

Exit Extra Stages Walkthrough

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Exit for PSP / Xbox 360

Extra Stages walkthrough by Peter Haworth <pmh-exit@edison.ioppublishing.com>

Version 0.34 - Stages EX1-01 to EX4-08 (XB12-01 to XB15-08) documented

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Legal: Copyright and suchlike
Hist: Version history

Intro: Introduction

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This walkthrough describes the fastest routes I've found through each of the downloadable stages of Exit, in the same style as the walkthrough I wrote for the main game (which should be available from the same place you got this). The main walkthrough includes a Tips section, which I haven't repeated here. The tips are still relevant to the extra stages, but I don't like unnecessary duplication. The other section missing here compared to the main walkthrough is about unlocking the later stages. That's just not needed here - all of the extra stages are playable as soon as you have downloaded them.

As well as listing the time limits of each stage, I've also included my fastest times. I'm not trying to show off with these, since I'm sure other people will have managed much faster times. The point is to show how much time there is to spare in each stage. On some stages you can stand still for a couple of minutes and still get 100 points, but other stages barely give you time to think if you want to get the maximum score. Unlike the main game, I haven't managed to get 100 points in every stage. If you have, let me know how, so I can include the best routes for each stage.

XIntro: Xbox 360 Introduction

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I've never even touched an Xbox, but I'm assured that the situations described in this guide correspond to the last 11 stages of the standard game available for the Xbox 360. For this reason, you can ignore the "Where" section below, as you get these situations with the standard game. For ease of reference, you can find each stage by searching for the Xbox stage number as well as the PSP stage number. For example, stage 3 of situation 15 on the Xbox version is the same as stage 3 of extra situation 4 on the PSP version, and can be located as either XB15-03 or EX4-03.

Where: Where to download the extra stages from

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This section only applies to the PSP version of the game; the Xbox version comes with the extra situations as standard.

If you can connect to a wireless network, just follow the instructions in the "Network" section of the manual to download the extra stages. Otherwise, or if that doesn't work for some reason, you can download them to your computer, and copy them to the PSP with a USB cable.

North American version (single file for all extra situations):

Go to the game's official website: <http://exitgame.us.ubi.com/>
Follow the "DOWNLOAD ADDITIONAL LEVELS HERE" link
Download the zip file for your preferred language
Unzip the zip file
Copy all of the ULUS10074DOWNLOAD?? folders to the PSP/SAVEDATA folder
on the PSP
That's it. You should now have 11 folders like
PSP/SAVEDATA/ULUS10074DOWNLOAD01, each containing four files

Japanese version (one file per extra situation):

Go to the game's official website: <http://www.exitgame.net/exit1/>
Follow the "DOWNLOAD" link
Download the zip file for the stage you want
Unzip the zip file
Copy the ULJM05062DOWNLOAD?? folder to the PSP/SAVEDATA folder on the PSP
That's it. You should now have a folder like
PSP/SAVEDATA/ULJM05062DOWNLOAD01, containing four files

To play the extra situations, choose to "Network" on the game's main menu, then "Play Game", and finally choose your situation.

EX1/XB12: Extra Situation 1/Xbox Situation 12 - Training

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This Situation is only called "Training" because it is actually the same 10 stages as the "Training" Situation in the main game. Don't be fooled by the name, though; the time limits are much tighter than in the main game, and are extremely hard to beat. In a lot of cases, the methods I described for the same stages in the main game just won't be fast enough, so you'll have to use some extra sneaky tactics. At least this time the game doesn't keep prompting you with help messages.

So far I haven't managed to get 100 points on any of these stages, and there is one which I haven't even completed, as each stage's time limit is only five seconds over the 100 points target. Consequently, the 100 point thresholds listed are based interpolating on the points I received over several attempts at each stage.

EX1-01/XB12-01: Extra Stage 1-01/Xbox Stage 12-01

Run right, then go up the stairs
Jump over the two holes, go right, and down the stairs
Run right, climb up the first step, jump right, and climb onto the second step
Step right, and jump/climb to the floor above
Open the door, and go right
Exit

Time limit: 0'34"
100 points: 0'29" (0'05" remaining) - UNTESTED
My time: 0'30"21 (85 points)

EX1-02/XB12-02: Extra Stage 1-02/Xbox Stage 12-02

Run right, and go up the ladder
Go right, and push the box into the hole
Run right, jump the gap, and climb over the step
Go right, down the rope, right, and pick up the key
Go right, unlock the door, open it, and go right
Exit

Time limit: 0'41"
100 points: 0'36" (0'05" remaining) - UNTESTED

My time: 0'36"08 (99 points)

EX1-03/XB12-03: Extra Stage 1-03/Xbox Stage 12-03

Run right, and hang down from the edge
Drop to the floor, run right, and climb the ladder
Go right, pick up the fire extinguisher, step right, and extinguish the fire
Run right, into the hole, so you hang from the right hand edge
Drop to the floor, step right, and crawl under the low ceiling
Stand up, jump right, and go up the ladder
Go left, open the door, go left, and pick up the key
Run right, jump the gap, unlock and open the door, and go right
Exit

Time limit: 1'02"

100 points: 0'57" (0'05" remaining) - UNTESTED

My time: 0'57"50 (90 points)

EX1-04/XB12-04: Extra Stage 1-04/Xbox Stage 12-04

Go left, press the button, run right, jump the gap, and climb onto the floor
Go right, hang from the edge, drop to the floor, and press the button
Jump right, jump right, run onto the floor switch, and wait for the elevator
Step into the elevator, go up, and run right
Exit

Time limit: 0'35"

100 points: 0'30" (0'05" remaining) - UNTESTED

My time: 0'30"26 (96 points)

EX1-05/XB12-05: Extra Stage 1-05/Xbox Stage 12-05

Run right, go down the stairs, and press the switch on the wall
Run right, activating the young companion (Sonia Velez Rodriguez), run left,
and go up the stairs
Go right, crawl under the smoke, climb the ladder, and instruct Sonia
to stand at the top of the stairs to the right
Go left, pick up the fire extinguisher, go left, and extinguish the fire
Run left, activating the young companion (Nathan Nelson), run right,
stopping just past the wall on the floor below
Instruct Sonia to exit, instruct all companions to follow you, run right,
jump over the ladder, run right, instruct Sonia to exit (before she reaches
the bottom of the ladder), instruct Nathan to go down the ladder,
and wait for him to start climbing down
Go down the ladder, instruct Nathan to exit, and step left
Exit

Time limit: 1'11"

100 points: 1'06" (0'05" remaining) - UNTESTED

My time: 1'09"50 (58 points)

EX1-06/XB12-06: Extra Stage 1-06/Xbox Stage 12-06

Many, many thanks are due to everyone who helped me with this one, and my apologies for not getting around to updating the guide in a timely fashion: etnaSante, cosmictrombones, and Fernando De la Cruz, who even sent me a video showing how he did it.

Run right, activating the young companion (Dan Fan), go up the ladder,
instruct Dan to stand on the switch on the floor above, and click on him
again, ready for his next instruction

Go right (keep pressing right while Dan re-opens the door), climb onto the
higher floor, pick up the key, turn left, jump left, and instruct Dan to
exit

Go left, jump left as soon as your foot touches the switch, drop to the
floor, go right, unlock and open the door, go right, pick up the plank,
go right, use the plank, run right

Exit

Time limit: 0'48"
100 points: 0'43"
My time: 0'42"93
Fernando's time: 0'42"16

EX1-07/XB12-07: Extra Stage 1-07/Xbox Stage 12-07

Thanks to pitsanu satrulee, aka Nidora, for help with this one.

Run right, activating the young companion (Ryoko Shirarasawa), jump the gap,
and instruct Ryoko to pick up the key on the floor below
Pick up the ladder, go right, use the ladder, and instruct Ryoko to stand next
to the door to the right

Jump the gap, step left, turn right, and take the key from Ryoko as soon as
she gets to the top of the ladder

Go right, unlock the door, instruct Ryoko to open the door while you're
unlocking it, then to exit, and go right yourself

Exit

Time limit: 0'34"
100 points: 0'29" (0'05" remaining) - UNTESTED
pitsanu's time: 0'32"73 (55 points)
My time: 0'32"28 (60 points)

EX1-08/XB12-08: Extra Stage 1-08/Xbox Stage 12-08

Thanks to pitsanu satrulee, aka Nidora, for help with this one.

Run right, activating the adult companion (Gustave Julien), go up the stairs,
and instruct Gustave to push the safe to his right. Keep holding the button
all through the next line, so Gustave pushes the safe as far as it will go
Run right, hang/drop to the floor below, run left, climb the step, pick up the
rope ladder, and run left, activating the young companion (Paolo Paci)

Instruct Paolo to help Gustave (you'll have to wait briefly until Gustave
finishes pushing), instruct Gustave to stand as far right as possible on the
bottom floor, climb onto the safe, step left, help Gustave
up, and instruct Paolo to pick up the key to the right

Step left off the safe, run left, go up the stairs, run right, use the rope
ladder, instruct Paolo to open the door to your right, and instruct Gustave

to exit
Jump the gap, step left, turn right, and wait for Paolo to get to the top of
the ladder
Take the key from Paolo, run right, unlock the door, instruct Paolo to exit
while he is opening the door, and go right
Exit

Time limit: 1'05"
100 points: 1'00" (0'05" remaining) - UNTESTED
My time: 1'04"48 (46 points)
pitsanu's time: 1'04"15 (50 points)

EX1-09/XB12-09: Extra Stage 1-09/Xbox Stage 12-09

Run right, activating the child companion (Sean Macchio), go up the stairs,
and instruct Sean to stand in front of the door to the right
Run left, jump over the weak floor as late as possible, so you don't break
the floor where you land (breaking your launching point is OK),
and pick up the key
Step right, jump right so you fall through the floor and grab onto the next
tile, and drop to the floor below (getting the timing right here is a pain)
Go right, up the stairs, right, unlock and open the door, and instruct Sean
to stand on the raised floor to the right
Help Sean up, climb onto the raised floor, and instruct Sean to pick up the
rope ladder to the right
Go right, drop to the floor, turn left, and help Sean down
Go right, down the rope, right, and wait for Sean to pick up the ladder
Instruct Sean to use the rope ladder, climb the ladder, and instruct Sean
to exit
Go right
Exit

Time limit: 1'14"
100 points: 1'09" (0'05" remaining) UNTESTED
My time: 1'10"51 (81 points)

EX1-10/XB12-10: Extra Stage 1-10/Xbox Stage 12-10

Thanks to etnaSante for help getting 100% with this one

Run right, pick up the patient (John Heston), go right, and up the stairs
Go right, put John on the stretcher, step left, turn right, run with the
stretcher until its front wheel is on the floor switch, step right, and
pick up John
Step right into the elevator, go up, right, and take John out of the exit
Exit

Time limit: 1'03"
100 points: 0'59" (0'04" remaining)
My time: 0'58"78
etnaSante's time: 0'58"56

EX2/XB13: Extra Situation 2/Xbox Situation 13 - Winter Festival
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EX2-01/XB13-01: Extra Stage 2-01/Xbox Stage 13-01

Step left, and pick up the key
Run left, run right, jump right before reaching the gap, so you are hanging from the weak floor, and drop to the floor below before the weak floor breaks
Step right, unlock and open the door, run right, activating the child companion (Alfie Smith), run left, jump the gap so you break the leftmost weak floor tile and hang from the floor edge
Drop to the floor below, go left, and pick up the key
Go right, jump the gap to hang from the weak floor, and drop before it breaks, drop to hang from the weak floor below, let it break, so you drop to hang from the floor edge below
Climb onto the floor, run right, jump over the weak floor, unlock and open the door
Run right, activating the child companion (Risa Taira), run left, jump over the weak floor, and instruct your companions to stay still
Run right, onto the weak floor, which will break, leaving you hanging from the floor edge
Drop to the weak floor below, letting it break, leaving you hanging from the next floor edge below
Drop to the floor, run left, activating the child companion (George Tyler), run right into the right hand side of the elevator, instruct your companions to follow, and wait for George to get into the elevator
Go up two floors, instruct Risa and George to stand next to the shutter to the left, and wait until they have both exited the elevator
Go up one floor, instruct Alfie to stand on the floor switch to the left, and wait until he has stepped off the elevator's roof
Go down one floor, jump the gap, instruct George to stand in the left hand shutter doorway (which is currently closed) to his left, go right to stand on the floor switch, and wait for George to stand in the doorway
Go left, jump the gap, instruct Risa to pick up the pickaxe to George's left, go down one floor, and wait for Risa to pick up the pickaxe
Instruct Risa to stand in the elevator, wait until she passes George, then instruct him to do the same, and wait for them both
Go up two floors, instruct Alfie to stand in the elevator, and wait for him to join you
Go up one floor, instruct Risa to stand at the top of the stairs to the right, instruct Alfie to stand at the bottom of the stairs, jump the gap, making sure not to break the weak floor, go right, start climbing the stairs, instruct Risa to stand on the weak floor above to the left, and instruct George and Alfie to climb the stairs
Climb up the step, help Risa climb onto the weak floor, instruct her to use the pickaxe three times, then break the weak floor by climbing onto it
Instruct all three children to exit, go left, climb onto the box, help the children climb up to the exit, and climb up yourself
Exit

Time limit: 10'00"

100 points: 3'20" (6'40" remaining)

My time: 3'11"06

EX2-02/XB13-02: Extra Stage 2-02/Xbox Stage 13-02

Go right, climb onto the box, jump right, and pick up the snow shoes
Turn left, jump the gap, climb over the box, turn right, and push the box
Step right, push the box over the edge, hang from the edge, and drop to the box

Step left off the box, turn right, push the box, go right, and push it again
Go right, climb onto the box, jump right, climb over the box, turn left,
and push the box
Go left, climb onto the box, jump over the gap and left-hand box, turn left,
and push the box
Climb onto the box, step right, jump right, and crawl under the low ceiling
Stand up, step right, and pick up the pickaxe
Step left, crawl under the low ceiling, stand up, run left, skid up to
the boxes, and climb onto the first one
Step left, turn right, jump/climb onto the floor above, climb onto the ice,
go right, and use the pickaxe twice on the icicles
Run right, and jump the gap as early as possible to hang from the edge
Climb onto the floor, climb over the box, turn left, and push it over the edge
Hang from the edge, drop to the box, turn left, and jump the gap and box
Step left, pick up the snow shoes, step right, push the box onto the floor
switch, step right, climb onto the box, and go right
Exit

Time limit: 5'00"

100 points: 1'50" (3'10" remaining)

My time: 1'45"03

EX2-03/XB13-03: Extra Stage 2-03/Xbox Stage 13-03

Run right, jump the gap, run right, off the end, and pick up the snow shoes
Turn left, climb onto the ledge, then the floor, run left into the elevator,
and go up
Run right, push the box, go right, push the box, hang from the edge,
and drop down to the floor below
Go left, jump over the floor switch, and pick up the pickaxe
Step right, climb onto the floor switch, turn left, and wait for the elevator
Step left, go up, run left, and pick up the plank
Run right, use the plank, run left, and pick up the pickaxe
Run right, use the pickaxe twice on the icicles, run right,
and press the switch
Run left into the elevator, go down, run right, jump the gap, and run right
Exit

Time limit: 5'00"

100 points: 1'40" (3'20" remaining)

My time: 1'21"73

EX2-04/XB13-04: Extra Stage 2-04/Xbox Stage 13-04

Drop to the floor below, step right, and crawl under the low ceiling
Stand up, turn left, climb onto the floor above, go left, activate the child
companion (MOCCO), and instruct her to pick up the pickaxe to the left
Run right, off the end, turn left, and crawl under the low ceiling until
MOCCO has picked up the pickaxe
Instruct MOCCO to stand next to the wall to her left, and crawl left until she
reaches it
Instruct MOCCO to use the pickaxe, and crawl left
Instruct MOCCO to use the pickaxe, and crawl left
Instruct MOCCO to use the pickaxe, then to open the door to her left
Crawl out from under the low ceiling, stand up, turn right, climb onto the
floor above, go right, up the ladder, and instruct MOCCO to stand in front

of the left pane of the window to the right on the floor above
Step left off the ladder, climb onto the ledge, jump/climb to the floor above,
go left, and pick up the snow shoes
Step left, run right, jump the gap, run right, off the end, drop to the floor
below, go left, and push the box
Step left, push the box, and instruct MOCCO to stand on the fourth ice block
to the right (she'll side to the fifth block)
Climb over the box, turn right, and wait for MOCCO to step onto the ice
Push the box onto the ice, step right, push the box, and instruct MOCCO to
stand on the left hand side of the plank gap on the top floor
Run left, jump the ladder gap, climb onto the ledge, turn right, and jump/climb
to the floor above
Run right, off the end, drop onto the box, turn left, and help MOCCO up
Turn right, jump right, climb onto the boxes, and jump right, activating the
young companion (The Twenty One)
Instruct The Twenty One to stand between the boxes to the left, go left,
climb onto the boxes, jump left, climb onto the floor above, help MOCCO,
and instruct The Twenty One to stand on the left side of the plank gap
Climb onto the floor above, turn right, jump the gap, climb onto
the floor, step right, pick up the plank, step left, and use it
Instruct your companions to follow, run right, and wait for them to exit
Exit

Time limit: 10'00"

100 points: 3'00" (7'00" remaining)

My time: 2'43"51

EX2-05/XB13-05: Extra Stage 2-05/Xbox Stage 13-05

Jump right, climb onto the ice block, pick up the snow shoes, turn left,
jump the gap, go left into the elevator, and up two floors
Turn right, jump the gap, activating the adult companion (Leroy Junshin),
instruct him to take the snow shoes from you, turn left, jump the gap,
step right, pick up the snow shoes, go left into the elevator,
and wait for Leroy to join you
Go down one floor, instruct Leroy to push the safe on the right, go right,
and help Leroy to push the safe
Go right, climb onto the safe, push the box, jump left, instruct Leroy to
push the safe, go left into the elevator, instruct Leroy to join you,
turn right, and wait for him
Go up one floor, jump the gap, climb over the box, turn left, and push it
Instruct Leroy to push the safe on his right, go left, jump the gap,
and go down one floor
Go right, push the box, go right, push the box, go right, push the box,
instruct Leroy to push the safe, go left into the elevator,
and down one floor
Go right, jump the gap, push the box over the edge, go left, jump the gap,
go left into the elevator, up two floors, and instruct Leroy to push the safe
Go right, jump the gap, step right, pick up the plank, step left, use the
plank, and instruct Leroy to stand to the right of the box on the right
Step left, pick up the snow shoes, go right, climb up the step, go right,
jump the gap, climb over the box, turn left, and wait until Leroy has
climbed over the box
Instruct Leroy to climb down the rope, and push the box over the edge
Instruct Leroy to push the safe, drop onto the box below, step right off the
safe, turn left, and help Leroy push the safe
Instruct Leroy to push the safe, step left and help him
Climb onto the safe, push the box, step right, jump right, step right off the

box, and pick up the plank
Climb onto the box, jump left, climb onto the safe, jump left, turn right,
and use the plank
Go right, climb over the safe, instruct Leroy to push the safe over the edge
Meanwhile go right, climb over the box, pick up the snow shoes, turn left,
push the box, go left, push the box, and keep pushing until the safe falls
Instruct Leroy to climb over the box, wait for him to do so, then push the
box over the edge
Instruct Leroy to stand to the left of both safes on the floor below, drop
onto the box below, then to the safe, turn right, push the box, and step left
Instruct Leroy to push the left-hand safe, jump right, instruct Leroy to push
the safe on his right, and jump the gap
Instruct your companions to follow you, step right, open the door, go right,
and wait for Leroy to exit
Exit

Time limit: 10'00"
100 points: 5'00" (5'00" remaining)
My time: 4'31"83

EX2-06/XB13-06: Extra Stage 2-06/Xbox Stage 13-06

Go left, climb onto the box, jump the gap, jump left, activating the adult
companion (Alexei Berdennikov), and instruct him to pick up the snow shoes
on the right
Go right, climb over the box, step right, instruct Alexei to push the left-
hand box, turn left, and wait for the box to move
Instruct Alexei to push the right-hand box, run left, climb onto the step,
jump/climb onto the ledge, turn right, jump the gap, climb onto the floor,
and instruct Alexei to climb over the box to his left
Jump/climb onto the ledge, climb onto the floor above, go right, pick up the
shoe, go left, jump the gap, climb over the box, turn right, and push it
Jump right, turn left, drop to the floor below, go right, push the box,
and instruct Alexei to push the resulting stack
Jump the gap, climb onto the floor, instruct Alexei to stand left of the box
to his left, step right, climb up the step, go right, activate the child
companion (Ruriko Hoshida), and instruct her to follow
Go left, down the step, instruct Alexei to push the box, drop onto the boxes,
turn left, help Ruriko down, and instruct Alexei to push the box
Instruct Alexei to push the box, instruct Ruriko to stand to the left of the
boxes she's standing on, turn left, drop onto the box, and instruct your
companions to follow
Turn right, push the box, go right, drop to the floor, go right, and wait
for your companions to exit
Exit

Time limit: 5'00"
100 points: 2'20" (2'40" remaining)
My time: 1'54"88

EX2-07/XB13-07: Extra Stage 2-07/Xbox Stage 13-07

Drop to the floor below, turn left, crawl under the ice, stand up, step left,
climb up the step, and pick up the snow shoes
Turn right, drop to the floor, step right, climb onto the ice, push the box,
turn left, drop to the floor, turn right, and crawl under the ice
Stand up, turn left, climb onto the ice, climb onto the box, turn right,

and jump/climb to the floor above
Go right, climb over the box, and step right, go up one floor, climb over the boxes, step left, and activate the adult companion (Catherine Bloomfield)
Step right, climb over the boxes, go down one floor, and instruct Catherine to push the boxes
Go up one floor, instruct Catherine to stand in the elevator, turn left, wait for her, and instruct her to take the snow shoes from you
Go down one floor, instruct Catherine to stand at the bottom of the ladder to the left, step left, climb over the box, turn right, and push it into the elevator
Climb onto the box, go up one floor, instruct Catherine to push the stack of boxes on the floor above, step off the box, turn left, push it as far as it will go, and wait for Catherine to push the stack
Instruct Catherine to stand to the left of the box to her left, then to push it twice, then to push the raised box to her right, and then to stand at the bottom of the left-hand ladder to her left
Climb onto the box stack, turn right, jump/climb to the floor above, instruct Catherine to push the box stack on the floor above her, pick up the pickaxe, and push the box
Go left, drop onto the boxes, turn right, drop to the floor, go right into the elevator, down one floor, left, jump the gap, go left, up the ladder, left, and up the ladder
Go right, use the pickaxe twice, instruct your companions to follow, go right, jump the gap, climb onto the box, jump the gap, step right, and wait for Catherine to exit

Exit

Time limit: 10'00"

100 points: 3'30" (6'30" remaining)

My time: 3'27"81

EX2-08/XB13-08: Extra Stage 2-08/Xbox Stage 13-08

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Go right, jump the gap, step right, pick up the rope ladder, step left, use the rope ladder, go down it, go right, and activate the adult companion (Clara Smith)
Go left, up the ladder, and instruct Abel to stand on the floor switch on the far left of the floor above her
Go right, push the box, run left, jump the gap, run left, hang from the edge, and drop to the floor below, activating the adult companion (Louis Delvincourt)
Go right, pick up the rope ladder, step right, jump right, climb up the step, instruct Louis to stand in the elevator gap, turn left, and wait for the elevator, step left, turn right, and wait for Louis to get into the elevator
Go up one floor, instruct your companions to follow, run right, jump the gap, go right, climb over the boxes, go right, and activate the young companion (Abel O'Donnell)
Instruct Louis to push the box stack until it's under the gap in the ceiling, turn left, and wait until the boxes arrive
Climb onto the boxes, instruct Abel to stand left of the boxes, turn right, jump/climb to the floor above, turn left, instruct Louis to push the boxes, and use the rope ladder
Instruct Louis and Abel to stand where you are, go left, jump the gap, and instruct your companions to follow
Jump the gap, step left, push the box as far as it will go, and wait for your companions to exit
Exit

Time limit: 15'00"
100 points: 2'50" (12'10" remaining)
My time: 2'10"25

EX2-09/XB13-09: Extra Stage 2-09/Xbox Stage 13-09

Step left, pick up the snow shoes, go left, jump the gap, go left, activate the young companion (Bernard Smith), and instruct him to take the snow shoes
Go right, jump the gap, right, down the ladder, right, down the ladder, and instruct Bernard to stand to the right of the box to your left
Step left, climb over the box, drop to the step below, activating the adult companion (Deborah Jane Bedford), instruct Bernard to push the box, drop to the floor, instruct Deborah to follow, instruct Bernard to push the box, and turn right
Instruct Bernard to help Deborah, climb onto the boxes, turn left, help Deborah up, instruct Bernard to climb onto the floor above, climb onto the floor above, instruct Bernard to help Deborah, turn left, and help Deborah
Instruct Deborah to climb the ladder to the right, jump the gap, go left, activate the child companion (Giovanna Borotto), and instruct her to pick up the key to her left
Instruct Deborah to stand at the top of the rope on the top floor, instruct Giovanna to stand where you are, and instruct Bernard to crawl under the low ceiling
Take the key from Giovanna, instruct Deborah to slide down the rope, go right, jump the gap, go right, unlock and open the door, go right, and pick up the pickaxe
Run left, jump the gap, go left, instruct Giovanna to take the pickaxe, then to stand left of the icicles to her left, instruct Deborah to push the safe on her right, and wait for Giovanna to get to her destination
Instruct Giovanna to use the pickaxe, instruct Deborah to stand at the bottom of the left-hand ladder to her right, and instruct Giovanna to use the pickaxe
Instruct Bernard to stand to the left of the box stack on his left, instruct Giovanna to stand on top of the box stack, get down on all fours, and instruct Deborah to climb the ladder
Crawl under the low ceiling and icicles, help Giovanna up, and instruct Deborah to stand on the floor switch on the far left of the top floor
Climb onto the wall, instruct Bernard to help Giovanna, drop to the floor, instruct Bernard to stand where you are, and instruct Giovanna to stand next to the locked door on her left
Instruct Bernard to push the box stack, turn left, help him push it under the right-hand side of the hole in the ceiling above, and instruct him to follow
Go right, climb over the wall, go right, crawl under the low ceiling, go right, up the ladder, left, climb onto the safe, go left, down the two steps, left, jump the gap, left, and pick up the key
Go right, jump the gap, instruct Deborah to climb down the rope to her right, turn left, drop down the step, onto the boxes, then the floor, and instruct your companions to follow
Go left, unlock/open the door, go left, and wait for your companions to exit
Exit

Time limit: 10'00"
100 points: 6'40" (3'20" remaining)
My time: 4'32"18

EX2-10/XB13-10: Extra Stage 2-10/Xbox Stage 13-10

Go right, activate the child companion (Eugenia Prieto) and the young companions (Rose Blum and Jouji Taira), instruct Eugenia to climb down the rope to the right, and wait until she is on it
Instruct Eugenia to stand on the left-hand floor switch to her left, go left into the elevator, and wait for Rose and Jouji to join you
Go down one floor, instruct Rose to pick up the right-hand snow shoes on the floor below, instruct Jouji to pick up the left-hand snow shoes, go right, jump the gap, and pick up the rope
Instruct Rose to push the box to her right, go left into the elevator, and down one floor
Instruct Rose to push the box, instruct Jouji to stand in the shutter doorway, instruct Rose to stand in the elevator, wait for her to pass Jouji, instruct Jouji to stand in the elevator, and wait until they are both in it
Go down one floor, instruct Rose and Jouji to stand in front of the shutter to the right, and wait for them to leave the elevator
Go up to the top floor, right, down the rope, and instruct Eugenia to climb over the box, go left, climb the step, push the box, and instruct Eugenia to pick up the pickaxe to the right
Go right, down the step, right, and instruct Eugenia to stand to the right of the icicles between you and her
Instruct Eugenia to use the pickaxe three times, go right, use the rope, and instruct Eugenia to climb down the rope
Go left, down the rope, and instruct Eugenia to climb down the rope
Go left, up the step, push the box, and instruct Rose and Jouji to push the box stack on their right
Instruct Rose to stand on the right-hand end of the ice blocks on the floor below, instruct Jouji to stand just to the right of the box stack below him, and wait until Rose has gone past you
Push the box, instruct Jouji to push the box, go right, and down the step
Instruct Jouji to push the box, go right, and keep instructing Jouji to push the box until it's right next to Rose
Push the box, instruct Eugenia to stand on the box stack, drop onto the stack, turn left, help her down, and instruct Rose to help Eugenia
Instruct Rose to climb onto the box stack, take the snow shoes from her, climb onto the floor above, and instruct Rose and Eugenia to stand next to the icicles to their right
Go left, up the step, hang from the edge, drop down to the ice, go right, instruct Jouji to push the box stack, push the box stack, instruct Rose to take the pickaxe, and then to use it
Step right, push the box, instruct Rose to use the pickaxe, instruct your companions to follow, got right, down the step, right, and wait for your companions to exit
Exit

Time limit: 20'00"

100 points: 10'00" (10'00" remaining)

My time: 3'42"43

EX3/XB14: Extra Situation 3/Xbox Situation 14 - The Labyrinth Warehouse
=====

EX3-01/XB14-01: Extra Stage 3-01/Xbox Stage 14-01

Step left, push the box, jump up and break the ledge by climbing onto it
Climb onto the box, activating the young companion (CJ Buchner), and instruct her to stand on the right hand side of the clear floor to the right
Step left off the box, turn right, push it right once, and climb onto it

Climb onto the ledge, activating the child companion (Ghislain Soualem)
Step left off the ledge, turn right, help Ghislain down, and instruct him to stand on the weak floor to the left
Step left off the box, instruct CJ to push it, step left onto the weak floor, and instruct CJ to stand on the weak floor
When the weak floor has collapsed and you are standing on the weak girder, climb onto the floor above, step left, and pick up the pickaxe
Go right, drop through the hole, wait for the floor to collapse, and instruct your companions to follow
Go right, break down the wall with the pickaxe, go right, and wait for your companions to exit
Exit

Time limit: 5'00"
100 points: 2'00" (3'00" remaining)
My time: 0'59"23

EX3-02/XB14-02: Extra Stage 3-02/Xbox Stage 14-02

Run right, pick up the key, run left, unlock and open the door
Run left, activating the young companion (Micheline Bardot), quick turn right, click on Micheline, run right, jump/climb to the ledge, and click in the elevator. If you time this right, you can click on Micheline during the quick turn, so you don't actually stop moving
Turn left, jump/climb to the floor above, go left, jump over the box, climb onto the box stack, jump left, and step right, onto the floor switch
Instruct Micheline to stand to the right of the box to your right, run right, and climb over the box
Instruct Micheline to push the box onto the floor switch, and follow her into the elevator
Instruct Micheline to climb onto the box, and wait until she has left the elevator
Go down, run right, jump/climb onto the ledge, turn left, jump/climb to the floor, and instruct Micheline to stand to the left of the box stack
Go left, jump the gap, climb over the box stack, instruct Micheline to push the stack as far as it will go, turn right, and lend your support
Climb onto the box stack, turn left, jump/climb onto the ledge, and instruct Micheline to stand to the left of the box to her left
Turn right, jump the gap, go right and up the ladder, instruct Micheline to push the box, then to step left
Step left, push the box, and instruct Micheline to step right, onto the floor switch
Climb onto the box, jump the gap, and instruct Micheline to stand to the right of the box stack to her right
Climb over the box, turn left, push it over the edge, and instruct Micheline to stand on the ledge just to the left of the box stack
Run left, jump the gap, go left, pick up the pickaxe, go right, down the rope, and instruct Micheline to stand at the top of the ladder to her right
Jump the gap, hit the wall once with the pickaxe, and instruct Micheline to pick up the rope just above you
Hit the wall again, step right, climb over the box, turn left, push the box over the edge, and instruct Micheline to stand next to the hook to your left
Jump the gap, go left, activating the young companion (Simon Andrews), and instruct Micheline to use the rope
Instruct your companions to climb down the rope, step left, go down the rope, instruct your companions to exit, and go right
Exit

Time limit: 10'00"
100 points: 3'00" (7'00" remaining) - UNTESTED
My time: 3'02"38 (99 points)

EX3-03/XB14-03: Extra Stage 3-03/Xbox Stage 14-03

Go left, jump the gap, go left, activate the young companion (Robin Chartwell), go right, down the rope, and instruct Robin to stand between the two boxes to the right
Run right, activate the adult companion (Kelly Irving), run left, go down the rope, and instruct Kelly to stand next to the safe on her right
Turn right, jump right, run right, climb over the box, turn left, push the box, instruct Robin to push the box to his right, and climb onto the box
Instruct Robin to stand to the left of the box to his left, instruct Kelly to push the safe, and wait until she has stopped pushing
Instruct Robin to push the box over the edge, then to climb down the rope to his left, and wait until he is on the rope
Instruct Robin to push the safe, wait until he is approaching it, and instruct Kelly to push the safe
Instruct both companions to climb down the rope to their left, and wait until they are on the rope
Instruct your companions to follow you, turn right, and wait until they have both reached the bottom step
Climb onto the safe, turn left, and wait for Robin to join you
Instruct Robin to help Kelly up, lend your support, instruct Robin to climb onto the floor to the right, turn right, climb onto the box, and onto the floor
Instruct Robin to help Kelly up, lend your support, instruct Robin to exit, go right, and wait for your companions to exit
Exit

Time limit: 10'00"
100 points: 5'00" (5'00" remaining)
My time: 1'50"21

EX3-04/XB14-04: Extra Stage 3-04/Xbox Stage 14-04

Turn left, jump/climb to the floor above, micro-step left, jump/climb to the floor above, climb over the box, turn right, and push it over the edge
Go left, jump the gap, step left, jump/climb to the floor above, climb over the box, turn right, and push it over the edge
Step right off the edge, step right off the box, turn left, and push it over the edge
Step left off the edge, step left off the box, turn right, and push it over the edge
Step right off the edge, step right off the box, turn left, push it over the edge, step right, and push the other box over the edge
Jump/climb to the floor above, run right, and push the box over the edge
Step right off the edge, step right off the box, turn left, and push it over the edge
Jump the gap, drop onto the box, step left off the box, run left, and push the box onto the floor switch
Run right, climb onto the box, jump the gap, run right, activating the young companion (Fuyuko Hikage), quick turn left, click on Fuyuko, run left, climb onto the box, and click above the box to instruct Fuyuko to stop there
Jump the gap, run left, climb over the box, turn right, push it up against

the box next to the fire, and instruct Fuyuko to stand on either of the two boxes to the left of the fire
Turn left, instruct your companions to follow, run left, and wait for Fuyuko to exit
Exit

Time limit: 6'00"
100 points: 2'10" (3'50" remaining)
My time: 2'04"98

EX3-05/XB14-05: Extra Stage 3-05/Xbox Stage 14-05

Run left, climb onto the ledge, turn right, jump/climb to the floor above, push the box, climb over it, activating the young companion (Mark Anthony), instruct him to stand at the left end of the floor, turn left, and wait for him to get there
Push the box once, climb onto it, climb onto the floor above, turn right, jump the gap, and climb onto the floor
Turn left, jump/climb to the floor above, step left, push the box, step left off the edge, step left off the box, turn right, and push it over the edge
Jump the gap, drop to the floor, go right, slide down the rope, run left, climb onto the ledge, turn right, jump/climb to the floor above, instruct Mark to push the box stack two spaces right, and lend him your support
Instruct Mark to exit, climb into the box stack, climb onto the floor, go right, jump the gap, step right, and wait for Mark to exit
Exit

Time limit: 6'00"
100 points: 1'29" (4'31" remaining)
My time: 1'24"91

EX3-06/XB14-06: Extra Stage 3-06/Xbox Stage 14-06

Run left, climb the ladder, go right, climb the ladder, go right, activating the adult companion (Aaron Irving), climb onto the safe, instruct Aaron to push it right two spaces, step right, jump right, step right off the edge, step right off the box, step right off the safe, and step right, activating the adult companion (Amy Milward)
Instruct Amy to push the safe to your left once, step left, lend her your support, instruct her to climb down the ladder to your right, climb onto the safe, and wait until Amy is on the ladder
Instruct Amy to push the safe to her left over the edge, and wait until it is falling
Push the box, instruct Amy to climb up the ladders to her right, jump the gap, go left, instruct Amy to push the safe to her left over the edge, climb over the box, turn right, push it to the end of the floor, and wait until Amy's safe is falling
Instruct Aaron to push his safe, instruct Amy to climb down the ladders to her right, and push the box over the edge
Instruct Aaron to climb down the ladders to his left, run left, go down the ladder, run right off the edge, step right off the safe, and instruct Aaron to stand where you are standing
Step right off the safe, drop to the safe, step right off it, step right, press the button, and instruct Aaron and Amy to exit
Go left, climb onto the safe, turn right, jump/climb to the floor above, run right, and wait for your companions to exit if they haven't already

Exit

Time limit: 7'30"

100 points: 3'30" (4'00" remaining)

My time: 2'36"36

EX3-07/XB14-07: Extra Stage 3-07/Xbox Stage 14-07

Go left, turn right, jump/climb to the floor above, and push the box over the edge

Jump the gap, climb over the box, turn left, and push it over the edge

Turn right, jump the gap, and push the box up to the wall on the right

Climb onto the box, turn left, jump/climb to the floor above, climb over the box, and push the left-hand box over the edge

Step left off the edge, step left off the box, turn right, and push it over the edge

Hang from the edge, drop onto the boxes, push the box into the gap, step left into the gap, and push the box against the wall

Climb onto the box, step left, climb up the two steps, go left, turn right, and jump/climb to the floor above

Go right, jump the gap, jump the second gap, go right, climb onto the box, turn left, jump/climb to the floor above, and push the box over the edge

Step left off the edge, step left off the box, turn right, and push it over the edge

Jump the gap, climb onto the box, turn left, jump/climb to the floor above, run left, jump the gap, and climb onto the floor

Push the box once to the left, climb over it, turn right, and push it over the edge

Step left, turn right, jump/climb to the floor above, and push the box over the edge

Jump right, go left, hang from the edge, drop to the floor, turn left, and push the box over the edge

Step right, hang from the edge, drop onto the box, step right, turn left, and push the box into the gap

Step left, push the box onto the floor switch, and run right

Exit

Time limit: 5'00"

100 points: 3'10" (1'15" remaining)

My time: 2'51"68

EX3-08/XB14-08: Extra Stage 3-08/Xbox Stage 14-08

Run right, down the step, and step right

Jump/climb onto the safe, turn left, jump/climb to the floor above, climb onto the box, and jump left, activating the adult companion (Dan Fan)

Go right, push the box over the edge, and instruct Dan to stand on the safe below, to the right of the box

Run left, run right, jump the gap, climb onto the floor, and instruct Dan to push the box to his left, then to drop down onto it

Climb onto the box, instruct Dan to push his safe, jump the gap, jump right, go right, and drop off the edge

Turn left, and jump left, activating the adult companion (Iris Inge)

Instruct Iris to push the safe to her left over the edge, meanwhile instruct

Dan put push his safe up to the gap, follow Iris left, and drop onto her safe

Step left, and jump left, activating the adult companion (Odilon Ossard)

Instruct Odilon to push the safe to your right, meanwhile run right, climb onto the safe, step right, jump/climb to the floor above, and instruct Odilon to push the safe clear of the gap above, then to stand left of the gap
Run right, climb onto the ledge, turn left, jump/climb to the floor above, run left, climb over the box, and step left
Push the box over the edge, drop down onto it, step down to the safe, drop to the floor below, instruct Dan to push the safe over the edge, turn right, give him a hand, then instruct him to step left
Instruct Odilon to stand on the box on the safe, Instruct Iris to help Odilon, jump the gap, run right, climb onto the ledge, turn left, jump/climb to the floor above, and instruct Iris to stand on the box
Run left, push the box over the edge, hang from the edge, drop down to the box, turn left, step off the box, turn right, push it over the edge, and step left
Instruct your companions to follow you, instruct Dan to help Iris and Odilon, then to exit, go left, jump the gap, go left, and wait for your companions to exit
Exit

Time limit: 7'00"
100 points: 2'50" (4'10" remaining)
My time: 2'21"86

EX3-09/XB14-09: Extra Stage 3-09/Xbox Stage 14-09

Step left, jump/climb to the floor above, step left, and activate the young companion (Charles Watson)
Step right, jump the gap, push the box over the edge, turn left, jump/climb to the floor above, instruct Charles to stand as far left as possible, step left, and push the box over the edge
Go right, jump the gap, go down the step, and slide down the rope
Run right, activating the adult companion (Futoshia Ebina), quick turn left, click on Futoshi, run left, pick up the fire extinguisher, click as far left as possible, and extinguish the fire
Go left, jump/climb to the floor above, instruct Charles to push his box over the edge, go left, and instruct Charles to stand to the far right on the floor below
Instruct Futoshi to push his box almost all the way to the right, so it ends up under the left side of the rightmost hole in the ceiling, wait until he passes underneath you, drop to the floor below, and follow him right
Push the box once, climb onto it, jump/climb to the floor above, and instruct Charles to push the box once
Turn left, jump the gap, climb onto and over the box, turn right, push the box, instruct Charles to stand where you are, jump the gap, instruct Futoshi to push the boxes once, and instruct Charles to stand where you are
Instruct Charles to help Futoshi, turn left, drop onto the boxes, help Futoshi, and instruct Charles to stand on the left edge of the floor just to your right
Turn right, climb onto the floor above, instruct Charles to help Futoshi, turn left, help Futoshi, instruct both companions to exit, and go right
Exit

Time limit: 6'00"
100 points: 2'20" (3'40" remaining)
My time: 2'08"40

EX3-10/XB14-10: Extra Stage 3-10/Xbox Stage 14-10

Turn left, jump into the gap to land on the box, turn right, step off the box, turn left, and push the box once
Climb onto the box, jump/climb to the floor above, go left, activating the young companion (Frederic Pasteur), instruct him to push the boxes to his left over the edge, and lend your support
Instruct Frederic to pick up the fire extinguisher on the floor below, run right, jump the gap, climb over the box, turn left, and push it once
Climb onto the box, jump/climb to the floor above, go left, and push the box over the edge
Step off the edge, step off the box, go left, step off the edge, step off the boxes, instruct Frederic to push the boxes over the edge, turn right, and give him a hand
Jump the gap, climb onto the box, turn left, jump/climb to the floor above, instruct Frederic to push the box you were standing on to the edge, and push your own box over the edge
Step off the edge, step off the box, turn right, and push it over the edge
Jump the gap, go right, climb onto the box, jump/climb to the floor above, climb over the box, turn left, and push it over the edge
Instruct Frederic to stand next to the fire to your right, step off the edge, jump the gap, jump the gap, turn right, and step off the edge
Turn left, jump the gap, activating the adult companion (Aya Sugawara), turn right, pick up the fire extinguisher, and instruct Aya to push the box on your right
Jump the gap, drop to the floor, go right, and extinguish the fire
Go right stopping under the right edge of the floor above, instruct Frederic to extinguish his fire, then to climb down the rope to his right, and instruct Aya to push her box over the edge
Instruct Aya to stand 2m to the right of the box she just pushed, and wait for her to get there
Push the box, instruct Aya to climb over it, climb over the box, climb onto the floor above, instruct Aya to push the box, go right, jump/climb onto the box on the safe, and instruct Aya to stand next to the safe
Step off the box, jump/climb to the floor above, instruct Frederic to push the boxes box, go right, and give him a hand
Instruct Frederic to jump the gap, turn left, jump into the gap to land on the box, step off the box, instruct Aya to push the safe, turn right, and lend a hand
Instruct Aya to push the box as far as it will go, and follow her
Instruct Aya to push the box stack, climb onto the box, and instruct Aya to exit
Instruct Frederic to help Aya, climb onto the boxes, turn left, and lend your support
Instruct Frederic to climb onto the floor above, turn right, climb onto the floor above, instruct Frederic to help Aya, turn left, and help Aya yourself
Instruct Frederic to exit, go right, and wait for your companions to exit
Exit

Time limit: 8'00"
100 points: 3'40" (4'20" remaining)
My time: 3'29"21

EX4/XB15: Extra Situation 4/Xbox Situation 15 - Fire in the Hole!

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EX4-01/XB15-01: Extra Stage 4-01/Xbox Stage 15-01

Run right, activating the child companion (Adam) and the young companion (Rita Reed), run left, stopping as you step under the gap in the ceiling,

turn right, and jump/climb to the floor above
Instruct Adam and Rita to stand beneath you, turn left, jump the gap, climb over the box, turn right, and push it over the edge
Instruct Rita and Adam to stand where you are, drop onto the box, turn left, and help Adam up
Climb onto the floor above, turn right, jump the gap, jump/climb to the floor above, turn left, and attempt to jump/climb onto the elevator
Drop down to the elevator, instruct Rita and Adam to stand on the elevator, turn right, climb onto the floor above, go right, and drop through the weak floors
Run left, push the box into the middle of the next gap, climb over it, run left to the left side of the left-most gap in the ceiling, and jump/climb to the floor above
Step left, jump/climb to the floor above, step left, jump/climb to the floor above, step left, and jump/climb to the floor above, standing on the switch
Turn right, step off the edge, step off the edge, step off the edge, step off the edge, run right, climb over the box, run right to the right side of the right-most gap, and jump/climb to the floor above
Intstruct Adam to stand as close to the rope as you can, instruct Rita to help Adam, step right, jump/climb to the floor above, step right, jump/climb to the floor above, instuct Adam to pick up the rope, and instruct Rita to stand on the weak floor under the rope
Step right, jump/climb to the floor above, instruct both companions to stand next to the hook to their left, step right, and instruct Rita to help Adam
Instruct Adam to use the rope, instruct Rita to climb down the rope, instruct Adam to crawl into the space to his right, instruct Rita to press the switch below her to the right, then to stand on the high point just to the left of the bottom of the rope, turn left, and wait for the elevators to move
Jump the gap, jump the gap, instruct Rita to exit, climb over the would-be electrified floor, and wait for Rita to exit
Exit

Time limit: 6'00"

100 points: 3'30" (2'30" remaining)

My time: 3'13"13

EX4-02/XB15-02: Extra Stage 4-02/Xbox Stage 15-02

This stage requires a lot of looking at the map, but the game isn't paused while you do this, even though nothing moves on the map screen. Get used to flicking quickly in and out of the map screen, and looking straight at the relevant area, which sometimes requires scrolling up.

Push the box right once, during which the screen will scroll up to show a young companion (Gemon yamada) on a conveyor belt, go left, and wait until Gemon is nearing the end of the third conveyor belt going right
Press the switch, and wait until Gemon is nearing the end of the second conveyor belt going left
Press the switch, and wait until Gemon is nearing the end of the conveyor belt going right
Press the switch, and wait until Gemon is nearing the end of the conveyor belt going left
Press the switch, and wait until Gemon is nearing the end of the second conveyor belt going right
Press the switch, and wait until Gemon appears at the top right of the screen
Press the switch, and wait until Gemon is just about to disappear off the right of the screen
Go right, climb onto the box, activating Gemon, and instruct him to stand

next to the switch on the left
Turn left, step off the box, turn right, and push it until Mr Esc is standing
just to the right of the conveyor belt
Climb over the box, turn left, push it once, turn right, run right, climb
onto the boxes, jump/climb to the floor above, and go right
Press the switch, which will cause the screen to show a young companion
(Hiiro Suzuki) on a conveyor belt, turn left, go left, drop down to the
boxes, drop down to the floor, run left, instruct Gemon to press the
switch, and wait until Hiiro is nearing the end of the third conveyor belt
going left
Instruct Gemon to press the switch, and wait until Hiiro is nearing the end
of the conveyor belt going right
Instruct Gemon to press the switch, and wait until Hiiro is nearing the end
of the conveyor belt going left
Instruct Gemon to press the switch, and wait until Hiiro is nearing the end
of the second conveyor belt going right
Instruct Gemon to press the switch, and wait until Hiiro is nearing the end
of the second conveyor belt going left
Instruct Gemon to press the switch, then to stand to the left of the box to
your left, climb onto the box, turn right, and wait for Hiiro to activate
herself by dropping into your position
Instruct Hiiro to exit, step off the box, step right, instruct Gemon to push
the box, then to exit
Go right, climb over the boxes, and wait for Gemon to exit
Exit

Time limit: 8'00"

100 points: 5'00" (3'00" remaining)

My time: 3'04"58

EX4-03/XB15-03: Extra Stage 4-03/Xbox Stage 15-03

Go right, across the platform, activate the child companion (Bobby Macauley),
and instruction your companions to stay
Go right, across the platform, activate the young companion (Takanori Araki),
jump the gap, go right, across the platform, and stop just before stepping
onto the next platform
Instruct Takanori to pick up the ladder to your right, step onto the platform
to your right as Takanori jumps, turn left, go left as Takanori goes right
to balance the platforms, turn right on the left platform, and step off as
Takanori jumps off the right platform
Run right, jump the gap, and run all the way to the end, activating the adult
companion (Xenophon Kojak)
Turn left, step left, instruct Takanori to stand on the platform just to his
right, step onto the platform to your left as he does so, and move to its
left hand side
Instruct Xenophon to stand on the platform you are standing on, step off as
he gets on, go left to stand on the left platform to balance him, and turn
right
Instruct Xenophon to step left off his platform, go right, stand on the right
hand platform to balance Takanori, and turn left
Instruct Takanori to stand on the platform you are standing on, go left as he
goes right to balance the platforms, and turn right on the left-hand platform
Instruct Xenophon to stand on your platform, step off as he steps on,
continue to the right-hand platform to balance him, and turn left
Instruct Xenophon to step left off his platform, go left as he does so, and
turn right on the platform he has vacated
Instruct Takanori to stand on the platform you are standing on, go right to

keep the platforms balanced, and turn left on the right hand platform
Instruct Takanori to stand with Xenophon, go left, wait for the platforms to stop moving before going across the across the platform Takanori was standing on, jump the gap, cross the platform, and stop before stepping onto the left-hand platform
Instruct Takanori to stand on the platform to your left, step left onto that platform to balance him, turn right, go right as he goes left, and turn left on the right hand platform
Instruct Xenophon to stand between your and Takanori's platforms, step off the platform as he jumps on, go left to the left-hand platform, turn right, go right to the right-hand platform to balance Takanori, and turn left
Instruct Takanori to stand on your platform, go left as he goes right, and turn right on the left-hand platform
Instruct Xenophon to stand on the platform to his left, go right as he gets on, and turn left on the right-hand platform
Instruct Xenophon to jump the gap to his left, go left to balance Takanori, and turn right on the left-hand platform
Instruct Takanori to stand with Xenophon, go right as he goes left, turn left on the right-hand platform, go left, across the left-hand platform, jump the gap, and cross the platform to where Bobby is standing
Instruct Takanori to stand with Bobby, step onto the left-hand platform as he jumps onto the right-hand platform, turn right, go right as Takanori goes left, and step off the platform
Instruct Bobby to take the ladder from Takanori, instruct Takanori to stand on the left-hand platform, go right to the right-hand platform to balance him, and turn left
Instruct Xenophon to stand on your platform, go left, step onto the left-hand platform to balance him, and turn right
Instruct Xenophon to stand with Bobby, go right to the right-hand platform to balance Takanori, and turn left
Instruct Takanori to stand on your platform, go left as he goes right, and turn right on the left-hand platform
Instruct Xenophon to stand on your platform, go right to Takanori's platform to balance him, and turn left
Instruct Xenophone to step left off his platform, go left to that platform to balance Takanori, and turn right
Instruct Bobby to step onto your platform, and step off, so the platforms are finally unbalanced!
Instruct Bobby to go left, then to attach the rope ladder, instruct Takanori to pick up the key to his left, and instruct Xenophon to climb the rope ladder, and go right onto the platform
Instruct Takanori to stand with you, turn left, take the key from him, instruct Xenophon to stand on the platform to his right, and wait until the platforms are balanced
Instruct Xenophon to climb the ladder, go left to the platform he vacates to balance Takanori, and turn right
Instruct Takanori to climb the ladder, go right as he goes left, turn left on the right-hand platform, and step off it
Go left, across the platform, climb the ladder, and instruct Xenophon, Bobby and Takanori to climb the stairs to their right
Climb the stairs, instruct your companions to follow, run right, unlock and open the door, go right, and wait for your companions to exit
Exit

Time limit: 10'00"

100 points: 6'00" (4'00" remaining)

My time: 3'36"43

Go right, jump the gap, climb onto the floor, climb over the box, jump the gap, climb onto the floor, and step right, activating the young companion (Nunzio Berlusconi)

Turn left, step left, jump the gap, climb onto the floor, over the box, jump the gap, climb onto the floor, run left, jump the gap, climb over the box, jump the gap, climb onto the floor, step left, activating the young companion (Ryan Carpenter), and instruct him to stay still

Step right, jump the gap, drop to the platform below, go right before it moves, and wait on the second platform until it moves

Go right, activating the child companion (Conrad Angelico), go right, jump the gap, climb onto the floor, go up the stairs, instruct Nunzio to stand between the middle two platforms, at the right end of that floor section, and instruct Conrad to stand next to him

Go left, across the first three platforms, stopping just before the last, instruct Nunzio to step onto the platform to his right, step on to the platform to your left to balance him, turn right, and instruct Conrad to step onto Nunzio's platform

Go right, climb onto the box, instruct Ryan to climb over the box, step off the box, jump the gap, climb onto the floor and step right

Instruct Nunzio and Conrad to climb the stairs to their right, instruct Nunzio to step onto the rightmost platform, instruct Ryan to step onto the platform to his right, instruct Conrad to step onto the rightmost platform, and instruct Ryan to exit

Instruct Conrad and Nunzio to climb the stairs to their right, turn left, instruct Conrad to stand between the leftmost two platforms, instruct Nunzio to stand on the second platform from the right-hand end, step left, jump the gap, climb onto the floor, and push the box onto the platform

Instruct Conrad to stand on the box to his left, instruct Nunzio to exit, instruct Conrad to stand at the bottom of the stairs to his left, then to stand on the platform to the right of the stairs

Go right, jump the gap, climb onto the floor, run right, push the box onto the platform, instruct Conrad to exit, turn left, run left, climb the ladder, climb up the step, and wait for Conrad to exit

Exit

Time limit: 10'00"
100 points: 6'00" (4'00" remaining)
My time: 4'36"60"

EX4-05/XB15-05: Extra Stage 4-05/Xbox Stage 15-05

I have only managed to complete this stage once in hundreds of attempts. Even when I had figured out how to do it, getting the jumps right still took many many tries. Hopefully, these directions reflect what I did accurately, but I haven't been able to repeat it to check them for sure. Maybe someone else has found a different way, which doesn't involve such ludicrously precise jumping?

Turn left, go up the ladder, step left, activating the child companion (Regina Macauley), and instruct her to climb down the ladder

Turn right, jump the gap, turn left, step left as close to the ladder as possible, turn right, and prepare yourself for the first impossible jump

Run right, jump at the last possible attosecond, and hold up while in the air to make Mr Esc attempt to grab onto the floor which will be too far away unless you've got it just right

Climb onto the floor, step right, jump/climb to the floor above, step right, jump/climb to the floor above, run right, quick turn left, run left, and

jump the two gaps
Go left, push the box under the fire extinguisher, climb onto the box, pick up the extinguisher, step left off the box, turn right, and push it over the edge
Turn left, climb the step, run left, quick turn right, run right, and jump the two gaps to end up hanging from the right-hand section of floor
Drop to the floor, step right, jump into the water, swim all the way down, left and up, turn right, and climb out of the water
Jump the gap, go right, force Mr Esc to step off the end, holding up to make him grab onto the weak floor, which will break, and instruct Regina to take the fire extinguisher
Instruct Regina to stand on the weak floor next to the fire, help her up, instruct her to use the extinguisher, and help her down again
Go left, up the ladder, alighting to the right, make sure you're standing as close to the ladder as possible, run right, jump at the last attosecond, and hold up while in the air to attempt to grab onto the distant floor
Climb onto the floor, step right, jump/climb to the floor above, step right, jump/climb to the floor above, run right, quick turn left, run left, and jump the gap, holding up while in the air
Climb onto the floor, step left, jump onto the left-hand side of the box, and hold up to grab onto the weak floor to your left when the section under the box collapses
Climb onto the floor, turn right, jump the gap, climb onto the floor, jump the gap, drop to the floor below, step right, jump into the water, swim all the way down, left and up, turn right, and climb out of the water
Go right, jump the gap, go right, jump onto the weak floor which Regina is standing on, instruct your companions to follow, and push the box all the way to the right
Instruct Regina to exit, climb onto the box, help her up, and climb onto the floor above
Exit

Time limit: 6'00"

100 points: UNKNOWN

My time: 4'18"53 (90 points)

EX4-06/XB15-06: Extra Stage 4-06/Xbox Stage 15-06

You can't force your companions to keep crouched down, so the trick here is to make sure they have enough time to get past the dangers without changing position, which slows them down. And although you can control Mr Esc's crouching, it takes him just as long to change position, so you'll spend most of this level crawling, while your companion bobs up and down like a lunatic.

I haven't found the optimum strategy for this level, but at least with the timings below I can actually finish it.

Go right, activating the young companion (Rachel Clark), crawl under the moving platforms, stop before the electrified floor, and wait for it to spark
When the floor is safe, crawl across, keep going up to the next section of electrified floor, instruct Rachel to stand with you, click on her again ready for her next instruction, and wait for the floor to spark
When the floor is safe and the platforms are well clear, instruct Rachel to stand next to the third electrified floor, crawl across, and wait with her for that section of floor to spark
When the floor is safe and the platforms are well clear, instruct Rachel to cross the electrified floor, crawl across, stand up, instruct your

companions to follow, crawl right into the elevator, ducking the platforms as they pass overhead, turn left, stand up, and wait for Rachel to join you
Go up (this is only one floor, but there are two stops, so keeping pushing up until you get there), go left, crawl under the low ceiling, stay crouched next to the conveyor belt, click on Rachel, move the cursor to just before the next conveyor belt, and wait for the the platform to come close enough to keep Rachel on her knees

Instruct Rachel to stand next to the next conveyor (with the time remaining at about 8'45"), crawl left along the conveyor, across the electrified floor, (but make sure you don't go faster than Rachel, or you'll get fried), stop just before the next conveyor, click on Rachel, and wait for the platform to come close enough to keep Rachel crouching

Instruct Rachel to stand next to the next conveyor (with the time remaining at about 8'30"), crawl left along the conveyor, across the electrified floor, stop just before the next conveyor, click on Rachel, and wait for the platform as before

Instruct Rachel to stand next to the final conveyor (with the time remaining at about 8'15"), crawl left along the conveyor, across the electrified floor, stop just before the final conveyor, click on Rachel, and wait again

Instruct Rachel to exit (with the time remaining at about 8'02"), crawl along the conveyor, across the electrified floor, through the small gap, and wait for Rachel to exit

Exit

Time limit: 10'00"

My time: 2'10"58

100 points: 1'50" (UNTESTED)

EX4-07/XB15-07: Extra Stage 4-07/Xbox Stage 15-07

Go right, to the end of the weak floor, turn left, and wait for the boxes to start falling

Climb onto the box to your left, climb onto the box which just fell, wait for another box to fall to our left, and climb onto it

Turn right, go right, drop down onto the lower boxes, step right, climb onto the floor, go right, and down the ladder

Go left, press the button, turn right, run right, climb onto the safe, and onto the floor above

Run right, off the end of the conveyor, and keep running right on the conveyor below until you reach solid ground

Jump/climb to the the floor above, climb onto the floor if the safe gets in the way, run right, off the end of the conveyor, and keep running right on the conveyor below until you reach solid ground, and climb the ladder

Go left, climb to the floor above, pick up the key, turn right, step right to the edge, turn left, and wait for the middle section of the electrified floor to your left to stop sparking

Run left, jump over the electrified floor, keep running, jump over the second set of sparks, run left, down the step, left, unlock and open the door

Run left, activating the young companion (Paula Osafune), quick turn right, run right to the exit, and wait for Paula to completely exit (careful; it's possible to exit this level before she does)

Exit

Time limit: 2'00"

100 points: 1'30" (0'30" remaining)

My time: 1'18"28

Turn left, step left, pull the switch, turn right, step right, and wait until the nearest box above you starts to fall

Jump right, landing on the stack of two boxes, which you'll immediately fall off, run right, jump the gap, run right, jump the gap, climb onto the floor above, step right and pull the switch

Turn left while the screen is moving, jump/climb to the floor above, step left, jump the gap, and pick up the key

Turn right, step right, jump the gap, pull the switch, turn left, hang from the edge, drop down to the box stack, turn left, drop down to the lower box, and step down to the adult companion (Henry Odile) before the safe coming from the left crushes him

Instruct Henry to push the box stack on your right, turn right, wait for Henry to stand up, climb onto the box, and push the boxes with Henry

Jump the gap, instruct Henry to exit, unlock and open the door, go right, and wait for Henry to exit

Exit

Time limit: 3'00"
100 points: 1'00" (2'00" remaining)
My time: 1'00"15 (99 points)

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Hist: Version history
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0.03, 2007-05-28

Added stages EX1-01 to EX1-05

0.10, 2007-06-15

Added stages EX1-09 to EX2-04

Help! The time limits on the "Training" situation are too tight!

0.15, 2007-07-14

Added stages EX2-05 to EX2-10

0.19, 2007-10-07

Finally got back to the walkthrough after time off with a thumb injury!

Added stages EX1-07 and EX1-08 with help from Nidora

Added stages EX3-01 and EX3-02

Added permission for honestgamers to host the guide

0.24, 2007-10-16

Added stages EX3-03 to EX3-07

Fixed 100-point threshold for EX3-01

0.26, 2008-03-02

Added stages EX3-08 to EX3-10

Thanks to Christoffer Trabjerg for prodding me back into action

The next situation is all worked out as well, but still needs transcribing

0.31, 2009-01-06

Added stages EX4-01 to EX4-05

Added stage EX1-06 with help from Fernando de la Cruz, etnaSante and
cosmictrombones

Upgraded EX1-05 to 100% with help from etnaSante

Wow, this is going really slowly!

0.32, 2009-02-10

Added stage EX4-06, which was challenging, but only in an annoying way

Hopefully the remaining levels won't inspire such apathy

Fixed the spelling of cosmictrombones's name

0.34, 2009-03-24

Added Xbox 360 information

Added stages EX4-07 and EX4-08