water that is. Spending time on dry land = loss of energy
Swim - No! He just sits there in the water and bobs up and down...sheesh
Intelligence: Medium
Strength: Defense - Light
Offense - None
Water: Excellent...that was a no-brainer if I ever saw one.

23. Elephant

Description: ...kidding right? Go visit the zoo for crying out loud...
Mass: Huge
Engine: Diesel
Abilities: Water Spray - Water...and you spray it!
Grab 'n' Lob - Great for picking heavy stuff up with your trunk
Intelligence: High
Strength: Defense - High
Offense - High
Water: Great

24. Turtle Tank

Description: A turtle with the head of a cannon
Mass: Medium
Engine: Coal
Abilities: Shoot - Cannonballs!
Hide - Underneath your shell!
Intelligence: Low
Strength: Defense - Medium
Offense - High
Water: Ok

25. Hyena

Description: A pink dog like creature...mmm...Discovery Channel...
Mass: Medium
Engine: Electric
Abilities: Jump - Cool...or not.
Laughter - It spreads like wildfire then before you know it, everyone is laughing!
Intelligence: High - Runs away when there is a threat
Strength: Defense - Light
Offense - Medium
Water: Good enough

26. Piranha

Description: A green fish with HUGE teeth.

Mass: Tiny

Engine: Fusion

Abilities: Jump - Wooooohhhhhooooo!!! How original...

Bite - What else are you going to use those huge fangs for?

Intelligence: Low

Strength: Defense - Meager

Offense - High

Water: Duh...EXCELLENT!

27. Hippo

Description: A gigantic pink Hippo!

Mass: Very large

Engine: Coal

Abilities: Feces - He can lay a lot at one time, too

Slurp - Using vomit as an attack? Eww...

Intelligence: Very low

Strength: Defense - Medium

Offense - High

Water: Can walk underwater.

28. Parrot

Description: A green bird

Mass: Tiny

Engine: Kerosene

Abilities: Fly - The Parrot can fly quite high!

Dive Bomb - Dive bomb on opponents!

Intelligence: Medium

Strength: Defense - Medium

Offense - Low

Water: Ok

29. Racing Turtle

Description: A turtle with wheels...that goes fast? Is that legal?

Mass: Medium

Engine: 2.0

Abilities: Turbo - Wee

Hide - Can also be used as an attack!

Intelligence: High

Strength: Defense - Medium

Offense - Low

Water: Unknown

30. Gorilla

Description: A purple ape who drags his fists on the ground

Mass: Huge

Engine: Nuclear

Abilities: Grab 'n' Lob - Use to lift/throw objects

Jump Attack - Use to cause shockwaves! Also used as just plain jumping...

Intelligence: Very low

Strength: Defense - High

Offense - Low

Water: Adequate

31. Lion

Description: A yellow lion, very sleek body

Mass: Large

Engine: Fusion

Abilities: Roar Attack - If the "air" hits someone it damages them

Jump - Not the best ever, but good enough

Intelligence: Very high

Strength: Defense - High
 Offense - High

Water: Ok

32. Bi-Plane Dog

Note: Due to the fact that you can never view this animal's stats, I'll just make it up

Description: A dog with wings!

Mass: Medium

Engine: Kerosene

Abilities: Bomb/Machine Gun - You do both at once!

 About Face - You turn right around

Intelligence: High

Strength: Defense - Medium

 Offense - High

Water: Unknown

33. Hyena Biker

Description: A Hyena with wheels and a motorcycle-look

Mass: Light

Engine: Diesel

Abilities: Turbo - For quite a long time, as well

 Rockets - Mmm...nearly bottomless amount of missiles...

Intelligence: High

Strength: Defense - Light

 Offense - Medium

Water: Ok

34. Chameleon

Description: A small green lizard

Mass: Tiny

Engine: Nuclear

Abilities: Tongue Attack - Almost useless, the tongue is so short...

 Stealth Mode - Sweet! You can become invisible for a small amount of time!

Intelligence: Medium

Strength: Defense - Very light

 Offense - Very Low

Water: Ok

35. Camel

Description: A camel with one of those Arabian hats on

Mass: Heavy

Engine: Coal

Abilities: Jump - Somewhat short, but great for distance

 Spit - Huck some water out in front!

Intelligence: Low

Strength: Defense - Medium

 Offense - Medium

Water: Ok

36. Cannon Camel

Description: A camel with a cannon on his back! It rotates around at command

Mass: Heavy

Engine: Coal

Abilities: Shoot - Mmm...large explosions...

 Warp - Warp to a different spot!

Intelligence: High

Strength: Defense - Medium

 Offense - Very High

Water: Ok

37. Desert Fox

Description: A small rodent like creature with a gun

Mass: Tiny

Engine: Electric

Abilities: Shoot - Three bullets at once! Capable of rapid fire.

Jump - Whoohoo!

Intelligence: Medium

Strength: Defense - Light

Offense - Medium

Water: Poor

38. Spinning Fox

Description: A normal Desert Fox, except it can spin in a Taz like fashion!

Mass: Light

Engine: Electric

Abilities: Spin Attack - Use this to tear through enemies!

Jump - A bit better than his cousin the Desert Fox

Intelligence: Medium

Strength: Defense - Low

Offense - Medium

Water: Poor

39. Vulture

Description: A strange bird that looks more like a Turkey...

Mass: Medium

Engine: Bio

Abilities: Fly - Duh! Doesn't have very much lift...

Grab 'n' Lob - Use to pick up objects and dead animals

Intelligence: High

Strength: Defense - Light

Offense - Medium

Water: Ok

40. Scorpion

Description: A red Scorpion that shoots electrical beams!

Mass: Very Tiny

Engine: Nuclear

Abilities: Shock - Shoot some electricity at your foes!

Snip - Use your claws for some damage!

Intelligence: Very High

Strength: Defense - Low

Offense - High

Water: Horrible

41. Kangaroo

Description: A Kangaroo with boxing gloves!

Mass: Large

Engine: Coal

Abilities: Box - Pathetic range, but can deliver fast punches

Jump - Highest in the game!

Intelligence: Medium

Strength: Defense - Medium

Offense - Medium

Water: Ok

42. Pogo-Stick Kangaroos

Description: Well, Kangaroos on a Pogo-stick :)

Mass: Large

Engine: Coal

Abilities: Boomerang - G'day mates! Throw some boomerangs!

Jump - Hold A to go really high

Intelligence: Medium

Strength: Defense - Medium

Offense - Medium

Water: Ok

43. Evo w/Shellsuit

Description: A silver robot with a cool design! Neat just to stare at!

Mass: Medium

Engine: Electric

Abilities: Laser - This is the most powerful weapon in the game!!

Rocket - Not as good as the King Penguin, but you have more fuel.

Intelligence: N/A (there is no CPU for it, duh...)

Strength: Defense - Very High

Offense - Very High

Water: Ok

5) Walkthrough

Note: I'm not going to reveal the locations of the Power Cells, unless they are very tricky to find.

EUROPEAN ZONE

E U R O P E A N Z O N E

////////////////////////////////////------\////////////////////////////////////
////////////////////////////////////LEVEL 1: SMASHING START\////////////////////////////////////
////////////////////////////////////------\////////////////////////////////////

Brief:

Ooh! Ah! Ow! My head! Sheesh, what a landing! Evo, do as I say and we might just get out of this mess - alive! Oh, and if we're going to repair you, we'll need as many of those purple cells as possible.

- Get some energy
- Get me some sheep

Animals: Dog and Sheep

Walkthrough:

You're in a dog, so you can attack by biting. Simply chase down Flossy and kill her, then get inside her body (not sexually...) and control her (mission 2 complete). Now just get the blue energy that's near the ship (mission 1 complete). Now the exit will open up and you can stroll on outta here.

Trophy:

Simply kill three sheep, and position them near the rocket's booster. Go up to the window and bark five times, or stand on the rocket for a few seconds, and the rocket will fire, vaporizing the sheep. Destroy three sheep this way (preferably all at once) and one will appear.

////////////////////////////////////------\////////////////////////////////////
////////////////////////////////////LEVEL 2: HAVE A NICE DAY!\////////////////////////////////////

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Brief:

Oi! Hungry sheep are on the loose - round them up! Fast! Use the electric fence to keep them in their pen. Hey! The Scanner shows a mouse with wheels in this zone. Use it to reach the exit.

- Get FOUR sheep into the pen
- Find the mouse with wheels

Animals: Dog, Sheep, and Racing Mouse

Walkthrough:

Simple enough...or is it? Round the sheep into the pen by either a) chasing them in, or if they just won't cooperate, b) kill them and put them in YOURSELF. When they're all in, hit the electric switch to keep them in (mission 1 complete). Note: You will need one of the sheep to collect some of the Power Cells.

The mouse with wheels is on the other side of the level, in a large shed. Take control of it and go towards the center of the level. See the island with a tree? Run full force at the ramp with a turbo and you'll rocket towards it, and land on the exit that is now active.

Trophy:

To collect a Trophy in this level, with the Racing Mouse, go near the second shed and a dog will come out and challenge you to a race around the level. Good thing you have the turbo, but don't waste it. Use it in controlled bursts, then when the ramps comes up, hit it at your top speed! Woohoo!

////////////////////////////////-----\////////////////////////////////
////////////////////////////////LEVEL 3: HONEYMOON LAGOON\////////////////////////////////
////////////////////////////////-----\////////////////////////////////

Brief:

The electric fence is linked to the Big Machine. Play around with it and see what happens...Oh yeah -- and bring me back something soft and fluffy to hug.

- Deactivate the Big Machine
- Deactivate the electric fence
- Get something soft and fluffy

Animals: Racing Mouse, Foxes, Sheep, and A Springy Thingy

Walkthrough:

Go forward and hit the ramp to get on the raised platform, albeit not very much. Hit the four levers and the machine will spout out some Power Cells (mission 1 complete). Then hit the four buttons on either corner, but be quick about it, they reset after about 10 seconds (mission 2 complete). Now you can go to the second part of the level, since the electric fence is disabled. Go past the foxes (don't even try to kill them, they will murder you) and up the hills using your turbo, at the end are some sheep! Kill one and get inside (mission 3 complete), now continue on the path. You're at the start, so you'll have to go right back to where the sheep were (sorta). Get near the lake, on the opposite side of where the electric fence was. See the metal thing going up and down? Get on it and hover to the exit.

Trophy:

Have you noticed the blue rings around the level? If you fly through

them all, you get the trophy! Three must be activated by the Racing Mouse (one near the big machine, one near the foxes, and one above the sheep pen) while the last two must be activated using the sheep (both by the exit pad).

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//////////////////////////////////LEVEL 4: THE BATTERY FARM\//////////////////////////////////  
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Brief:

The farm's gone to the dogs! Damn mutts took over the farmhouse and set up an electric fence around the exit. And I need chow, now! Get me some carrots!

- Raise the bridge sections
- Grow some carrots
- Switch off the electric fence

(Question: How did this game get an 'E' rating with cuss words in it?)

Animals: Racing Dog, Racing Mouse, Sheep, Ram, and Fox

Walkthrough:

Go forward as the mouse and get inside the fence via the ramp. Kill all of the sheep, and the ram, and then take control of a sheep. Keep going and hover over the broken bridge, hit the switch and the pieces will rise! Go back and get inside the Ram, then proceed over the bridge to kill the Racing Dog with Rocket Launchers. Don't worry, if you get low on energy just return to the barn for energy. Another strategy to kill him is smash him with the big smashy thingy inside the barn (see below) When he's dead, great, but don't do anything with him yet. Go over to the machine near the carrots and hit the lever a few times to raise them (mission 2 complete). Using them as platforms, go to the upper section. Go around and hit the switch to raise the bridge sections on the left side of the level (mission 1 complete).

Now we're set! Use the Racing Dog and cross the bridge, then kill off the Racing Foxes so they won't bother you...shouldn't be too hard, you have missiles and fast wheels! Go inside the house and stand on the switch (for some reason, you HAVE to be the rocket launching dog to do this, otherwise it says "Un-authorized personnel" or something. Maybe it's because you could hit the switch without raising the bridges...) (mission 3 complete). Now go exit!

Trophy:

Simply kill all the animals in the level and a trophy will appear inside the house...you'll need the Sheep to get it, though.

Mini-FAQ:

Q: I'm missing four Power Cells...where are they?

A: See that valve near the second bridge? To activate it, go near the house and stand on the bushes. See the upraised platforms? Get on them from there, then go forward. Now you can easily hover over there as the Sheep. When you activate it, four plants will grow and pop open to reveal four Power Cells.

Q: What's with the barn and the thing that goes up and down when I hit the switch?

A: Get on that thing to go to the upper part. Two Power Cells await, as

well as a camera. You can also use this to smash the rocket-launching dog, if you wish.

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//////////////////////////////////LEVEL 5: THE ENGINE ROOM\//////////////////////////////////
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Brief:

You need a keycard to pass through here. Sensors detect an object in the hands of a dead humanoid, possibly one of the station's professors. Watch out for those crazy bears!

- Find the keycard
- Activate the bridge
- Open the security door

(Question: Again, an 'E' rating with dead people??)

Animals: Bear, Fox, Rat, Racing Dog, and Sheep

Walkthrough:

Go forward and turn left and get away from that wacko bear! Kill the Racing Dog and quickly take out that bear before he rips you to shreds! Go near the beginning and destroy the computers, then take control of the bear. Go and lift that white, transparent cube, (press A and hold it) then go to where the Racing Dog was when you first came in. Drop it in the red plate, and the scientist will come over and give you a key card (mission 1 complete). Then go to where the bear originally was, or near the beginning, and go down the hole in the wall. At the end is a switch (mission 2 complete). Now simply go to where the camera went...But to get past the duo of bears, you'll either have to a) Go by as a bear so they don't kill you or b) use A LOT of rockets :) (mission 3 complete).

Trophy:

To receive the Trophy, simply collect all the Power Cells in the level (they're in the computers). You'll need to use the rat in the small pipe to get the actual trophy, though.

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//////////////////////////////////LEVEL 6: FAT BEAR MOUNTAIN\//////////////////////////////////
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Brief:

Those cheeky little sheep have taken control of this old playground and locked the fat bear inside the hillside cavern down by the empty sheep dip pool.

- Kill the angry animals
- Flood the sheep dip pool

Animals: Sheep, Racing Mouse, Racing Dog, Bear, and Ram

Walkthrough:

Ok, this is easy enough. Go up the mountain as the Racing Mouse and go where the Racing Dog is. Ok...hit the ramps and turn on the switch to open the building. Lure the Bear out and the Dog and them will fight. When the Dog (or Bear) is dead, get inside it and kill the other off (mission 1 complete). Now, use the Bear to get to the switch and activate it (mission 2 complete). Get inside a Sheep (there's a ton of them around here) and push the crates around in the water to form a bridge so you can exit this stupid level...

Trophy:

Near the switch that opens the building are three levers that won't stay down, right? Well, get an animal on top of one, exit it and the lever will stay! Find another host quickly and do the same. The trophy will appear! "But how do you get it?" you ask. "I can touch it and everything, but the animal goes right through it!!" Unfortunately, DMA-Design somehow let a gigantic glitch slip by Quality Control, now we can not get 100% on the level no matter how much you want. But, you can still get to the secret level via a code.

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 7: ROCKY HARD PLACE\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
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Brief:

I'd say this area was hit by a severe meteor storm -- and it looks like there's another one on the way. I see some floating asteroid chunks which might make a good bridge -- if you can get them up.

- Elevate the asteroid chunks
- Bring me a thing on a spring

Animals: Fox, Springy Thingy, Springy Ram, and Sheep

Walkthrough:

Go forward on the ramp as the Fox and warp to the box below. Carefully aim yourself and do the same to get inside the pen. Get a Spring Thingy (mission 2 complete), doesn't matter if it's a Ram or not, and get out of there. Follow the path around to find a switch: hit it (mission 1 complete). Now simply spring to the exit.

Trophy:

This is a bit more difficult than completing the mission...Hit the switch near the pen to make the brown box start to go up and down. Get on it as a normal sheep and at the top is a platform. If you try to hover towards the platform with a Fox on it the wind will blow you away. So instead of doing that, hover on the outside of the wind and come in at an angle. Hit the switch to turn off the gravity, and take control of a Springy Thingy. Now go to the exit and jump, you'll go way up high to a platform with a Trophy!

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 8: STINKY SEWERS\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
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Brief:

Flupping honk, Evo, what's that stench? Must be coming from down there...in the sewers. Ugh. It smells worse than your backside.

- Find the keycard to access the main tunnels
- Reactivate the Big Taps
- Gain access to the King Rat's hole

Animals: Racing Dog, Rat, Rat King, Dog, and Fox

Walkthrough:

Go forward and search around until you find some Rats, get inside one and go past the place where you couldn't get before because you were too big...underneath a pipe. Keep on going until you meet a Fox, kill him using your exploding feces then take over his body. Run to the rivers of

crap and try to get out on all the acloves, on one of them you will be able to! Open the wooden door to find a fat dead guy who'll give you a key card (mission 1 complete). Not far from here is the locked door, and now you can get through it! Keep on going past the barricade of cans to activate a nozzle which will cause water in the next room to rise. Go in there and take control of the dog, use him to push the crates around so you can get out of here. Search around the next area to find another nozzle (mission 2 complete), which will rise the water even more! Now the Fox can fit through the small hole. Follow it to the end to find the Rat King [See "Animal Notes" Section for details on fighting]. Take control of the Rat King and return to the start where there is this metal bridge going up and down. Follow it to the door where you can exit...whew! (mission 3 complete).

Trophy:

You see those pieces of uh...er...crap around the level, with flies buzzing around? Well, if you eat all of them in the level using the rat (use the bite attack) then it shall appear...an 'E' rating, DMA?

```
//////////////////////////////////-----\////////////////////////////////\
//////////////////////////////////LEVEL 9: RAT-O-MATIC\////////////////////////////////\
//////////////////////////////////-----\////////////////////////////////\
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Brief:

Ah, so this is where the rats that are tearing apart EuroEden are mass produced - from mice! Oi! Evo! Save this paradise off Earth...or I'm sticking you in the microwave.

- Kill the fox family
- Destroy the Rat-o-matic

Animals: Racing Mouse, Fox, Rat King, and Rat

Walkthrough: Easy enough...with practice! Drive the Rat King forward and keep turning until you're outside. Do battle with the Fox Family until everybody is dead [For details, see "Boss Section"] (mission 1 complete).

Now take a Fox as your host and drive into the room with toilets, use your warp to get to the lower platform with the switch. Hitting it will unlock the door that is next door. Inside is a Racing Mouse, kill him off and get inside of his body. Turn on the Rat-o-matic by hitting the nearby switch, then quickly get on the red dot in the open cage, you have to do this in under three seconds (notice the timer?) When you do this a pipe will come down, suck you up, and you shall be dumped into a factory like place where several contraptions will try to stomp you, fry you, demorph you, light you on fire, and spray you with paint...At the end is a rat, kill him and use his exploding feces to destroy the computers. A chain reaction will occur and all the equipment in the level will be blown to bits in a neat, and long, little cinema (mission 2 complete). Now you have to exit...Go to where all the mice came out and they'll open a door for you. Go to the end and hit a switch, then QUICKLY get back before the door shuts. This may take a lot of practice, but it is possible. Behind the door is the exit.

Trophy:

It's on the barbecue near the Fox Family. How do ya get it? Easier than you may think. Get one of those pink containers near it using either a Fox or the Rat King, then blow it up with some exploding feces. Some stuff will come out and put out the barbecue flames. Now, using the Fox, get on top of the nearby hill and warp down to it!

```
//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 10: GIVE A DOG A BONUS\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
```

Brief:

I spy with my little eye...a piece of your Shellsuit to collect. Get a move on and get it or I'm leaving without you...

Animals: Rocket Fox and Bi-plane Dog

Walkthrough:

You first have to fly through blue and red rings, after they have all been flown through a wave of Bi-Plane Dogs will come and try to shoot you down. This part of the game is pretty fun, so shoot them down with your machine gun. If one passes you, use the 180 degree turn to see their backside. After the first wave is dead, some Rocket Foxes will come, and "Battery Charger On-line" will flash on the screen. The Battery Charger is near the bottom of the level, the right side of where you start the level, it is a hallway with colors flashing through, if you fly through it your energy is replenished. Keep fighting and you will get a piece of your Shellsuit!

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*****
      ICE ZONE
*****

I C E   Z O N E
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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 11: SNOW JOKE\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
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Brief:

So you made it to the cooler...Wait! Something's missing...oh yeah - SNOW. Ooh, that big computer thing looks cool. Switch it on and see what happens.

- Switch on the snow blower
- Switch on the big computer thing
- Get a husky

Animals: Penguin, Husky, and Rabbit

Walkthrough:

Immediately get inside the Penguin that was run over by a snowball, and then proceed to go over to "the big computer thing" and switch it on (mission 2 complete). Go down in the big hole with the grating and flip the switch (mission 1 complete). Also, kill a Husky and get inside it (mission 3 complete). Now just jump on the platforms to get to the exit.

Note: That may be easier if you use a rabbit.

Trophy:

There are three switches in this level: The "Big Computer Thing" and "The Snow Blower." The third one makes an orange platform appear on the other side of the level. Go there, and it will take you up to a higher platform. At the top is the Trophy.

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//////////////////////////////////-----\////////////////////////////////
//////////////////////////////////LEVEL 12: ICE 'N' EASY DOES IT\////////////////////////////////
//////////////////////////////////-----\////////////////////////////////
```

Brief:

I need more data about the station. Scanners detect a high mental energy build up in this area...It's coming from the preserved heads of the professors lying around. Go get 'em!

- Get the heads!

Animals: Husky, Rabbits, Heli-Rabbit, and Walrus

Walkthrough:

Kill a rabbit and then climb the ice platforms, then drop down to claim a head. Go to the ice pond with all the Walruses and go near the thingie in the middle, destroy the ice with some thumps and a Heli-Rabbit comes out! Use him to get the head behind the starting plate, and the one behind the wall in the water must be taken using a Walrus. That's all the heads...(mission 1 complete). Now you can exit!

Trophy:

Kill all of the Walruses on the ice-pond. This is much easier if you use a heli-rabbit.

```
//////////////////////////////////-----\////////////////////////////////
//////////////////////////////////LEVEL 13: PENGUIN PLAYPEN\////////////////////////////////
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Brief:

The sensors have located a stinky seagull who was laughing when you crash landed, Evo. Go get it! Ha! The penguins have built a statue of their king on top of the exit...Get out of that!

- Kill that fat ugly bird
- Get rid of that stupid statue

Animals: Polar Bear on Treads, Penguin, Seagull, Walrus, Cool Cod, and Ski-Husky

Walkthrough:

Go down the slope and start to swim, you cute little penguin you. Swim all the way around to find a dead Walrus, use him to push the Ice Block in the gap and then use Mr. Penguin to hop over it! Go down and up the platform, then lure down the Ski Husky by falling down the slopes and he'll follow and the Tread Polar Bear and him will fight to the death (The Polar Bear will win). Now get inside the Ski Husky and go to the Seagull, kill him! Use the dead bodies of the penguins (using his claw attack) and put them on the buttons so they will stay put down (mission 2 complete). Done!

Trophy:

Kill all of the sharks at the beginning (in the pool; all three of them) and a trophy will appear near the Seagull. Kill him and fly to it!

```
//////////////////////////////////-----\////////////////////////////////
//////////////////////////////////LEVEL 14: PINBALL BLIZZARD\////////////////////////////////
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Brief:

Some...thing is jamming my signal to the teleporter. Here's my plan: jam

the jam with our special tune so I can get a signal through.

- Collect the silver notes
- Play our special tune on the keyboard

Animals: Ski-Husky, Penguin, Polar Bear, and King Penguin

Walkthrough:

Go forward and kill the Penguin King with your missiles and then use him to collect the notes around the level...shouldn't be difficult. Then go to the Keyboard and watch the keys, then do the same thing it did (like in Banjo-Kazooie...!).

Trophy: To get the Trophy in Pinball Blizzard, you need to hit keys on the piano in a certain order, then press the Play button on the recorder. The way you learn which keys to hit are because of those penguins that make sounds. Well, supposedly. They don't help at all. The sequence is: (from left to right, all white keys) 5, 6, 4, 8, 1, 4. Stupid trophy.

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/////////////////////////////////-----\////////////////////////////////\
/////////////////////////////////LEVEL 15: HOPPA CHOPPA\////////////////////////////////\
/////////////////////////////////-----\////////////////////////////////\
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Sob. Sniff...I just picked up a distress signal from cute ickle bunnikins terrorized by evil huskies. Kill the husky scum, Evo. Kill them for the bunnies...and for me.

- Kill all the huskies
- Destroy all the gun sites

Animals: Ski-Husky, Rabbit, Heli-Rabbit, Penguin King, and Penguin

Walkthrough:

Go forward in your Penguin, and climb to the very top so you're looking down on everything. Glide down with your umbrella so you're close to the creature on the ledge, and hop out and climb inside! Take control of the King Penguin and fly out of there, fly past all the evil Huskies until you see some Heli-Rabbits. Go inside the control room and flip the switch, now the gun turrets will be turned on! They'll start shooting at the Heli-Rabbits, and one or two will die. Go get inside! Use them to kill one Ski Husky, then use him to sneak up on the rest of the Huskies and pummel them with rockets (They won't do anything until you start to fire). After the Huskies are dead (mission 1 complete) return and become a Heli-rabbit, now carefully destroy all the gun turrets (mission 2 complete). This takes practice, as the Heli-Rabbit barely has any defense...good thing there's a lot of energy hanging around in this level.

Trophy:

At the ending plate, kill all of the bunnies with the Bunny Copter (it's easier that way) and the trophy will appear near you.

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/////////////////////////////////-----\////////////////////////////////\
/////////////////////////////////LEVEL 16: SOMETHING FISHY\////////////////////////////////\
/////////////////////////////////-----\////////////////////////////////\
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Brief:

Hey, Evo, here's a good one...I need some FISH for my CHIPS. Get it? Ha ha ha. By the way, the teleporter behind a big sealed door.

- Free the fish!

- Switch the switch to open the big door.

Animals: Cool Cod, Walrus, and Polar Bear on Treads

Walkthrough: First you have to collect four fish...:

1. By a light underwater
2. By a second light underwater
3. Near where the Walrus is going around and around, there should be a small ledge. Jump over it with the fish and it will be in the next pond. Watch out for the Jellyfish!
4. There is another similar ledge. When over it, dive down and follow the tunnel to the dead-end. Tada!

(mission 1 complete)

Now this next part is a bit tricky, and took me awhile to figure out -

Go to where the Walrus is going around and around. Hit the switch and a mine will fall into the water (nice sound effects...) and now you can control it! Hit the Walrus, which isn't all that easy, three times and he'll die. Don't possess him yet! Go to the first beam of light that is underwater. Follow the light to the bottom to find a nozzle, activate it and the water will lower! Now get inside the Walrus. Go to "the big door." It's near the giant fish skeleton, if you can't find it. Touch it and it will open, quickly destroy the Polar Bear on Treads (which is very difficult to do with the crummy Walrus as he bobs along. I suggest you open the door, fire a few shots, then back up and run away then come back) and use it to climb the steep slopes. At the top is a switch, flick it and the exit will open up (mission 2 complete). Now return to the nozzle and hit it to make the water rise, then go to where the 3rd fish was. Taaaaa dddaaa!

Trophy:

There are several blue rings underwater, you have to swim through all of them very quickly before they re-appear, then the Trophy will appear. To do this, tap the 'A' button very rapidly. Doing this will take much practice!

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//////////////////////////////////-----\////////////////////////////////\
//////////////////////////////////LEVEL 17: WALRACE 64\////////////////////////////////
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Brief:

Ooh! I can see another piece of your Shellsuit...It's your head. These penguins have turned it into a race trophy. You'd better win!

Animals: Walrus

Walkthrough:

You race against two other Walruses in a semi-long water course filled with power-ups and other strange objects, jumps, drops, etc. Make full use of your boost on the straight-aways and watch those corners! The UFO boueies will stop you in your tracks, while the Beach Balls with an up arrow (^) will speed you along way ahead your top speed. Should be easy enough, though it may take a few tries.

Your prize is another piece of your Shellsuit.

J U N G L E Z O N E

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 18: JUNGLE JAPES\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Brief:

The air intake for the engine room is blocked and the heat's driven the animals MAD! Look, I fancy a swim - get rid of those piranhas on your way to the exit.

- Switch the air pump back on
- Knock lumps out of those nasty fish

Animals: Elephant, Turtle Tank, Hyena, and Piranha

Walkthrough:

You start this level out with the powerful Turtle Tank - Sweet, eh? Drive up the path until you see a duo of Elephants...well, what are you waiting for? Blast them both until they're down! Shouldn't be too hard. Just get in the first-person view (hold Z) and blast them with all you have, then retreat to the bridge where their water can't hit you! Use them to clear the path of rocks, then go on ahead with the Tank. Drop down a few levels and take care of those nasty Hyenas, though this can be a bit tougher with their laughter. Use them to go to the upper level and hit the switch that is in the red square (mission 1 complete). Drop down again and return to your trusty Turtle Tank. Use it to kill the trio of Piranhas, which should be quite simple since they can't harm you if you're on land. When they're all dead (mission 2 complete) use one of them to hit the switch in the underwater tunnel to open up the EXIT...

Trophy:

Use a Hyena or an Elephant to push the three boulders near the Elephants down the gorge and into the three holes. The Trophy will appear when all of them are filled.

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 19: JUNGLE DOLDRUMS\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Brief:

Hey, that Log Ride looks fun! Oh, it's not working...Be careful when you get to that fiery pit -- I can't be bothered to help you.

- Turn on the Log Ride.
- Stop that parrot squawking

Animals: Hyena, Hippo, Parrot, Elephant, and Turtle Tank

Walkthrough:

You start out with the Hyena. Drop down and laugh like a maniac until the Hippo gives up and dies. Some have trouble with this, but I can't see why. All you have to do is laugh, while jumping to avoid his spit, until he starts to giggle. When he does, he won't attack and will remain stationary. When your energy wears off, run away until it builds, then go back and repeat. He'll die on your return visit. Use him to go underwater and hit the switch to turn on the Log Ride (mission 1 complete).

Another stragedy is not to kill him, but lead him to the river. Swim across and he'll follow, but Hippos go underwater, and he'll activate the switch for you.

Now, using the Hyena, CAREFULLY jump on the logs to get to the other side. Why carefully? Because if you fall you have to swim all the way back and try again, which can be quite annoying. Run and jump into the pit, then push the rocks to the wall and use them as a stepping stone (pun) to reach the upper section. Run in the volcano, and avoid the flaming rocks and buckling walls. At the end is a seemingly impassible drop off with some animals nearby (A Turtle Tank and an Elephant). This part troubled me to no end at first, so listen up if you need help...

Kill the Elephant and use him to kill the Turtle Tank. Why use the Pachyderm? Well, he has better armor, better weapons, and he's easy to kill with the Hyena. :) Now hop inside the Turtle Tank and shoot some cannon shells into the lake...notice that some explode in mid-air and cause a shadow to form? WALK WHERE THE SHADOW WAS! You won't die, you'll be floating in mid-air on an invisible platform. Go forward a little, then turn left, then go forward to get to the other side (You could use the Elephant's water, but it's more awkward. 'Sides...the Turtle is easier to see where the path is.)

Another stragedy is to switch the rain machine on, which causes rain to fall, and it will clue you in to where the path is. You have to be quick on your feet, though, because it doesn't last very long.

On the other side is the Parrot, flying around. Kill him with what ever you have (mission 2 complete) then use him to reach the exit that is just above in the treetops.

Trophy:

Simple...when you get the Parrot, fly to the start. Fly way up high and you'll find it in the trees, right above the 1st teleporter.

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////////////////////////////////-----\////////////////////////////////\
/////////////////////////////////LEVEL 20: SWAMP OF ETERNAL STENCH\////////////////////////////////
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Brief:

Phew! So this is where the sewers lead...and here you are slap bang in the middle of it. Ha ha. Wipe your feet before you even THINK about crawling back in here.

- Get out of the poo and into a Hyena
- Find something to climb those vines
- Find and free the Magic Rope

Animals: Racing Turtle, Gorilla, and Hyena

Walkthrough:

If this level can be summed up in one word it would have to be 'confusing'.

Go straight, where the signs point, through an invisible path through the muck. If you fall in, it will drain your energy at surprisingly fast speeds! When the signs stop, it gets to be a little trial-and-error game. Go to where the trees are, and you'll eventually find yourself in a large island like place with two Hyenas. Use your shell attack (you're in the Racing Turtle) to kill one and get inside (mission 1 complete).

Go forward and you'll eventually find dos (that's two for my non-Spanish speaking friends*) Gorillas wandering about. Laugh them to death and get inside (Makes perverts like me laugh...haha) (mission 2 complete) and lift up one of the barrels to form a platform to the upper path. You can do one of two things here:

1. Find the first vine, and swing along the dozens and dozens of vines until you find the Magic Rope
2. Bring a 2nd barrel and use it to hop on the last vine, therefor cutting your vine swinging time to five seconds instead of 10 minutes.

Well, er, pick your choice and you'll find the Magic Rope! Climb up it to free it (mission 3 complete). It will suddenly whirl you away to the other side of the level...there's the exit!

* - I don't speak Spanish fluently. I just take Spanish class at school. Pity me! Please?

Trophy:

On the island with the Hyenas, there are two cement pipes. I forget which one it is, but it's one of them. Drive to the back, notice the grating? Just use Evo (that is, hop out using R) to get by it and you'll find the Trophy.

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////Level 21: WEIGHT FOR IT\////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
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Brief:

Look, Evo, animals living in perfect harmony. DISGUSTING! Put a stop to that right now. Mmm, why is there an elephant up that tree? Get it down before it breaks something.

- Activate the stepping stone switch
- Get a Piranha
- Get the elephant out of that tree

Animals: Lion, Gorilla, Hyena, Piranha, Parrot, and Elephant

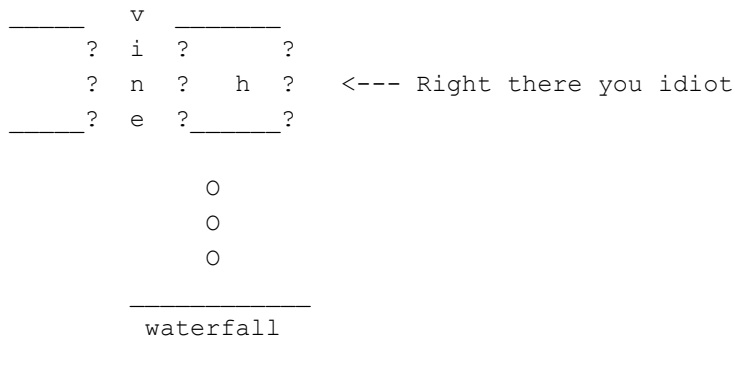
Guide: This level is VERY, VERY confusing the first time around. Don't be fooled into thinking you have to use the boxes to get the elephant, while using the Gorilla to - ah, forget it. Just follow my instructions and this level will be a breeze.

You start out as the Lion, but you'll need to switch very soon. Go forward and kill both Hyenas. Get the Lion very close to the rock that is on the ground, near the waterfall, and then go get a Hyena, lay him on the rock, and then jump into the Lion. Go murder (running out of verbs for the same action!) the Gorilla that's running in mindless circles. Use the Monkey (er...ape) to cross the vines that are up the hill. Keep on going, following the vines, to find a switch. Activate it (mission 1 complete). Jump across the floating rocks, then get inside the Hyena laying on the rock.

At the other side is a wall - jump over it. Get near the blue switch, and look underwater, when the fish gets over the plate, hit the switch to bring the Piranha out of the water, then kill the fish with your maniacal laughter and become one with the fish (mission 2 complete). Swim to the other side of the lake and jump over the ledge to find a switch which will make a bridge appear - ah, now you can cross the lake in Hyena form! Do so, and kill the parrot. Now simply fly over to the Elephant, get inside (mission 3 complete) and exit! Whoohoo!

Note:

If you can't get the Hyena on the rocks for some reason, here's another stragedy for getting the Hyena up there. As an Ape, get one of the metal cubes and lay it on the roots from the big tree. Here's some crappy artwork. Remember, this is from a top-down perspective, as if we could see the level looking down:



Key:

Vine = The vine you use to get to the second tree stump.

h = The hole with the weird red things coming out. This tree stump is hollow.

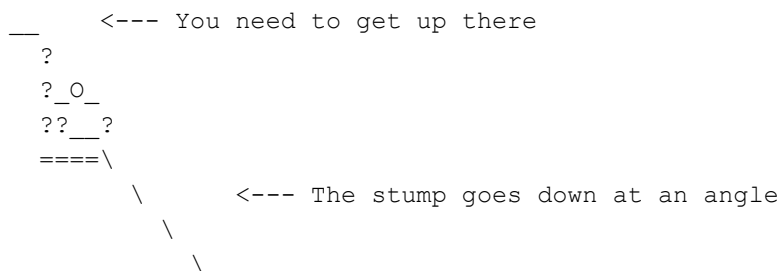
O = The rocks

Waterfall = The big waterfall

<--- = This is the root I am talking about

As I was saying, get a metal cube and place is against the tree wall, while on the stump. "What stump?" Somebody is going to ask me this, and I will simply reply "The one I spent five minutes drawing, you incompetent boob." OK, so the cube is laying against the stump. Now go get a boulder, and lay it on top of the cube (this may take a few tries, because if you miss it rolls away). Now go get inside a Hyena, CAREFULLY jump on the rock that is on top of the cube, then jump straight up to find yourself on top, and you can go across the floating rocks.

Here it is illustrated further, remember, this is a cube with a rock on top, and you use it as a platform to get above.



If you don't understand this simple concept, you need to seriously question your intelligence.

Trophy:

Throw the rocks through the red rings with the ape!

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 22: JUNGLE JUMPS\//////////////////////////////////
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Brief:

There's a big, blue, swirly thing on the scanner...Maybe I shouldn't have spilled coffee on it. Hey! Be careful - It's a jungle out there. Ha ha ha...

- Kill all the Gorillas
- Kill all the Hyenas
- Collect all the keys

Animals: Hyena Biker, Gorilla, Racing Turtle, Chameleon, and Elephant

Walkthrough:

You'll need to change forms...AND FAST! Go forward and turn right, then kill both Hyena Bikers (mission 2). Now you can be one of them. Ah...missiles...Ok, ok. Now go back to the start and use the Hyena's Turbo Boosts to get to the "end" where you are looking down on a tree - you have to get over there! There be two Gorillas over there, and you need the Hyena's firepower to take them down (I did mean to say "Thar" BTW...). Do not aim for the trunk when flying over the chasm, if you do, you'll bounce off and have to go around and come back. Instead, try to land on the platform that encircles it. Now lookie, lookie at the dead apes! Well, they will be after a hurricane of rockets (mission 1 complete). Use them to find the Keys.

1. Left of the start
2. On a tree near the obstacle course on the way to the Gorillas. You'll need to climb some vines.
3. Jump on the platforms to reach a tree, then carefully (use the attack jump if you have to) jump on the logs to get to the last one.

(mission 3 complete)

Now the exit will open up! Yay!

Trophy:

Go through all of the blue rings and it will appear. You will need to use many different animals to go through the rings. To get the Trophy, go near the giant log and use the vine to swing to it.

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 23: EVO'S ESCAPE\//////////////////////////////////
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Brief:

Listen up! In this zone there's a long line of obscure puzzles to solve, deadly traps to negotiate, and idol to steal, and a big roly rock to avoid...

Animals: Chameleon, Parrot, Hyena, Hyena Biker, Piranha, Hippo, Gorilla, Elephant, Lion, and Turtle Tank.

Walkthrough:

I can't walk you through this one - it takes 100% SKILL! In this stage, you must go through an underground tunnel in a first person view and kill various animals using missiles, bombs, and other pick-ups you'll find along the way. I'm not sure how many animals you need to kill to beat the level, but it's at least 1300 points - to my knowledge.

Your prize is another piece of your Shellsuit.

DESERT ZONE

D E S E R T Z O N E

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 24: FUN IN THE SUN\//////////////////////////////////
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Brief:

Looks like the station's fuel supply is produced here. Wonder why the machine's shut down?

- Restart the oil pump
- Open the fuel line valves

Animals: Camel, Desert Fox, and Vulture

Walkthrough:

Go forward to a place with two camels, a box, and a small pyramid. Kill a Camel and climb inside, leaving your Desert Fox behind. Use the Camel's strength to push the box towards the large door, then switch back to the Desert Fox and jump up and go through the door (if you go in as the Camel, you'll be murdered within seconds because of all the Desert Foxes). Activate the lever on the large oil rig (mission 1 complete) and some oil will spill over the exit, therefor blocking your only way out! See that block that is going up and down nearest the exit platform? Jump on and then hit the blue switch to cause a platform to come down and get you. Jump across the fire platforms and do battle with the Vulture. Use it to fly to the four valves and activate them. They're all in a row, so it shouldn't be so hard...(mission 2 complete). Now the oil will drain away and the exit will open!

Trophy:

All you have to do is kill all the Desert Foxes! I would suggest using a Desert Fox, and shooting from afar, as some of them follow strict patterns and won't attack until you get close. Others will get in your face...just spray some bullets and watch your energy!

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 25: HOT CROSS BUNS\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Brief:

IT'S TOO HOT! My seat's so sweaty...AND THAT MUSIC'S GETTING RIGHT UP MY NOSE! AND I HATE EVERYONE!

- Destroy all the speakers
- Kill all those Spinning Foxes
- Turn all the nought's to crosses

Animals: Cannon Camel, Spinning Fox, Vulture, and Scorpion

Walkthrough:

Your first duty is to kill the three Spinning Foxes using the Cannon Camel...just get in a first view and wallop them with cannon shells! It shouldn't be too difficult, really (mission 2 complete). Next, go left and kill the Vulture. Now use it to carry the Cannon Camel & a Spinning Fox over the hole with spikes in it. Hit the switch to cause one of the platforms to go up. Ok, now use the Cannon Camel to out into the open and kill all six or so Scorpions (again, I would use the first person view). Use one of them to go in the little purple hole and explore the system of vents until you find a switch which will activate the second platform. The 3rd switch is on a nearby hill, and I would use the Vulture to reach that one.

Then there's the matter of the speakers - just shoot them with a cannon shell!

- 1) At the start
- 2) Shortly after the hole with spikes in it
- 3) Near the exit
- 4) Right in front of a hill

(mission 1 complete)

Ok, now you have to jump on the platforms so the "O" becomes an "X." And you have to be quick, as they reset in a matter of seconds. The only creature in this level that can jump quick enough (heck, he's the only one that can jump...) is the Spinning Fox. Do it! (mission 3 complete)

Yay!

Trophy:

See that big pool with swirly things in it? Well, use the Vulture to drop every Scorpion in the level into it. Each one will pop out as a silver Scorpion. Collect them all and get a golden Scorpion, which is, of course, the Trophy.

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//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 26: STING IN THE TAIL\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
```

Brief:

The other animals have been forced into the mountains by those rotten Scorpions. Stay well above them to avoid getting zapped!

- Get a Kangaroo
- Get a Vulture

Animals: Scorpion, Kangaroo, Spinning Fox, and Vulture

Walkthrough:

Whoa, this level is a bit short! Go around the Scorpions, avoiding them the best you can (try a spin!) and run up the ramp, then turn left and go up the second ramp to get on the other side of the short wall. Continue over the bridge and jump on the short platforms to get to a metal platform with two Kangaroos on it. Kill one and get inside (mission 1 complete). Now you can use it's supreme jumping power to reach the Vulture platform! Kill one of them and climb on in (mission 2 complete). Return to the Kangaroo platform and carry the Spinning Fox to the exit. Use it to get through the narrow hole.

Trophy:

Kill every Scorpion in the level!

```
//////////////////////////////////-----\//////////////////////////////////
```


to the top and inhabit a Vulture (mission 3 complete). The exit is on the pillar the Kangaroo was running around...but you just can't fly up there! See those four pillars near it? Get on the highest one, and fly to the high, fat pillars on the right that are hanging in Outerspace. You can reach the exit from the second one.

Trophy:

Surprise! Kill all the Scorpions and one will appear on the shore near the boxes.

```
//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 29: SHIFTING SANDS\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
```

Brief:

WARNING! Scanners predict strong winds ahead. Probably those rotten carrots you made me eat...

- Get something big and bouncy
- Get a flappy thing

Animals: Spinning Fox, Vulture, and Pogo-Stick Kangaroos

Walkthrough:

You start out as the Spinning Fox, and you're upstream, and you need to get downstream. If you fall in the water you get hurt...so jump on the rocks until you get to the end, where you'll have a short but sweet box ride down a waterfall and crash into the bubbly water! Did that make any sense? No? Good.

Now, you could have to go through this big ordeal with hitting switches to lift these pillars, blah, blah, blah, yacky shmacky, but I have found a hidden shortcut to skip all of this! Simply go up the sand dune, and look down. See the T.V. on the wall? If you jump on it, it serves as a platform across the gap!! Major shortcut.

On the other side are two Pogo-Stick Kangaroos, just kill one and get inside (mission 1 complete). Oh, great, a new problem! The Vulture is flying around on a small platform, and you can't get to him. To kill him you must get on the adjacent platform and jump while firing your boomerangs at him! If your timing is good, and you're at the right height, then the boomerangs should hit him. Do this for awhile and it'll drop dead. Now, using the Spinning Fox, go get inside him (mission 2 complete). Carry the Fox to the exit, then use the Fox to fit through the small hole.

Trophy: Go inside the red tent, then come out. A little depression with pillars have appeared in the sand. See that little cloud of sand? Stand on it, and it will disappear and go somewhere else (but never outside of the depression). Stand on them all and it shall appear.

```
//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 30: PUNCH UP PYRAMID\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
```

Brief:

Would you look at that, Evo - another piece of your Shellsuit. Bash the brains out of the boxers to win it back!

Animals: Camel, Cannon Camel, and Kangaroo

Walkthrough:

Like all the bonus rounds before this, this one requires SKILL!

To win each round, you'll need to knock the opponent out three times (i.e. drain their energy three times). Each time you knock them out, or a new round starts, a piece of energy falls down.

Round 1 - You'll fight a Camel. Just go in and bash his face in! You don't even have to try to avoid his spit, because if you get in his face he won't do anything! EASY!

Round 2 - You'll now fight a Cannon Camel. Nothing much as changed, except getting hit will cause a large loss of energy. Just watch out where that cannon points, but besides that this guy is easy! The only way he can attack you is with his cannon!

Round 3 - This one is, naturally, the hardest and most frustrating. You fight your brother, a Kangaroo in blue shorts with blue boxing gloves. The only trick is to get near him and he'll start to punch, but he won't connect. Then he'll run out of energy to punch, and back into a corner...USE THIS CHANCE! Beat 'em up! You know, roughen him up a bit and all 'dat :)

Your prize is the last piece of your Shellsuit!

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////////////////////////////////-----\\////////////////////////////////\\
////////////////////////////////LEVEL 31: BIG CELEBRATION PARADE\\////////////////////////////////
////////////////////////////////-----\\////////////////////////////////\\
```

Note: You may only have access to this level if you have retrieved all four pieces of Evo's Shellsuit (which means you would have to beat every level in the game thus far)

Brief:
NONE

Animals: Evo (the following are not playable but are present): Sheep, Springy Thingy, Springy Ram, Bi-Plane Dog, Rat, Rat King, Fox, Frog, Rocket Fox, Racing Mouse, and Racing Dog.

Walkthrough:

A little cinema: As SS:SV hurdles towards Earth, Dan and Evo think it's all over, as they are about to enter the control room and easily shut off station's engines. But, ah! Before they can a giant ray gun comes out from the station and it's pointed towards Earth! It starts to fire, it's a Dooms-Day-Shrinky-O-Matic (in the words of Dan). If you doddle and the gun fires too much, it's game over for you.

Go through all of the doors to finally meet the head honcho of this operation...dun dun dun!!!!!! <dramatic reverb>...A brain with two oddly placed eye balls sitting in the middle of a large machine?! Who thinks this looks a little too much like a watered down version of Motherbrain from Metroid? This guy is a weakling, and will die the second your laser touches him...Oh! But it seems he was driving the station, and it's on a direct collision course with Earth...

It slams into the Earth, off the coast of New York City, and for some reason doesn't have the same effects as it should have. It's at least 10 miles in diameter -- it should have ended all life -- like a giant asteroid! And it's not even broken in half...of course, if it was there would be no more game, so I'll just shut up now.

Now most of the animals have escaped the station and are wrecking havoc on the nearby city! Go get 'em! The first thing you must understand is that there are not 50 animals there at once; they come in waves. The first wave consists of Sheep and Rams. 2nd is Frogs. 3rd is Racing Mice. And so on...Until everything is DEAD! Then watch the mediocre ending.

6) Animal Notes

I made this section because, well, basically, the Animal Section is already crowded enough! This is where you will find additional information on animals. Not much, I know, but hey, let me have my fun here.

1. Sheep:

The Sheep has pitiful defense, but can scale canyons and even walls with it's unique hovering ability!

2. Dog:

Your average animal. His attack is his bite, which doesn't cause much damage. He has Ok armor, but besides that the only thing you'll use is his jump.

3. Racing Mouse:

This one is FAST! But it's difficult to control when going into sharp turns, and his momentum is a little too much...His attack is almost useless, but if you're good you might be able to kill something stronger than a Sheep with it.

4. Fox:

His warping ability allows him to reach far away platforms with out risking falling down a cliff, and his attack is quite strong. A potent creature indeed!

5. Racing Dog:

It has the same turbo powers as the Racing Mouse, but carries a bucketload of missiles! Very powerful!

6. Ram:

Basically a Sheep that can attack but can't jump very good.

7. Bear:

This guy is SLOW! His Bear Frenzy can be quite powerful, and you can also jump during this time. An ok creature, but nothing special.

8. Rat:

He can only lay a few exploding feces at once, but this is usually enough where he is needed. His bite attack is also quite useful for small targets (i.e. other rats)

9. Rocket Fox:

Only seen during a few missions, it can not be used as far as I know. It shoots rockets at you.

10. Rat King:

His fart gas is weak, and his Rat Army Call is stupid. but he does have a high defense.

11. Springy Thingy:

It's a Sheep with a spring! Unlike it's cousin, this one can attack by jumping and falling on people (hit jump as you come down).

12. Springy Ram:

Again, the same as the Ram except with a spring. It can also do the jump attack, along with it's Head-butt. They both (Springy Thingy and Spring Ram) can jump quite high.

13. Penguin:

This cute little guy can barely jump, but he can glide with the help of an umbrella, and he's a great swimmer. He can toss some snowballs, too! Although, they're pretty weak...

14. Bi-Plane Dog:

You only get to use this in one Bonus Stage, it can shoot it's machine gun and drop bombs at the same time! It's other move is the About Face, where it will do a Loop-da-loop and turn around. Neato.

15. Polar Bear:

Why this creature is in the game we may never know. His only use is to get a few Power Cells in that one level...He can cause shockwaves, and he can also turn into a ball and hide from enemies.

16. Polar Bear on Treads:

Ah, this is more like it! He can eject very powerful cannon shells from his face, and he can lay tons of explosive feces. And he has great traction, too. You can go up the steepest hills!

17. Seagull:

Maybe not the best bird in the world, but you have to use it in one level. It can fly, obviously, and pick up dead animals and set them down somewhere else.

18. Husky:

The Husky Frenzy is similar to the Bear Frenzy, and he can also jump. Nothing we haven't seen yet here.

19. Rabbit:

This little guy can jump high! His attack, the Thumper, is not that powerful, and it's hard to aim. During the attack, he thumps his foot against the ground, causing earthquakes.

20. Ski-Husky:

He may be difficult to control, have awful shields, and almost no gas for his Turbo, but his seemingly endless amount of energy for his missiles more than make up for this! He can go very fast on slick surfaces with his turbo.

21. Heli-Rabbit

Although it may have light shields, this animal is hard to kill, CPU or not. It can get above an opponent and rain bombs down on them, all which are very powerful.

22. Walrus:

I vote this guy as "The Hardest To Control Animal In The Game!" It can only fire two missiles at once, then you have to wait nearly a full

minute for them to recharge. Though the missiles are quite large and very lethal, but they don't track very well.

23. Cool Cod:

The first fish you'll seen in the game, the Cool Cod has no attack! It can swim and jump out of the water. Naturally, getting stuck on dry land will quickly diminish your energy bar.

24. King Penguin:

Now we're talking! Good armor, great attack (falling on people from a great height), and an awesome move with his Ass Rocket! :) You can go quite high with that Ass Rocket, even higher than any bird (except the parrot) or rabbit in the game!

25. Turtle Tank:

Heavy armor, very powerful bombs, and a hide move to boot! Hiding will result in temporal invincibility, as far as I can tell, but you can only stay in one place. You can also control the cannon by holding the fire button...which is very useful!

26. Racing Turtle:

A turtle that isn't slow? My, how strange. I've discovered a secret attack for this animal that is quite potent. Slam on the turbo and when you're at top speed, use your hide ability. You'll go flying off walls in your shell like a Koopa Troopa Shell from Mario!

28. Elephant:

Strong armor, medium attack, and a slow walker the Elephant is. It's attack is spraying water through it's trunk, which is great when killing small things, like a Turtle...

29. Piranha:

Finally! A fish that can attack, or at least bite it's victims in half. It can also jump out of the water!

30. Hyena:

This character uses it's own laughter as it's attack, which will spread and damage baddies. It will take a few seconds to take effect, however. The Hyena is also quite an established jumper!

31. Hippo:

You only get one chance to use the Hippo, but that's ok, he's as slow as a slug with botcholism. He can lay up to a dozen exploding feces at once, and he can vomit at people - which is almost fatal in ONE blow!

32. Parrot:

This bird can fly HIGH! Higher than any other bird or animal, including the King Penguin. Her (why her? I dunno. It looks like a her to me) attack is the Dive-bomb. No explanation necessary.

33. Gorilla:

Not so good, not so bad. The Gorilla can just barely jump, but he can jump higher using his only offense attack - Shockwaves from the ground, just like the Polar Bear. It can also lift heavy objects from the ground and use them for mission x.

34. Lion:

You only get to use him once, which is a crying shame, seeing as he is an awesome creature. Strong armor, great jumping power, fast, and has one of the most powerful attacks in the game! The Roar Attack will drain any creature's health bar within seconds.

35. Hyena Biker:

Another one-night-stand animal, the Hyena Biker has tons of energy for shooting missiles, and a long Turbo Boost, as well.

36. Chameleon:

Again, a one time only thing. Useless! His hiding technique doesn't last long enough, which can be said the same thing about his tongue.

37. Desert Fox:

This little gerbilisitic guy carries a gun that shoots three bullets at once! He has an ok jumping ability - but he doesn't mix well with water.

38. Spinning Fox:

His only attack - the Taz like spinning ability - is best used against relatively stationary animals because it is hard to control, and after you use it for a few seconds, you get "dizzy."

39. Camel:

This is about as average as you can get! His spit is not that powerful, though.

40. Scorpion:

Are they trying to tease us? They never let us try this guy out against baddies! It's too bad, too, since his electricity that comes from his tail is very powerful. The same can not be said about his claw attack, though.

41. Cannon Camel:

Ah, NOW we're talking! The best way to use his cannon is to go into the first-person view, this way the cannon is always facing towards your prey. A few cannon shells will knock anything down including you if you're not careful.

42. Vulture:

This fat bird can barely get off the ground! Again, it can carry dead animals and fly.

43. Kangaroo:

The Kangaroo trades a potent attack for a very high jumping ability. Now, I'm not saying his attack is useless - quite the contrary! An entire platoon (that is, until all of the energy is drained) can really hurt.

44. Pogo-Stick Kangaroo:

You only use it once. Good jumping ability and a semi-powerful attack. The boomerang is hard to aim, and you often miss.

45. Evo:

This is, without a doubt, the best animal in the game. It has an almost bottomless amount of energy for it's laser - which is the most powerful weapon in the entire game. His rocket is similar to the King Penguin, but you can't gain as much altitude. But that's OK, you won't really need it that much.

7) Secrets

NOTICE:

These codes are not my responsibility, they come from Cheat Code Central. Therefore, if any of them do not work or are incorrect,

complain to them, not me, thank you. Also before using them, remember that it is a lot more fun to beat the game on your own than to use a code and cheat your way through it. That would be a waste of money on your part.

As you may know, there is a problem in the level, "Fat Bear Mountain". It is impossible to get the souvenir on this level due to a manufacturing error. You can see it, but can't get it; you just walk through it. The following code solves this problem.

ASTEROID LEVEL:

At the saved game or level selection screen, press Down, Up, Z, L, Down, Left, Z, Down. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

EUROPE LEVEL:

At the saved game or level selection screen, press Up, Down, L, Z, Down, Up, Z, Down at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

ICE LEVEL:

At the saved game or level selection screen, press Up, Down, Z, L, Down, C-Right, Z, Down at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

JUNGLE LEVEL:

At the saved game or level selection screen, press Up, Down, L, Z, Down, C-Left, Z, Down at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

DESERT LEVEL:

At the saved game or level selection screen, press Up, Down, L, Z, Down, Left, Z, Down at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

FINAL LEVEL:

At the saved game or level selection screen, press Up, Down, L, Z, Down, Right, Z, Down at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

SECRET LEVEL:

At the saved game or level selection screen, press Down, Up, Z, L, Down, Left, Z, Down at the level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level and press Left.

EXTRA ENERGY:

At the saved game or level selection screen, press C-Left, L, Z, Down,

L, Z, C-Left, C-Right. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

FUNNY EFFECT 1:

At the saved game or level selection screen, press Up, L, Z, Down, Left, Z, Down, Up at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

FUNNY EFFECT 2:

At the saved game or level selection screen, press L, Down, Z, L, Down, Up, L, Left at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

FUNNY EFFECT 3:

At the saved game or level selection screen, press Z, Down, Up, L, Right, L, Left, Right at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

FUNNY EFFECT 4:

At the saved game or level selection screen, press Left, Right, Z, L, Left, Z, Right, Left at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

STOP CAMERA IN WALL RACE:

At the saved game or level selection screen, press Down, A, C-Up, L, C-Down, L, Left at the game or level selection screen. If you entered the code correctly, you will hear a ping sound. Then, select a saved game or level.

GOLD EVO:

Collect all 390 metal orbs to turn Evo gold on the last level.

ALTERNATE INTRODCUTION SEQUENCE:

Hold A or B and power on the Nintendo 64 to view two different introduction sequences after the DMV man appears.

ROCKETS:

On the first level, go up to the Rocket and you can see Dan through the glass. He'll make a little comment, but if you're the dog and bark five times, the rocket will attempt to take off! It will be, of course, unsuccessful.

NO MUSIC:

In each level, there are several speakers that blast out strange music and tunes. Well, if you have something explosive...like exploding feces or rockets, then you can blast them away and the music will go away! Haha!

8) Credits

Companies

= = = = =

Nintendo: Publisher...

DMA Design: Floating sheep? Crazy developers.

Internet Sites

= = = = =

Cheat Code Central <www.cheatcc.com>: Take Gamesages, then take N64cc, add them together, and what do you have? More codes and secrets than you could possibly imagine. Thanks to them, the Secrets Section is now huge.

People

= = = = =

The following people sent in some/or most of the Trophies. Some I already had, but heck, I'm such a nice guy I included their name anyways:

Cristian A. Villanueva

Pindrop

Nicholas C.

Sydney C.

J-Train Ray

Chris

Pimpn

Jen

Robert

Thom B.

Michael S.

J. Burke69

Andy M.

Iwan L.

Joe G.

9) Legal Stuff

You may freely distribute this FAQ as long as the following terms are met:

- 1) The version you are taking is from gamefaqs.com
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- 6) You update it as I update it. I can not be bothered to send everyone the newest version, it would simply take WAY too long. And besides, I'm too busy (i.e. lazy).

You may put it into HTML if you wish, but the above conditions must be met. It can be "broken into pieces" when in HTML as long as the text remains untampered, unaltered, unpirated, and just plain left alone (except for color stuff, bold, links, or whatever, but that's not changing the meaning).

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10) The End

So many games, so many guides...I'm overwhelmed! As always, if there are any mistakes, typos, misprints, questions, comments, etc., then E-mail me at m_mallow@hotmail.com.

The most updated version can be found at www.gamefaqs.com, so if you have a Q, make sure it's not in the outdated version that someone else may have stole. Yes, this has happened enough times that I have to put this down!

-marshmallow-

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