

Frantix FAQ/Walkthrough

by stastheman

Updated to v1.0 on Aug 23, 2006

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||           F R A N T I X           ||  
||           for the PSP             ||  
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||           Version 1.1 June 2006   ||  
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Overview  
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This document is not so much a Walkthrough, as a collection of 185 solutions, one for each level of Frantix. If you're stuck, many levels contain a "Tactics" section that might be enough to get you going in the right direction without giving a step-by-step solution. Of course, there ARE step-by-step solutions should you still need them. I also describe methods that will get the Gold Gem (if they are different from the "normal" solutions). In some cases, I give tips that I've found for getting the best possible time (so called "Speed Runs").

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| Layout  \  
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This brief overview is followed by the basic Table of Contents and then a Level List of all Frantix levels in the order you would normally encounter them (i.e. in the order they are unlocked if you don't skip levels). Each level has a SEARCH TAG that can be used to quickly jump to that level's solution, without having to scroll through the whole document.

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    In most browsers or text editors you can press CTRL-F to  
bring up a search dialog. Enter the TAG for the level you  
need help with and press ENTER. You should be taken  
directly to that level's solution.  
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Following the Table of Contents and Level List are a few "housekeeping" notes (Legal and Contact info), a summary of Frantix (including Glossary of Terms), and notes about how my solutions are structured. These last sections describe how my solutions are laid out and the conventions I've tried to stick through in presenting those solutions. Ideally you should at least skim them to get the most out of this document.

The bulk of the document then follows: descriptions, tactics and solutions to all 185 levels of Frantix. Unlike the Table of Contents, these are arranged by "World" -- that is, all "Tutorialandia" levels, followed by all "Broken Ruins" levels, followed by all "Zen Gardens" levels and so on. The use of the TAG SEARCH mechanism means you can still find any level you want easily.

Following all the solutions are a few "Odds and Ends": a section on Cheat Codes, brief details of a "Permanent Invincibility" run, Acknowledgements to others who have helped me, and a Revision History.

+-----+
| For The Future \
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See the Revision History at the end for a description of what's gone before, but for the future, I intend completing my replay of all levels, both to shave seconds (or fractions of a second) off my total time, and to revisit my solutions for clarity (I've so far done the first two Worlds).

I may also add some level-by-level notes about how to use "Permanent Invisibility" to slash the total playing time (but no promises).

+-----+
| Best Times \
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For reference, my best times (as at June 20, 2006) are:

Game Type	Gems	Gold	Total Time
Normal	1600	185	1:33:56.63
Invincible	1615	185	0:49:01.06

And if I've got around to it, I'll be posting my best times for each level somewhere on my website:

www.AldursLair.com/faqs

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	T A B L E of C O N T E N T S	
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Searching The Guide
.....

Some of the entries in the Table of Contents above are marked with TAGS on the right-hand side. These are five-character strings that occur nowhere else in the document, except where the corresponding section begins. These can therefore be used with the SEARCH facility of whatever you are using to read this document, and so quickly jump to the place of interest.

.....
In many browsers and text editors, press CTRL-F to bring up a "Find" dialog. Enter the TAG you want to search for and press RETURN.
.....

You can also use the tag search facility to find the descriptions for individual Frantix levels. Find the level you are having problems with in the list below, and on the right you will see a five-character tag of the form "WxLyy", where "x" is the World number ("1" for "Tutorialandia"; "6" for "The ChubbChubbs!" etc.), and "yy" is the Level number (use a leading zero if less than 10; e.g. "01", "06", "16" etc.). These tags will only occur in the list below, and at the top of the section that covers that level in detail.

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||          L E V E L   L I S T          ||
||          [LVLST]                      ||
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This list contains all 185 Frantix Levels in the order you would normally meet them (i.e. in increasing order of the number of Gems needed to unlock each level). As such, this should be your starting point if you're stuck, or having problems, on a particular level. Simply run down the list of levels, find the one you're interested in, and search for the five-character tag listed to the right of the level's name.

Gems & Exit	W1L01
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Catdragon Master	W3L12
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Cat Power	W3L14
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Missile Remove	W4L09
Sand Storm	W4L10
Triggering Push	W4L11
Missile Defense	W4L12
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Symbolic Gates	W4L14
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Fire and Ice	W5L07
Zaggyness	W5L08
Downtown Uptown	W5L09
Zyzak's Trail	W6L09
Boris is Mad	W6L10
Bucket Guarding	W6L11
Safe Passage	W6L12
U Help Me I Help U	W6L13
Boom Doom	W2L19
Highway Hazards	W2L20
Sand Crossing	W2L21
Up and Down	W2L22
Peekaboo	W2L23
Deja Vu Too	W2L24
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||           I N T R O D U C T I O N           ||
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About Frantix [REFRA]
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+-----+
| The Game \
+-----+-----+
Frantix is a puzzle game, pure and simple. There's no story, and it doesn't
need one. If you think this matters, you've probably missed the point or
picked up the wrong game (but do give it a go -- you might get hooked and
converted!)

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The game consists of 185 levels, divided into six groups, or WORLDS. All the levels in a particular World have a common theme to their design, but are otherwise independent.

Solving a Frantix level requires that you guide your character to the EXIT, after having collected the prescribed number of GEMS. Of course, things are rarely as simple as that.

First, there are HAZARDS to overcome: pools of Water, Lava or Quicksand to negotiate; various TRAPS to avoid of disarm, and so forth. Then there are various barriers -- one-way walls, walls that only open when a Switch is pressed, Tollgates that open when the correct Gems are collected. Also present can be nearly a dozen different MONSTERS, most of which are out for

your blood. Many levels have PICKUPS that grant temporary abilities -- these can both help and hinder your progress.

The final complication is TIME -- each level has a maximum LEVEL TIME -- if you don't complete the level within this limit, then you will have to start again. In addition, each level has a "Gold Gem" time -- if you complete the level within this (much shorter) time, then you will be awarded a Gold Gem.

+-----+
| Repeatability \
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One of the most important things to realise about "Frantix" -- despite what you may sometimes think -- is that it ISN'T random.

At least in theory, the behaviour and timing of Monsters is entirely predictable and repeatable. If you make the SAME moves from the start, at the SAME time, the level will play out in the same way on every occasion. In general, this allows you to build up the solution to a level bit-by-bit; knowing that so long as YOU do the same thing, the level will react in the same way.

Of course, there are a few levels where the number of Monsters is so great, and the pace so frantic, that while in theory the above still holds true, it is almost impossible to accurately repeat the "same set of moves" and get the same result. However, this type of level is relatively rare.

+-----+
| Unlocking Levels \
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While there are 185 levels within Frantix, you will only be able to access a few new ones at a time. Each level will only become available once you have collected a certain number of Gems. The more levels you complete, the higher your total Gem Count will become, and so more levels become available.

The first World in Frantix is "Tutorialandia" -- essentially a series of fifteen levels that take you (reasonably) gently through most aspects of Frantix. The numbers of Gems needed to unlock these is arranged so that you must play through them in order: initially, only the first tutorial level is open; solving this gives you enough Gems to open the second level and so on.

The five remaining worlds -- "Broken Ruins", "Zen Garden", "Desert Oasis", "Snowy Daze" and "The ChubbChubbs!" behave differently. Once you have completed the last level of "Tutorialandia", the first three levels of "Broken Ruins" will be open. As you complete these, more levels of "Broken Ruins" will open, always with around three unsolved levels available. This means that you should you get stuck on a particular level, there are usually one or two others available that you can work on first.

Once you get to around levels eight to ten of "Broken Ruins", the newly opened levels switch to the third World, "Zen Garden" -- level 11 of "Broken Ruins" won't be open for quite awhile.

This pattern continues throughout the game -- there will usually be between two and four unsolved levels open at any one time, and every five to ten levels, you will be forced to switch to the next World (coming back to "Broken Ruins" after eight levels in the sixth World, "The ChubbChubbs!").

+-----+
| Time Limits \
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As mentioned above, all levels have an overall time limit, within which you must complete the level for it to be counted as a solution. However, this is normally very generous and you will rarely have to think about the Level Timer -- you're far more likely to die, or make the level insolvable, than to run out of time. Of course, there are exceptions...

On top of this are Gold Gems -- these are awarded when you complete the level within a much shorter time limit. On some of the earlier levels, the Gold Gem Time isn't too demanding; and on some levels, once you've found the "correct" solution, you are almost guaranteed to get the Gold Gem. On many levels, however, you need to be fast and accurate in your manoeuvring if you want the Gold Gem.

NOTE Other than "bragging rights", getting Gold Gems doesn't affect anything else in the game.

When you first play a new level, you won't know what the Gold Gem time is -- you will only see the overall Level Timer. Only once you have completed the level at least once will the Gold Gem Time be shown in the top-left corner of the screen. Of course, it's quite possible to get the Gold Gem on your first attempt; you just don't know in advance how quickly you needed to do things!

The final time-based element of Frantix is your overall Total Solve Time. This is a record of the total time you've taken to solve all levels so far, and is shown on the main Level Select screen. Obviously, this will increase throughout most of the game as you solve more and more levels. Although it doesn't affect the rest of the game, like the acquisition of Gold Gems, it serves as an indicator of how good you are: completing all 185 levels with a total time of 1 hour 30 minutes is better than 1 hour 45 minutes.

+-----+
| Replaying Levels \
+-----+

You can replay any level that you've already solved should you wish, so if you didn't get the Gold Gem the first time, you can try again whenever you want, trying to find a better method, until you beat the Gold Gem Time.

Even once you've got the Gold Gem for a level, you may want to try it again, looking for shortcuts or just a smoother run-through, in an attempt to beat your best time for that level (and, therefore, to reduce your Total Solve Time).

+-----+
| Unlockables \
+-----+

When you first start playing, you have no choice over which character you control: it's "Bear". As you solve more and more levels, alternative characters become available: "Kax", "Uri" and "Meeper". To the best of my knowledge, your choice of which character to use doesn't affect how the game plays.

A second unlockable is the movie "The ChubbChubbs!"; this appears as an alternative to the "Credits" at the bottom of the Level Select screen.

This section contains a basic glossary of the main elements that make up Frantix -- traps, hazards, obstacles, monsters and so on.

+-----+
| General |

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GEMS May be Red, Yellow, Green or Blue. Simply walk over them to collect them. All Gems, whatever their colour, will count towards the total number of Gems that you need to collect for the current level. Collecting Gems will also help open TOLLGATES.

The number of Gems remaining to be collected for the current level is shown near the upper-right; just below the LEVEL TIMER.

As you collect more and more Gems throughout the game, new levels, worlds and characters are made available.

GEM COUNT Each level requires you to collect a specified number of GEMS before you can pass through the EXIT. The number of Gems that you still need to collect is shown in the upper-right corner, just below the LEVEL TIMER.

EXIT This looks like a semitransparent rotating mirror. Once you have collected all the Gems in the level, the Exit will open. You must pass through the Exit before the LEVEL TIMER expires otherwise you will have to start the level again.

LEVEL TIMER Each level has a maximum amount of time -- you must complete the level within this limit for it to count. If you run out of time, you will have to start again. For most of the levels, the Level Timer isn't a great problem -- once you've worked out WHAT to do, there's usually ample time to solve the level. Beware, though, that for some levels the Level Timer is barely long enough!

The Level Timer is shown in the upper-right corner of the screen.

GOLD TIMER Each level has a second time associated with it -- usually much shorter than the Level Timer. If you manage to complete the level within the Gold Timer, you will be awarded a GOLD GEM.

The Gold Timer is shown (in yellow/gold) in the upper-left corner of the screen. However, it will NOT be displayed until you have completed a given level at least once. You can replay levels as often as you like to try to win a Gold Gem (or just to record a faster time).

GOLD GEM One of these is awarded whenever you complete a level within a super-fast time. Apart from the kudos of collecting them, Gold Gems don't have any effect in the game.

+-----+

TOLLGATE Tollgates come in four colours: Red, Yellow, Green or Blue. On either side of a Tollgate you will find a number on the ground -- this tells you the number of Gems (of the appropriate colour) that you must collect before the Tollgate will open.

CRATES Crates -- usually wooden -- occur in many levels. You can push them around fairly freely to help in solving levels:

- o They can block the movement of Monsters;
- o They can keep ROLLOVER SWITCHES activated;
- o Pushed into WATER, they form a permanent bridge;
- o Pushed into LAVA or QUICKSAND, they sink without a trace!

If a Crate is against a wall or other blockage, so that there's no room to get behind and push it the way you want, it is possible to PULL the Crate away. First, stand on the square you want to pull the Crate onto; then briefly push the Crate towards the blockage, then immediately reverse direction and you will be able to pull the Crate clear.

Also, you can push more than one Crate at once if they're lined-up like carriages of a train. The most you can push in this way is four Crates.

STONE BLOCKS On some levels, you will find Stone Blocks instead of (or as well as) Crates. Essentially they behave in the same fashion as Crates; the main differences are:

- o Pushed into WATER or QUICKSAND, they sink without a trace;
- o Pushed into LAVA, they form a temporary bridge (but be careful -- the Block will crumble after five seconds).
- o You can only push TWO Blocks at a time.

SWITCHES Are round "bumps" on the ground that can trigger many things when activated -- including releasing Monsters or opening Gates. There are two types:

- o TOGGLE switches are like normal light switches -- they turn on and off each time they are activated.
- o ROLLOVER switches are like the buttons on a PSP -- they are only active while being pressed.

Pushing CRATES or BLOCKS over the latter type is particularly useful, since the Crate will keep the effect of the Switch active. In later levels, you will also need to "persuade" MONSTERS to stop on Switches (or periodically walk over them).

PORTALS Are slowly rotating wheels on the ground, emitting shafts of light straight upwards. When you step onto a Portal, you are transported to a target Portal on the same level -- often in an area that you cannot get to normally.

There are a few things to remember about Portals:

- o You normally never remain ON a Portal. Your move starts from an adjacent square as you step onto the Portal, and ends as you step off the target Portal onto a square adjacent to it.
- o The direction you step ONTO a Portal from matters: you will emerge from the destination Portal heading in the same direction. This is particularly important if there are HAZARDS or MONSTERS next to the target Portal.
- o You can push CRATES and BLOCKS through Portals -- they emerge from the other side just as you would.

+-----+
| Hazards \
+-----+

WATER You cannot cross Water -- trying to do so will mean having to start the level again. In order to pass Water, you will need to form a bridge by pushing in one or more CRATES -- these form permanent bridges through/across the Water.

LAVA As with Water, you cannot cross pools of Lava. However, you can use BLOCKS to form a path across. The difference is that the Blocks only last five seconds before they crumble into the Lava, so you cannot hang around when crossing!

QUICKSAND Neither CRATES nor BLOCKS are any use with Quicksand -- if you push either in, it simply sinks without a trace! Luckily, you can cross Quicksand with care if you observe the following:

- o Don't stop! If you stand still for any length of time, then you will sink.
- o Don't double-back! If you turn back on yourself -- head north when going south, or east when going west -- then you will sink.

So, so long as you never really stop, and keep going ahead or turning left or right (as your character sees it), then you can cross Quicksand safely.

BOMBS A super-sized version of a typical cartoon bomb -- black, round and with a fuse sticking out the top -- Bombs will blow up five seconds after being moved or bumped against (or, sometimes, when a SWITCH is activated). When they blow, they will kill anything (i.e. you or Monsters) within a 5x5 square centred on the Bomb.

While the fuse is burning, you can move a Bomb to a more favourable position -- just remember to get clear in time!

A second type of Bomb -- coloured brown -- will NOT detonate when bumped or moved; their fuse only starts burning when activated by a SWITCH.

MISSILES These look like a tall, stone idol, and have a red stick of dynamite sticking out the tops of their heads. When moved (or, sometimes, when a SWITCH is activated), a Missile's fuse will

burn for five seconds before the Missile shoots off in the direction it is facing: when it hits something, it will explode, killing anything in a 5x5 square centred on where it stops.

Note that a Missile can also be triggered by bumping into it; but if you don't cause the Missile to move, it will not shoot off when the fuse burns out, and will merely explode on the spot (much like a Bomb).

While the fuse is burning, a Missile CAN be moved, or made to face a different direction. However, once it starts moving, any touch will detonate it.

SLOW MISSILE They have a more "cartoony" look to them. They behave exactly as ordinary Missiles except that they move at a much more sedate pace.

+-----+
| Pickups \
+-----+

HASTE BOOST Looking like a pair of yellow wings rotating in the air, a Haste Boost will double your speed for five seconds. However, once you start moving, you will not be able to stop until you hit a wall. Although you can still turn, it is harder than normal to do so.

While active, a pair of wings with a "+" sign above appears on the right of the screen, just below the Gem Count.

HASTE MINUS Looking like a pair of purple wings rotating in the air, a Haste Minus will halve your speed for five seconds. However, once you start moving, you will not be able to stop until you hit a wall. Although you can still turn, it is harder than normal to do so.

While active, a pair of wings with a "-" sign above appears on the right of the screen, just below the Gem Count.

TIME BOOST Looking like a white clock-face rotating in the air, a Time Boost will add 30 seconds to the Level Timer, giving you more time to complete the level. NOTE that it does NOT affect the Gold Timer.

INVINCIBILITY Looking like a green spiral rotating in the air, Invincibility will allow you to:

- o pass any Hazard (Water, Lava or Quicksand) without harm;
- o pass through Traps without triggering them;
- o keep you safe from all Monsters.

The effects last for five seconds. While active, a green spiral (with wings?) appears on the right of the screen, just below the Gem Count.

NOTE: You can still be caught if you enter an already triggered Trap, or if a Monster triggers a Trap while you're in it. Invincibility only stops you from TRIGGERING a Trap.

CONFUSION A pale blue coil, turning on the spot, a Confusion Pickup will reverse your directions (UP/DOWN, LEFT/RIGHT) for five seconds.

TORCH Looking rather like a battery-powered torch, spinning in the air, a Torch will illuminate the way ahead for fifteen seconds. Says it all really.

+-----+
| Traps \
+-----+

SPORE TRAP Looking like a multi-coloured collection of pebbles, a Spore Trap will envelop you for three seconds. Whilst trapped, you are easy prey for Monsters (not to mention losing valuable time).

EARTH TRAP Looking like a brown collection of tall, angular stones, an Earth Trap will restrain you for three seconds. Unlike Spore Traps, however, Monsters cannot get you while trapped (although you do lose valuable time).

WALL TRAP Looking like a green, swirly disk on the ground, a Wall Trap will hold you FOREVER -- unless previously disarmed with an appropriate Switch (or you get lucky and a Monster activates the Switch while you're trapped).

When inactivated (and therefore safe to step on), a Wall Trap looks like a pulsating brown disk on the ground.

SMALL TRAP Looking like a circular yellow plate on the ground (that pulses blue), a Small Trap will hold you FOREVER -- unless previously disarmed with an appropriate Switch (or you get lucky and a Monster activates the Switch while you're trapped).

When inactivated (and therefore safe to step on), a Small Trap looks like a small pale yellow spot on the ground.

+-----+
| Special Walls \
+-----+

(DIS)APPEARING WALLS

Looking somewhat like half-sunken tombstones, these walls will either block your progress ("Appearing Walls") or let you pass freely ("Disappearing Walls"). The trouble is, you cannot tell which is which until you attempt to walk through one.

NOTE: Crates and Blocks CAN be pushed through an Appearing Wall BEFORE they have been triggered. It's only after YOU attempt to go through that they will be impassable.

TRAILING WALLS

These look like an empty door frame with a small, rotating, green circle hanging from the middle of the top of the frame. Their special property is that you can only pass through them once. Once you have gone through, a pale purple circle blocks the main part of the doorway.

NOTE: Crates and Blocks CAN be pushed through Trailing Walls without triggering them. It's only after YOU go through that they become impassable.

PASSTHRU WALLS

From one side you see a pair of shutters with a small green circle on the left-hand one; from the other side, you see a solid door with a large red circle in the middle. As the colours suggest, you can freely pass through when facing the green circle, but cannot go through from the red side.

+-----+
| Monsters |

+-----+
CATDRAGON Unsurprisingly, these look like a cross between a cat and a dragon. They move in a quick, lolloping gait.

One common behaviour of Catdragons is to run continuously; when they hit a wall or other obstacle, some Catdragons will always turn left, others always turn right. You can often use Crates or Blocks to alter their route to your advantage.

Another common pattern is for them to lollop on the spot: in these cases, there is often a Switch somewhere that will either start a Catdragon moving as above, or cause them to move to another location before continuing to lollop on the spot.

FOX While the Fox won't attack you directly, it does like to get between you and the rest of the level. If you just move in single steps, the Fox will easily keep pace with you and you'll have a hard time getting past. The secret is to move continuously for a few squares -- you'll leave the Fox a little way behind allowing you to sneak past.

DROPLET It moves around and chases you, so I'll call it a Monster... It looks like a pale blue puffa fish, with an old-fashioned wind-up key sticking out of its behind. It spends five seconds dormant -- winding up -- then five seconds where it will move straight towards you. Unlike the Fox, it DOES attack you if you don't outrun it or keep something solid between you and it!

ROK A lumbering, troll-like creature. Their usual mode is to lumber around either the edge of a room, or a collection of Gems. You can often divert them to your advantage by activating doors, or by collecting Gems from their path. While they won't go directly for you, if you come within reach they will grab you and crush you.

GHOST Smoking white sheets, with its hands clasped in front, the most notable aspect of a Ghost is its lack of a head. Ghosts will rush towards you and smother you -- the only defence is to stop and stare them in the face, which will bring them to a halt. Of course, when you turn around again...

Of course, as with all decent Ghosts, these can walk through walls and other obstacles.

PUMA A powerful blue-grey cat with white tail and forepaws, the Puma behaves much like the Ghost (except it can't pass through objects) -- it will rush to attack you unless you stand your ground and face it down.

CHUBB-CHUBB Looking something like a slightly globular chick, when knocked, moved or otherwise triggered (e.g. by a Switch), they will hunker down and shoot off in the direction they're facing, and explode on contact.

BORIS A brownish, lumbering bear-like beast with a couple of antennae sticking out of the top of its head. Boris will track you down and crush you unless you can keep out of the way.

ZYZAK Similar in appearance and behaviour to Roks, Zyzaks can be distinguished by a spiky backpack.

GARGOYLE Looks a bit like an eagle walking with its wings spread. Behaves like a Droplet, except that it chases you for about seven seconds at a time and only pauses for three!

PIXIE Looking like a fly carrying a mallet, Pixies will chase you down and squash you if they can. Keep a respectable distance from them, or keep something between you to survive.

=====
 Layout and Conventions [LAYCO]

+-----+
 | Layout \
 +-----+

In the main body of this Walkthrough, I present a guide to each level. These guides are divided into a number of sections, not all of them present for each level:

- o The HEADER names the level, the World it is found in, and lists: the number of Gems you need before the level is accessible; the number of Gems you get from completing the level; and the number of seconds you are allowed both for the level as a whole and for the Gold Gem.
- o The HINT is the text shown when you stand on the Question Mark: this usually gives you a clue as to how to solve the level, but be warned that (a) a few levels do not have aHint, and (b) a few hints (to me) seem to send you in the wrong direction (especially if you want the Gold Gem).
- o The LAYOUT describes the level; often this is just so that my descriptions on how to solve the level have something to refer to. Sometimes, it will give away some detail about the level that might not be obvious unless you've attempted the level several times.
- o The TACTICS section -- when included -- is the main section you should look to if you just want some help getting started. I try to include things that may not be immediately obvious until you've tried (and failed) a level several times. If you are not looking for an outright solution, but just a "nudge in the right direction", this is the main section to look at.
- o The SOLUTION section describes a way I found to solve the level (see below for "cop-outs"). This section is generally an explicit "step-by-step" way of getting (at least) the basic solve, and should normally not be consulted if you still want to work out how to solve a level yourself.

Of course, sometimes looking at the first few moves may be just enough to get you started so that you can solve the rest of the level on your own.

- o The GOLD GEM section describes anything notable that I think you should do if you don't just want the "basic solve" but want to earn the Gold Gem. In many cases, this just means doing the "normal" solve quickly, and without any errors, but sometimes you need to take more "risks" if you want Gold.
- o An occasional SPEED RUN section will be included when I've found something "different" that allows you to get a substantially better time than "normal".

I only tend to include this section if there is a "glitch", or non-obvious manoeuvre that can be exploited to save time, or if there is some particularly "tight" manoeuvring that will shave precious seconds off the Gold Gem time.

Some notes about my solutions (or "cop-outs", if you wish):

- o Many (probably most) levels of Frantix (as far as I can see) only really have one "correct" way of solving them. Once you've found this method, it is "obvious" that it is the "right way of doing things".

For the "basic solve", you can often "take your time": you can wait for favourable conditions (i.e. gaps between Monsters); "pause to get your breath back"; or recover from errors (move a Crate back into the correct place if you pushed it too far).

In these cases, getting the Gold Gem, or the fastest time, is "merely" a question of not making any mistakes nor taking unnecessary pauses.

- o For some levels, however, you need to take a slightly different approach if you want the Gold Gem. Instead of waiting for a "suitable pause" in the proceedings, you have to rely on the fact that each level (in theory) is entirely repeatable, and so exploit the fact that if you make a certain chain of moves, you will JUST come out ahead of a Catdragon or Rok. These levels tend to demand "near perfect timing" to get the Gold Gem.
- o There are a few levels that while in theory should be entirely repeatable, are very sensitive to your movements. These tend to have lots of Monsters in them (e.g. lots of Foxes or Catdragons). If you were to do EXACTLY the same moves each time, they would react the same; however, in practice, any minute difference in the timing of your moves changes how the Monsters will react.

In these few cases, the best that I can offer is a general approach that hopefully will get the solution (or the Gold Gem) more often than not.

+-----+
| Conventions \
+-----+

My descriptions of levels and their solutions use a mixture of compass directions (north, east, west south) and relative directions (left, right, up, down). Generally (although not always), I tend to use compass directions when referring to more open levels, and relative directions when the level consists of small rooms.

Where relative directions are used (e.g. left and right), these are ALWAYS relative to YOU looking at the SCREEN, and DO NOT relate to the direction your character is facing or what they are doing. For example, if the character you're controlling is coming down the screen, and I say "head left", I mean YOUR left. In this case, it would be the character's "right".

In other words:

```
.....  
                Up, North --> UP on the D-Pad  
            Right, East --> RIGHT on the D-Pad  
                Down, South --> DOWN on the D-Pad  
            Left, West --> LEFT on the D-Pad  
.....
```

Finally, for the vast majority of my descriptions, I assume the ORIGINAL orientation of the level. If you want to use the Shoulder Buttons to rotate the view, then you will have to translate my directions accordingly. On a few occasions I have found it useful to rotate the view first; such cases will say so clearly.

```
()=====()  
||                                     ||  
||           W A L K T H R O U G H           ||  
||               [FWALK]                   ||  
||                                     ||  
()=====()
```

The following sections give descriptions, tactics (hints) and solutions (both basic and for the Gold Gem) for all 185 levels of "Frantix". Many levels also include details of a "Speed Run" -- any tricks or tips I've found to get the best possible time.

The levels are arranged by Frantix's Worlds: all levels of "Tutorialandia" are followed by all levels of "Broken Ruins" and so on. This is not normally the order you will meet them. A "Level List" in the "normal" order you'll encounter them is given near the top of this Guide.

The best way to find the section for a level you are having problems with is to search for the string "WxLyy", where "x" is the world number, and "yy" is the level number (include a leading zero if less than 10, e.g. "05"). You can find these strings in the list mentioned above; alternatively, the level number is shown during the "level loading" screen of Frantix. For example, if you wanted to find Level 33 of World 1 (a fictitious level), you would search for "W1L33". These strings should ONLY occur in the Level List at the top of the document, and at the start of that level's entry in the Guide below.

```
.....  
    For most browsers and text editors, pressing "CTRL-F" will  
                bring up a search dialog.  
.....
```

```
()=====()  
||                                     ||  
||           T U T O R I A L A N D I A           ||  
||               World 1                       ||  
||                                     ||
```

()=====()

This world consists of fifteen levels that demonstrate many of the puzzle elements you will be meeting within Frantix. The maximum time allowed for completion is very generous (at least five minutes for each level), so you don't need to be too concerned about speed (unless you're going for the Gold Gems). Instead, it allows you to get used to the controls, and to recognise the various obstacles you will encounter.

At the beginning of the game, only the first level ("Gems & Exit") is unlocked, so you have no choice as to where to start. Having completed the first level you will have collected four Gems, which is just what you need to unlock the second level. This pattern continues throughout the "Tutorialandia" world, so you are forced to complete all the levels in order. Completing the last level opens up the first three levels of the second World, "Broken Ruins".

```
=====
W1L01   Gems & Exit           Time 300   Unlock  0
        (Tutorialandia)       Gold  15   Gems   4
.....
```

```

. . . . .
|/                               \|
| Collect the Gems and find the Exit to move on... |
|\                               /|
. . . . .
```

```
+-----+
| Layout  \
```

```
+-----+-----
There are four GEMS in this first level, located in the northeast, southeast, southwest and northwest corners of the grounds. The EXIT -- what looks like a rotating mirror -- is through the archway to the north.
```

```
+-----+
| Solution \
```

```
+-----+-----
Simply collect the four Gems by walking over them and then head for the Exit.
```

```
+-----+
| Gold Gem \
```

```
+-----+-----
You should have no problem completing the level within the Gold Time.
```

```
=====
W1L02   Gates & Gems         Time 300   Unlock  4
        (Tutorialandia)       Gold  15   Gems  10
.....
```

```

. . . . .
|/                               \|
```

```

|   There are 4 Gem colours.  Tollgates open when   |
|   the right number of Gems are collected.         |
|\                                                    /|
. . . . .

```

```

+-----+
| Layout  \
+-----+

```

In front of you are four TOLLGATES: Red (1), Yellow (2), Green (3) and Blue (4). The number by each Tollgate tells you how many Gems (of the right colour) must be collected before it will open. The Exit is behind the Blue (4) Tollgate, while a solitary Red Gem lies in the very middle.

```

+-----+
| Solution \
+-----+

```

Collect the Red Gem to gain access to the area behind the first Tollgate; behind each Tollgate you will find the Gems you need to open the next Tollgate. Continue in this way until you can pass through the Blue Tollgate and get to the exit.

```

+-----+
| Gold Gem \
+-----+

```

As before, you should be able to do all this within the Gold Time.

```

=====
W1L03   Water & Crate           Time 300   Unlock 14
        (Tutorialandia)        Gold  16   Gems   2
.....

```

```

. . . . .
|/                                                    \|
|   Push the Crates into the Water to make bridges   |
|   over the Hazard.                                  |
|\                                                    /|
. . . . .

```

```

+-----+
| Layout  \
+-----+

```

The way north -- towards the Exit -- is blocked by a narrow stretch of WATER running across the grounds. Beyond the Water is a Gem, another patch of Water just past an archway and then the final Gem. To either side of you are two wooden CRATES.

```

+-----+
| Solution \
+-----+

```

You will need to use the crates to cross the Water: manoeuvre the first Crate to the middle of the grounds and push it north to drop into the Water. Cross over and continue north to collect the first Gem, since it blocks the path for the second Crate. Return to the second Crate and push it up the middle of the

screen, over the first Crate and beyond to bridge the second patch of Water just beyond the arch. Carry on north to collect the second Gem and find the Exit.

NOTE Remember -- if you accidentally push a Crate against a wall, you can pull it clear by first pushing against the wall and then pulling away from it.

+-----+
| Gold Gem \
+-----+

So long as you don't dawdle, you shouldn't have any difficulty beating the Gold Time.

```
=====
W1L04   Quicksand           Time 300   Unlock 16
        (Tutorialandia)     Gold 11   Gems   3
.....
```

```
.....
|/                                     \|
| Collect the Gems on the Quicksand Hazard. Do |
| not stop or turn around.                   |
|\                                     /|
.....
```

+-----+
| Layout \
+-----+

Before you is an expanse of Quicksand with three Gems resting precariously on its surface. The Exit is on solid ground beyond. A pair of wooden Crates are near the start, one to either side.

+-----+
| Solution \
+-----+

First, you can ignore the Crates -- they are of no use with Quicksand (try pushing them into the Quicksand if you don't believe me!) Instead, start to one side of the Quicksand and head north until you reach the Gems, turn to collect them all, then continue north to the safety of the far side. Remember not to stop or double back while crossing the Quicksand, otherwise you'll sink and have to start the level again!

TIP You might want to just have a bit of a muck around here, since the relatively large expanse of Quicksand allows you to get a feel for how to move safely.

+-----+
| Gold Gem \
+-----+

As before, completing the level within the Gold Time shouldn't be too troublesome.

```
=====
W1L05   Lava & Block                               Time 350   Unlock 19
        (Tutorialandia)                            Gold 12   Gems   2
.....
```

```

. . . . .
|/
| You cannot walk on Lava. Blocks can be pushed |
| and will float on Lava for 5 seconds.         |
|\
. . . . .
```

```
+-----+
| Layout \
+-----+
```

You start next to the Exit, but the two Gems you need to collect are the other side of the stream of LAVA to the east. Luckily there are a couple of Crates on hand to help you cross.

```
+-----+
| Solution \
+-----+
```

Push one of the Crates (it doesn't matter which) towards the Lava to the east. As with the Water in the previous level, the Crate will form a bridge allowing you to cross in safety. The level's two Gems are in niches to the north and south; collect these and return to the Lava, where you will find the bridge has disappeared -- burnt up by the Lava! Don't worry though; there's another Crate on this side, so just push it into the Lava and head straight for the exit.

NOTE It IS (just) possible to collect both Gems and re-cross the Lava using just the one Crate, but it's not really worth the hassle (I got a faster time using separate Crates).

```
+-----+
| Gold Gem \
+-----+
```

You should have no problem doing all this within the Gold Time limit.

```
=====
W1L06   Pick-Ups                               Time 300   Unlock 21
        (Tutorialandia)                            Gold 27   Gems  23
.....
```

```

. . . . .
|/
| Haste Boost will double your speed for 5      |
| seconds. You can't stop until you hit a wall. |
|\
. . . . .
```

```

|/
| Haste Minus halves your speed for 5 seconds. |
| You can't stop until you hit a wall.         |
|\
. . . . .
```

```

. . . . .
|/ \
| Time Boost increases your remaining time by 30 |
| seconds. |
|\ /
. . . . .
|/ \
| Invincibility allows you to walk on any Hazard, |
| Trap and Monster for 5 seconds. |
|\ /
. . . . .

```

+-----+

| Layout \

```

+-----+-----
Stretching to the north before you are four areas. Each contains one of the
four types of PICKUPS that are available in Frantix. Each Pickup is placed so
that you cannot avoid picking it up. Between each section is a Red Tollgate;
there are exactly the right number of Gems in each section to open the
Tollgates and proceed onwards.

```

+-----+

| Solution \

```

+-----+-----
There's nothing complicated about this level; just pick up the appropriate
Pickup and get a feel for what they do while collecting the Gems to get
through Tollgate to the next section. The last section -- where you pick up
Invincibility -- just needs a dash to the Exit; there's no need to turn.

```

NOTE Pay especial attention to the first two Pickups: Haste Boost and Haste Minus. Not only do they not let you stop, you have to anticipate turns even earlier than normal.

+-----+

| Gold Gem \

```

+-----+-----
Although getting a Gold Gem isn't too difficult on this level, the time
allowed is much tighter than on earlier levels. If you don't keep your
character under control during the Haste Boost, you can easily slip past the
Gold Time.

```

```

=====
W1L07    Traps and Things                    Time 300    Unlock 44
         (Tutorialandia)                    Gold 17     Gems 4
.....

```

```

. . . . .
|/ \
| Spore Traps trap you for 3 seconds. Monsters |
| can get you if you're trapped in one. |
|\ /
. . . . .
|/ \
| Earth Traps trap you for 3 seconds. Monsters |
| can't get you if you're trapped in one. |

```

```

|\                                                                    /|
|.....|
|/                                                                    \|
| Wall Traps trap you forever unless they get |
| turned off by a Trap Switch or Rollover.    |
|\                                                                    /|
|.....|
|/                                                                    \|
| Small Traps trap you forever unless they get |
| turned off by a Trap Switch or Rollover.    |
|\                                                                    /|
|.....|

```

+-----+

| Layout \

Stretching to the east, there are four sections to this level, each one demonstrating one of the four types of TRAPS that Frantix will throw at you. Scattered within the areas are the four Gems needed to complete the level.

+-----+

| Solution \

The first two Traps merely slow you down -- they'll automatically release you after three seconds. Both of the last two traps, however, will hold you FOREVER, unless you deactivate them! Make sure you trip the Switches next to them fist, otherwise you will have to abandon the level.

+-----+

| Gold Gem \

When going for the Gold Gem, there's not a lot of spare time, but you shouldn't have any real problems in beating the Gold Timer.

W1L08	What Wall?	Time	300	Unlock	48
	(Tutorialandia)	Gold	12	Gems	8

```

|.....|
|/                                                                    \|
| Appearing walls impede you and Disappearing |
| walls do not. Both walls look the same.      |
|\                                                                    /|
|.....|
|/                                                                    \|
| This Catdragon turns left when it hits a wall. |
| Do not touch it.                               |
|\                                                                    /|
|.....|

```

+-----+

| Layout \

The Exit is behind you to the east, but you need to collect the eight Gems to the north first. However, between you and them are two new obstacles. The first obstacle is a set of six WALLS; the second obstacle is the first of Frantix's several MONSTERS -- a CATDRAGON.

+-----+
| Solution \

Move towards the Walls -- five of them are APPEARING WALLS that will rise and block your path; the other is a DISAPPEARING WALL that sinks completely to let you through. Unless it's random, the fifth door (second from the right) will be the one you want.

When you pass through, you will see a Catdragon running anticlockwise around a group of eight Gems. Simply dodge the Catdragon, collect the Gems, and return through the wall to the Exit.

+-----+
| Gold Gem \

You should be able to get the Gold Gem without too much trouble, even if you have to try all the Wall segments in turn.

=====					
W1L09	One Way Street	Time	300	Unlock	56
	(Tutorialandia)	Gold	19	Gems	12
.....					

```

. . . . .
|/                                     \|
| Trailing walls allow you to pass through them |
| only once.                                   |
|\                                             /|
. . . . .
|/                                     \|
| This Catdragon turns right whenever it hits a |
| wall. Do not touch.                         |
|\                                             /|
. . . . .
|/                                     \|
| Passthru walls allow you to pass through them in |
| one direction.                               |
|\                                             /|
. . . . .

```

+-----+
| Layout \

You start in the middle of a walled area with a TRAILING WALL (that only lets you through once) leading east to the rest of the level and the level's first Gem. Further east are two more Gems and another eight being circled by a Catdragon. Further east, past the Exit, is the level's last Gem, protected by a pair of PASSTHRU WALLS (that you can only go one way through).

+-----+
| Solution \
+-----+

Because you can only pass through the Trailing Wall once, make sure you collect the first Gem beforehand -- if you forget, you'll have to start over. Collect the ten Gems outside (being careful to avoid the Catdragon) and carry on. Enter the easternmost area through the lower door, get the Gem and leave via the upper door to get to the Exit.

+-----+
| Gold Gem \
+-----+

You should be able to complete the level within the Gold Time without too much difficulty.

```
=====
```

W1L10	Tred Carefully	Time	300	Unlock	68
	(Tutorialandia)	Gold	17	Gems	6

```
.....
```

```
.....  
|/  
| These Catdragons only move back and forth. |  
| Avoid them to collect all 6 Gems. |  
|\ |  
.....
```

+-----+
| Layout \
+-----+

Nothing particularly new in this level: a Catdragon runs back and forth between two enclosed cross-shaped niches, each of which contains two Gems. Two further Gems lie on the path north to the Exit; a second Catdragon runs back and forth between them.

+-----+
| Solution \
+-----+

There are no particular tricks to this level; just go around collecting all the Gems, avoiding the Catdragons as you go. The squares where the first four Gems are found allow you to keep out of the first Catdragon's way as it goes back and forth; simple timing will allow you to pass the second Catdragon.

+-----+
| Gold Gem \
+-----+

Even taking things at a steady pace, you should be able to get the Gold Gem without too much trouble.

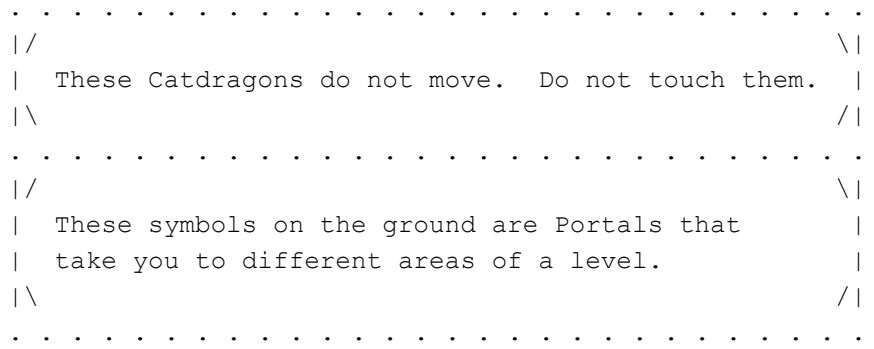
+-----+
| Speed Run (6.53s) \
+-----+

To get the best time, you have to be a little crafty (and take a few risks).

You will notice that the two niches are cross-shaped, so that the Catdragon goes one square beyond where the two Gems are found -- this allows you to cut out a lot of "idle time" waiting to get past the Catdragon in safety:

- o Go straight into the left-hand cross (since the Catdragon heads right) and collect both Gems; wait for the Catdragon to enter the niche and quickly dash out while it's still moving to the left -- you can just get out ahead of the Catdragon while it turns around on the leftmost square of the niche.
- o Run across to the right-hand niche (with the Catdragon hot on your heels) and collect either of the two Gems. For the very best time, it IS just possible to collect the second Gem while the Catdragon is turning around on the rightmost square of the cross.
- o If you managed to get the second Gem while the Catdragon was turning, then you should leave the niche immediately after the Catdragon passes on its way left. Head north straight up the middle of the area to collect the final two Gems -- you should pass the second Catdragon without having to pause.
- o If you aren't able to get the second Gem while the Catdragon is turning, wait for it to leave the niche, get the second Gem and leave yourself. As you head up the middle of the area towards the Exit, you'll probably have to pause briefly to let the second Catdragon pass -- you'll still get a quick time, but not the fastest possible.

```
=====
W1L11      Portal Dragons                Time 300      Unlock  74
          (Tutorialandia)                Gold  18      Gems   5
.....
```



```
+-----+
| Layout  \
+-----+
```

There are two Catdragons leaping on the spot to the east and west, surrounded by four Gems. To the north and south are two seemingly inaccessible areas; however, there are two PORTALS nearby that provide access.

```
+-----+
| Solution \
+-----+
```

First, collect the four Gems near the two Catdragons, then head south. Step onto the Portal and you will be transported to the southern "hidden" area where you'll find another Catdragon and the fifth Gem behind it. Use the Portal to return to the main area and head north to the other Portal. Go

through and on to the Exit behind a fourth Catdragon.

+-----+

| Gold Gem \

+-----+

Getting the Gold Gem shouldn't be too challenging, so long as you don't take too long stepping around the Catdragons.

+-----+

| Speed Run (9.47s) \

+-----+

If you're going for the fastest time, you should take a clue from the arrows either side of the main area's Portals. If you rush north or south straight into the Portal, there is a danger of running into the Catdragons. Instead, enter from the side and loop around the Catdragon.

For the very best time, collect the gems from around one Catdragon, then come directly down and through the Portal; on return come up for the Gems around the other Catdragon and then on to the Exit.

=====

W1L12	Buttons and Things	Time	300	Unlock	79
	(Tutorialandia)	Gold	31	Gems	4
.....					

```

. . . . .
|/                                     \ |
| A Rollover always needs an object on top of it |
| in order to activate it.                   |
|\                                           / |
. . . . .
|/                                     \ |
| One Switch moves Catdragons, the other opens |
| Doors.                                       |
|\                                           / |
. . . . .
|/                                     \ |
| These Switches [theright-hand type] turn   |
| objects on and off. For example, that Door... |
|\                                           / |
. . . . .

```

+-----+

| Layout \

+-----+

From the main area, the Gems are located in areas through the (closed) Doors set into the four corners. Two Catdragons can be seen through the two left-hand doors. The main area also contains two Switches (one Rollover, one Toggle) and a Crate. The Rollover Switch, on the left, changes the positions of the Catdragons; the Toggle Switch, on the right, opens and closes all four Doors. The Exit is through a passage from the middle of the northern wall.

+-----+

| Solution \

```

+-----+
Head towards the northeast door, making sure you pass over the Toggle Switch
below it so that the Doors open. Collect the Gem in the area beyond and
return to the central area. Step left and down to avoid the Switch then come
left to push the Crate over the Rollover Switch -- this will move the
Catdragons out of the way.

```

```

Run up through the northwest Door to collect the Gem there (being careful to
avoid the Catdragon). Run back south through the central area, side-stepping
the Crate, and into the southern area for the third Gem.

```

```

Return to the centre and hug the bottom wall while crossing to the southeast
area for the fourth Gem. Return to the centre and run up the middle for the
Exit.

```

```

+-----+
| Gold Gem \
+-----+

```

```

Providing you keep moving, you shouldn't find any great difficulty getting the
Gold Gem.

```

```

=====
W1L13      Foxy Fox                      Time 300      Unlock  83
          (Tutorialandia)                Gold  13        Gems   4
.....

```

```

. . . . .
|/                                     \|
| The Fox likes to block things. Collect the Gems |
| and avoid stepping on it.                       |
|\                                               /|
. . . . .

```

```

+-----+
| Layout \
+-----+

```

```

You're in a courtyard with a line of four Gems to the north, beyond which is
the Exit. Between you and the Gems, however, you see a FOX that tracks your
every movement.

```

```

+-----+
| Solution \
+-----+

```

```

The first thing to realise is that you'll never get past the Fox if you just
take single steps left or right -- it will always keep up and block northward
movement. The secret is to move continuously (i.e. keep LEFT or RIGHT
pressed) so that you can build up a small lead over the Fox. You should then
be able to dart north, collect the Gems, and get to the Exit through the
middle of the north wall.

```

```

TIP          If you're finding it hard to build up enough of a lead, move
              over to one side of the courtyard and let the Fox move across in
              front of you. You can now run the full width to give you a
              better chance of getting past.

```

+-----+
| Gold Gem \
+-----+

Once you've got the hang of the Fox's movement, getting the Gold Gem shouldn't be too problematic.

+-----+
| Speed Run (3.00s) \
+-----+

For the best time, you mustn't waste any time running over unnecessary ground. Run two squares to the side and turn north to get to the end of the line of Gems. Run along, then as you get to the last one, turn north and back to the centre, then straight up for the Exit.

```
=====
```

W1L14	Bombs & Missiles	Time	300	Unlock	87
	(Tutorialandia)	Gold	38	Gems	4

```
.....
```

```
.....  
|/ \ |  
| Push the Bomb and Missile to the Dots. |  
|\ / |  
.....  
|/ \ |  
| Use the Switches to activate the Bomb and |  
| Missile. |  
|\ / |  
.....
```

+-----+
| Layout \
+-----+

The Exit is straight ahead to the north, but there are four Gems to collect, one each from the areas to the northeast, southeast, southwest and northwest. These are protected by a combination of stationary Catdragons and two new Hazards: BOMBS and MISSILES.

+-----+
| Solution \
+-----+

The main "secret" to solving this level quickly is to not wait around for each Bomb or Missile to explode in turn; instead, while one fuse has been triggered, move on to the next.

Head to the northwest and push the Missile -- despite what the Question Mark says, you only need to push it one square forward, as it will shoot off when it detonates. Without waiting, move south and push the Bomb south. Because of a Bomb's blast radius, you only need to push it to the square above the Dot to take out the Catdragon.

Head across to the southeast corner and either press the Switch inside the fenced area, or push against the Bomb to light its fuse (I found using the Switch is very slightly quicker). Whichever way you choose, head north and

walk over the northern Switch to trigger the second Missile.

You can now freely enter all the four areas to collect the Gems before heading for the exit through the archway in the northern wall.

+-----+
| Gold Gem \

Providing you don't stand around waiting for the Bombs and Missiles to explode one by one, getting the Gold Gem should be fairly straightforward.

```
=====
```

W1L15	Droplet101	Time	300	Unlock	91
	(Tutorialandia)	Gold	17	Gems	4

```
.....
```

```

. . . . .
|/                                     \|
| Collect the Gems and avoid the Droplet. It |
| winds-up to chase you every 5 seconds.    |
|\                                     /|
. . . . .

```

+-----+
| Layout \

Stone colonnades form a zig-zag path to the Exit to the north, dotted with three Gems. A fourth Gem is behind you (on the same square as the Question Mark). Apart from the Water surrounding the island, there is a new Monster to contend with: a DROPLET.

+-----+
| Solution \

DON'T FORGET TO PICK UP THE GEM UNDER THE QUESTION MARK! For a normal solve, move north to the colonnade; the Droplet should shadow your east-west movements from the far side of the second colonnade (leaving a path between). DON'T go so far to the right that the Droplet is able to get to the other side of the colonnade you're against, or you'll have to start over.

Keep stepping left and right until the Droplet stops tracking you: it will now be dormant for five seconds, so quickly head to the west, pick up the Gem and follow the colonnaded path east. Zig-zag your way north, collecting the other two Gems before heading through the archway for the Exit.

+-----+
| Gold Gem \

You should be able to do all this with a few seconds to spare for the Gold Gem.

+-----+
| Speed Run (6.80s) \

To get the best time, you cannot afford to wait for the Droplet to become dormant. Instead, you have to dive down the colonnaded path as soon as possible. The trick is to spend as little time as possible over on the left-hand side of the screen before entering the path; if you spend too much time, the Droplet will come around the edge of the second colonnade and get you.

Once you've gone through path, you just have to outrun the Droplet to the Exit while collecting the Gems.

```

()=====()
||                                     ||
||           B R O K E N   R U I N S   ||
||           World 2                   ||
||                                     ||
()=====()

```

This is the first "real" World of Frantix and consists of forty levels. The common theme is stone-flagged or grassy areas, with a high concentration of fallen pillars and crumbled walls.

After the comparative ease of the introductory world, we now start to get down to business. While many of the earlier levels are still quite straightforward:

- o The Level Timers are nowhere near as generous: although many levels still allow ample time to complete them, you don't have the luxury of five-minute timers. While rarely causing problems, you should at least be aware of the clock ticking down.
- o More of the Gold Timers are set so that you have to work at getting the Gold Gem (for most of the Tutorialandia levels, you almost had to work at *avoiding* the Gold Gem).
- o The puzzles themselves become more involved; either a bit of lateral thinking is needed, or the course you have to follow is "awkward" and demands better control of your character if you are to avoid Hazards, Monsters or using too much time.

Another difference is that from now on, there will generally be between two and four unsolved levels open at a time. This means that if you get stuck on one level, you can put it to one side for a bit and work on another. You will still need to solve the troublesome level eventually though.

Also, you will only be able to open the first ten levels before having to switch to the third World ("Zen Garden"). The eleventh level will not be unlocked until the eighth level of the last World, "The ChubbChubbs!". This behaviour continues throughout the game; every five to ten levels (depending on the World) you will have to switch to the next World.

```

=====
W2L01   Crate in Brook           Time   90   Unlock   95
        (Broken Ruins)           Gold   18   Gems     1
.....
        . . . . .
        |/                               \|
        | Use the Crate to Obtain the Gem. |

```


| \ / |
.....

+-----+

| Layout \

+-----+-----
There are three areas to the level: you and a Switch are in the middle one; the solitary Gem is in the southern one, cut off by a stream of Water; a Crate and the Exit are in the northern area. Between these are two Doors, arranged so that only one is open at a time (controlled by the Switch).

+-----+

| Solution \

+-----+-----
Nothing too complicated; you just have to remember to toggle which Door is open as you move between the different areas. First, walk on to the Switch to open the northern Door. Go through and push the Crate south to the middle area until it's against the (closed) southern Door. Stand on the Switch to flip the Doors so that you can push the Crate into the southern area and into the Water to reach the Gem. Simply head back to the Exit in the northern area, remembering to use the Switch to flip the Doors as you pass.

+-----+

| Gold Gem \

+-----+-----
Getting the Gold Gem shouldn't be too taxing.

```
=====
```

W2L02	House of Bling	Time	160	Unlock	95
	(Broken Ruins)	Gold	58	Gems	57

.....

.....
| / \ |
| Collect all the Gems to open all the Tollgates. |
| \ / |
.....

+-----+

| Layout \

+-----+-----
A larger level than many so far; the centre contains the Exit, protected by four Doors. The Doors are controlled by a Switch that is located behind a series of four Tollgates. In each of the four corners of the level is a walled area containing the Gems needed to open the central Tollgates. All but one of these areas are protected by further Tollgates; the Gems needed to open these are between the central Tollgates.

+-----+

| Solution \

+-----+-----
Head to the northeast corner and collect all the Red Gems. Return to the centre where the Red Tollgate will now open allowing you to get a Green Gem.

Head to the southwest corner where you can now collect sufficient Green Gems to open the second central Tollgate. Repeat this procedure for the Yellow Gems in the northwest corner and the Blue Gems in the southeast corner. Return to the centre for the last time to step on the Switch and make the Exit accessible.

```
+-----+
| Gold Gem \
```

```
+-----+
```

When I first played this level, I found that the Gold Timer really didn't allow much spare time on this level. Be particularly careful when clearing the areas of Gems, as it's very easy to waste time when doubling back and forth.

Revisiting later, after I'd had a lot more Frantix practice, you should have no trouble in beating the Gold Timer by several seconds.

```
=====
```

W2L03	Secret Shrooms	Time	140	Unlock	95
	(Broken Ruins)	Gold	35	Gems	16

```
.....
```

```

. . . . .
|/                                     \|
| Push the Block on the Rollovers to get into the |
| Portal.                                         |
|\                                               /|
. . . . .

```

```
+-----+
| Layout \
```

```
+-----+
```

You start in an area with a Portal surrounded by four blocked Doors -- these are opened by a cluster of four Rollover Switches nearby (one of the Switches is in turn protected by four Tollgates). In the upper-right corner is a Crate surrounded by the first four Gems.

The Portal's destination leads to four separate areas -- which one you get to depends upon the direction from which you enter the Portal (which in turn depends upon which of the Doors you have opened, which depends on which Switch you have activated).

```
+-----+
| Solution \
```

```
+-----+
```

The solution is relatively straightforward, in that you must manoeuvre the Crate over each of the three accessible Rollovers in turn; each time going through the Portal from the open Door and collecting the four Gems within each of the first three sections. Having got all the Gems for the level, you can break through the Tollgates surrounding the fourth Rollover, push the Crate on to it, enter the Portal from the fourth direction and thus get to the Exit.

```
+-----+
| Gold Gem \
```

+-----+
I must admit, I don't much like this level at first. The concept is good -- multiple sections leading from the Portal -- but the implementation just seems clumsy and the solution not very elegant... or maybe it's because it took me forever to beat the Gold Timer, and then only by a fraction of a second!

Again this was probably a "new to Frantix" phenomenon, since replaying later gave me no such trouble.

+-----+
| Speed Run (26.63s) \
+-----+

Come right for the bottom Gem surrounding the Block then instantly double-back and circle the Block for the left-hand, Gem, the Gem above and the right-hand Gem. As you collect this last one, push the Block across to one square short of the Question Mark and then down onto the first Switch. Step to the right then down and across to enter the Portal from below, looping the mushroom in the centre for the first area's Gems.

Return to the start and push the Block across one square to the left, then come up and right to enter the Portal from above. Come left once as you descend so that you can zip along the line of Gems before returning to the start area.

Push the Block down one square, then run straight right to enter the Portal from the left. Run around the rock in the middle for the last set of Gems and return to the start area.

Come down as you emerge from the Portal so that you run right-to-left through the square enclosed by Tollgates; you'll push the Block one square away as you emerge, so run behind it and push it back right two squares so that it sits on the last Switch. Come down, right and up to enter the Portal from the right and run straight for the Exit.

```
=====
```

W2L04	Pest Control	Time	100	Unlock	152
	(Broken Ruins)	Gold	14	Gems	1

.....

```
. . . . .  
|/ \ |  
| Use the Missile to get rid of the Catdragon. |  
|\ / |  
. . . . .
```

+-----+
| Layout \
+-----+

You start just behind a Missile facing down a passage to the east. Two passages branch off to the north: the first -- through a one-way door -- leads to a Catdragon and the Exit; the second -- fully open -- leads to the only Gem.

+-----+
| Solution \
+-----+

Quite simple, once you realise that you can push the Missile around after you've triggered its fuse... push the Missile two squares to the east (so it's adjacent to the one-way Door) and then push it north into the passage leading to the Catdragon. While the fuse is burning, head over to the end of the easternmost passage and collect the Gem. Return to the first passage where you'll find the Missile has cleared the way to the Exit.

+-----+
 | Gold Gem \
 +-----+

Obtaining the Gold Gem here shouldn't be too much of a problem.

```

=====
W2L05      Vizza Verzza                Time   60      Unlock  153
          (Broken Ruins)              Gold   11      Gems    2
.....
          . . . . .
          |/                               \|
          | Ya gotta keep movin' & don't look back! |
          |\                               /|
          . . . . .
  
```

+-----+
 | Layout \
 +-----+

You start at the end of the southern arm of a large cross formed of Quicksand. At the centre is a Toggle Switch that controls Doors at the ends of the other three arms. The eastern arm -- initially open -- leads to one Gem; the western arm -- initially closed -- leads to another Gem and the northern arm -- also initially closed -- leads to the Exit.

+-----+
 | Solution \
 +-----+

The trick is to deal with the arms in the correct order. Since you will always toggle the Switch BEFORE you get to a Door, you need to head north and over the Switch to the western (left-hand) arm first. Next head all the way east -- the Door will reopen as you pass over the Switch and you can get the second Gem. Return to the Switch and head north to the Exit, where the Door will be open.

+-----+
 | Gold Gem \
 +-----+

So long as you don't dawdle, you should also get the Gold Gem.

```

=====
W2L06      Crate Escape                Time   75      Unlock  169
          (Broken Ruins)              Gold   20      Gems    1
.....
  
```


+-----+
| Layout \

All you can see from where you start is a Portal, with a Crate off to one side. To the north of the Portal, a Tollgate is positioned to stop you pushing the Crate through the Portal from the north.

If you enter the Portal on your own, you find yourself falling into Water! If instead, as the Question Mark suggests, you push the Crate through first and follow behind, you find that there are four patches of land that can be reached by using the Crate you pushed through as a bridge. The northern, eastern and western areas all contain a Gem and another Crate; the southern area leads to the Exit.

+-----+
| Solution \

Push the Crate east into the Portal and follow it through to get to the eastern patch of land. Collect the Gem from behind the Crate there, and push the Crate back through the Portal to the starting area, following it through (stop as soon as you emerge).

Push the Crate down one square, then right two, so that you can push it up into the Portal. Collect the Gem and Crate as before, returning to the starting area. Push this Crate right once and up twice so that you can push it west into the Portal. Get the Gem and Crate from the western area as before, and on return, push the Crate up once and left twice so that it is between the Portal and the Tollgate.

Come down through the Tollgate, pushing the Crate into the Portal and follow through for a straight run to the Exit.

+-----+
| Gold Gem \

The time allowed to get the Gold Gem is pretty tight; there's no special trick (that I've found); you just have to be precise when you are manoeuvring the Crates around in the original area ready to push back through the Portal.

+-----+
| Speed Run (15.47s) \

Just do it perfectly!

=====

W2L08	Gem Protectors	Time	70	Unlock	172
	(Broken Ruins)	Gold	24	Gems	17

.....

.
|/ \ |
| Open the Tollgates to advance. |
|\ / |

.

+-----+

| Layout \

+-----+-----

To the east are four Blue Gems and a Blue Tollgate (4) leading to another area with four Green Gems. A Red Tollgate (4) leads from there to another, fifth, Green Gem.

The layout is essentially mirrored to the west, but the colours are different: four Yellow Gems and a Yellow Tollgate (4) lead to four Red Gems. From there, a Green Tollgate (5) leads to the Exit.

A Catdragon runs around each set of four Gems, protecting them.

+-----+

| Solution \

+-----+-----

Because the second set of Tollgates are different colours to the Gems before them, we'll have to do some to-ing and fro-ing here. For the basic solve, just take things easy, keeping out of the Catdragons' ways as you collect the Gems.

Head west and collect the Yellow Gems, go south through the Tollgate and get the Red Gems. Return to the start and head east for the Blue Gems, go south through the Tollgate to get the four Green Gems, and then south again through the Red Tollgate for the final Green Gem. Retrace your steps to where the Red Gems were and go through the Green Tollgate to the Exit.

+-----+

| Gold Gem \

+-----+-----

The basic plan is the same as above, but since the Gold Timer isn't very generous, you'll need to do it all at full-speed, with no hanging around for Catdragons to move out of the way.

+-----+

| Speed Run (17.60s) \

+-----+-----

I found that you can do the following at full-speed and just miss the Catdragons as you go:

- Yellow Gems Go LEFT to the first, then UP, LEFT and DOWN straight through the Tollgate.
- Red Gems Keep going DOWN at full speed, turn LEFT for the bottom-right Gem then LEFT, UP, RIGHT, RIGHT and UP back through the Tollgate.
- (continue) Turn RIGHT where the bottom-right Yellow Gem used to be to go straight through the starting square and out the other side.
- Blue Gems As you hit the first Blue Gem, go UP two squares (to the north wall), RIGHT and DOWN straight through the Tollgate.

This appears to waste time by going beyond the two-by-two block of Blue Gems. However, if you only went UP once and then

straight down to the last area, you would hit the Catdragon there (try it if you want). By going up to the wall, you build in a repeatable pause that just misses everything.

Green Gems As you get level with the top-left Gem, come LEFT twice, DOWN twice, RIGHT and DOWN through the Tollgate (this leaves the bottom-left Gem behind).

Collect the Green Gem at the end of the passage and head back UP, turning LEFT level with the last Gem, across to the wall and UP back towards the Blue Gem area.

(continue) Turn LEFT where the bottom-left Blue Gem was to cross back over the starting square then come DOWN where the bottom-right Yellow Gem was to head back to the Red Gem area. Go down to the bottom wall, turn LEFT then DOWN through the final Tollgate and straight to the Exit.

```
=====
W2L09   Cat Chase Dragon           Time   60   Unlock  173
        (Broken Ruins)             Gold   16   Gems    3
.....
```

```
.....
|/                                     \|
| Dodge the Catdragons to get through the Portals. |
|\                                     /|
.....
```

```
+-----+
| Layout \
```

```
+-----+-----
There are three passages, connected by Portals; a Catdragon runs back and forth along each. Three Gems are scattered between you and the Exit.
```

```
+-----+
| Solution \
```

```
+-----+-----
NOTE      I found it helped a lot to press the Left Shoulder Button before starting to rotate the view... particularly needed in the third corridor. The description assumes you've done this.
```

Move one square east: a Catdragon will run past you heading south. Wait for it to return and as soon as it passes (heading north), dive out and run south, turning east (to the right) at the bottom for a Gem and the Portal. Wait for the second Catdragon to pass you heading north and run south, this time turning west (to the left) for another Gem and Portal. There's a third Gem on the destination side and the third Catdragon. As this one turns and heads north, follow close on its tail, turning west (left) near the end for the Exit.

```
+-----+
| Gold Gem \
```

```
+-----+-----
The time is fairly tight, but so long as you don't let any of the Catdragons pass more than once, you should be OK.
```


+-----+
 | Speed Run (10.53s) \
 +-----+

It's a little frustrating that you don't seem to be able to get out in front of the first Catdragon -- you HAVE to wait for it to go to the end of the passage and return. However, you can save time if you run straight through the first Portal and out the other side without stopping -- you can just nip in front of the second Catdragon. When you dive through the second Portal, you'll need to pause briefly to until the third Catdragon turns north before following behind it as closely as possible.

NOTE Because you have to wait for the third Catdragon, your time depends entirely on how closely you can follow behind it in the last dash to the Exit.

```
=====
```

W2L10	House of Hazards	Time	90	Unlock	176
	(Broken Ruins)	Gold	33	Gems	4

```
=====
```

```

. . . . .
|/                               \|
|  Make your way through the Hazards past the  |
|  Tollgates.                                 |
|\                               /|
. . . . .

```

+-----+
 | Layout \
 +-----+

Four Tollgates lead off from a central area. Starting with the north Tollgate (the only one who's Gem is in the starting room), the area behind each Tollgate contains the Gem needed to open the next Tollgate (in the order east, south and west). Each of the first three areas also contains a Crate or Stone Block that you will need to use to get past Hazards (Water to the east; Lava in the south). The western Tollgate contains a path of Quicksand leading to the exit.

+-----+
 | Solution \
 +-----+

There's no particular difficulty in solving this level; it's just a little fiddly because you keep having to dash ahead of the Crate or Stone Block to open the next Tollgate.

Head north for the Blue Gem and through the first Tollgate. Collect the Yellow Gem and push the Crate south, back to the main room. Run ahead to open the Tollgate, then push the Crate down and right through it, and on into the Water to allow you to get the Green Gem.

Push the Stone Block against the left-hand wall down and left into the main room. Run ahead again to open the Tollgate, then push the Block across and down into the pool of Lava to allow you to cross. Run down to the bottom of the passage to collect the Red Gem and to push the second Block north, using

it to cross the Lava back to the main room.

Run through the Red Tollgate and traverse the Quicksand to get to the Exit: left, down, left, up the passage, right at the top, then down into the Exit.

+-----+
| Gold Gem \

You can afford a couple of slips and still make the Gold Gem time, but for a speed record, you need to be pretty much perfect.

+-----+
| Speed Run (26.67s) \

No tricks; just near-perfect manoeuvring of the Crate and Stone Blocks. Unfortunately, there just isn't quite enough time to grab the Red Gem and make it back over the pool of Lava using just the one Stone Block.

```

=====
W2L11      Invincible Man          Time 100      Unlock 373
          (Broken Ruins)           Gold 24      Gems 12
.....

```

```

. . . . .
|/                                     \ |
| Don't waste time! You can't be invulnerable |
| forever...                               |
|\                                     / |
. . . . .

```

+-----+
| Layout \

Facing you are many Gems between two rows of gravestones, with Catdragons blocking all paths through them. Beyond is another area with three long thin sections containing Water, Lava and Quicksand respectively. More gems are at the far end of the Water and Quicksand; the Exit is at the far end of the Lava (past another Catdragon and an impassable square of Wall Traps).

Luckily, otherwise the level would be impossible, a number of Invincibility Pickups are dotted around.

+-----+
| Solution \

A basic solve is reasonably straightforward: step back to get Invincibility and enter the path between the gravestones at the far left. Cross the room collecting the Gems and leave to the north from the right-hand side.

Head left after passing through the archway and collect a second Invincibility Pickup as you run across the middle of the Water. There's a Gem to collect at the far end.

NOTE You have barely enough Invincibility time to cross the Water and

return. You will need to change direction while on the last square of Water so that you collect the Gem during the "overshoot" and start back south immediately.

Cross to the right and begin to cross the Quicksand, again picking up Invincibility as you do. Although you don't need it to walk over the Quicksand, the location of the Gem at the far side requires you to double-back on yourself, which would normally be fatal.

Back at the southern end, grab the last Invincibility Pickup and cross the Lava. At the far end, ignore with impunity the Catdragon and Wall Traps and head for the Exit.

+-----+
| Gold Gem \
+-----+

The Gold Timer for this level is really, really tight -- my best is 23.80s against a 24s limit, and I cannot see any scope for saving time. Unlike "Secret Shooms" earlier, though, the level has a "nice" design that means trying to get home within the limit is an enjoyable challenge instead of a chore.

```
=====
```

W2L12	Workout	Time	90	Unlock	376
	(Broken Ruins)	Gold	27	Gems	6

.....

```
.....  
|/  
| Work them biceps!  
|\  
.....
```

+-----+
| Layout \
+-----+

You start in a large area with several Crates dotted around and four Gems, one in each corner. Through a Passthru (one-way) Wall to the north is a long stretch of Water. To the east, through a Trailing (single-use) Wall, are some Stone Blocks and three more Gems. West of the Water, past a Lava pool, is the Exit.

+-----+
| Solution \
+-----+

You need to push four of the Crates through the Passthru Wall to bridge the Water; from the eastern area you need two Stone Blocks to cross the Lava. While doing this, of course, collect the Gems.

+-----+
| Gold Gem \
+-----+

The Gold Timer is fairly tight, so you need to minimise wasted time. In the first area, the trick is to prepare the four Crates you'll need as you collect

the Gems. Similarly, in the eastern area, minimise running between Stone Blocks and Gems.

+-----+
| Speed Run (21.60s) \
+-----+

For the best time, you need to keep moving non-stop. My best method is to come south and left to grab the Gem from the southwest corner, then go up and right to push the Crate across three squares to the centre-line. Immediately step back one square (to the left) then go up twice and push the next Crate one square to the right.

Come back left to the wall and go up for the Gem in the northwest corner. Come down once and push the Crate nearly-in-the-corner across four squares to the centre. Go up and right to the northeast corner, grab the Gem and come down twice so you can push the Crate three squares into the centre.

You now have four Crates in a line; all that remains is to come right and down to the last corner for its Gem, then across and up to push the "train" of Crates into the Water. Turn right at the top and come down through the Trailing Wall, stepping one square right on the way down to the corner Gem. Come across the bottom wall for the bottom-right Gem, doubling back three squares before pushing the middle Stone Block up to the wall.

Quickly step down, right and up to push the next Block to the wall, then come right and up for the last Gem. Simply head left, pushing the Blocks before you, and you will cross the Lava for the Exit.

```

=====
W2L13      Funky Encounter          Time 300      Unlock 386
           (Broken Ruins)          Gold  35      Gems   62
.....

```

```

. . . . .
|/                                     \|
| Your best chance is to keep moving. |
|\                                     /|
. . . . .

```

+-----+
| Layout \
+-----+

There are a lot of Gems to get in this level -- 62 in all! The area you start in has the first 32 of them, as well as two Catdragons patrolling the perimeter. To the north is a large pool of Water with a single-square bank around the outside; the four corners contain one Gem each. The area south of the start has ten Gems in two rows of five plus two Droplets. East of the start finds the final 16 Gems arranged in a square around the Exit; a Fox on the eastern side completes the line-up.

+-----+
| Solution \
+-----+

Nothing special to note... it's just a question of visiting all the areas and collecting the Gems while keeping one step ahead of the Monsters. The

Question Mark's hint is of particular importance in the southern and eastern areas (with the Droplets and the Fox).

+-----+
| Gold Gem \
+-----+

So long as you don't stop, you should be able to get the Gold Gem after a few goes.

+-----+
| Speed Run (30.20s) \
+-----+

My preferred route so far (all without stopping) is to come down two squares to the bottom line of Gems then head left to start on the lower-left bank of eight. Zig-zag up the screen (without wasting squares) so you are coming right as you collect the last of the upper-left bank.

Dive through the arch to the north and collect the Gems from the four corners and come back through the arch. Turn right at the top of the upper-right bank and zig-zag down the screen to mirror what you did on the left.

Come through the southern arch, turn left and come down the left-hand line of Gems. Go one square beyond the last Gem, then cross over to come up the right-hand line. Go back through the arch, then right, up, right to go through the eastern arch and reach the final room.

Come down as you hit the first Gem and continue around the square without stopping -- the Fox won't bother you, so just dive into the Exit at the end.

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```

W2L14	Road Block	Time	90	Unlock	398
	(Broken Ruins)	Gold	36	Gems	32

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| Move the Blocks out of your way to get the Gems. |

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|\ / |
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+-----+
| Layout \
+-----+

A central space runs north-south with four areas leading off; two on the east, two on the west. The entrance to each area is closed off by a Stone Block with a Gem to either side; a third Gem is just inside each area, preventing you simply pushing the block in. Within each area are a handful of Gems, some Blocks and a Hazard that needs to be dealt with. The Exit is off the area to the northwest.

+-----+
| Solution \
+-----+

Since the Exit is in the northwest, it's probably best to start with the

southwest area, move to the southeast then up to the northeast before crossing to the northwest. Because of the way items are arranged at each entrance, you'll need to collect both Gems before you can move the Stone Block -- nothing complicated, but it makes things fiddly when trying to do it at speed.

For the southwest, you need to push both Stone Blocks into the Lava so that you can run vertically through the middle for the central Gem; in the southeast, you just have to push the Stone Blocks aside to get at the Gems in the middle. In the northeast, you again have to push the two Stone Blocks into the Lava so that you can run through and collect the Gem in the middle; in the northwest, you must cross the Quicksand to collect the Gem.

None of this is particularly difficult if you're just aiming for the basic solve.

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+-----+
| Gold Gem  \
+-----+
```

The Gold Time is very tight. If you're struggling to get it, you may want to leave it to later, when you've had more practice at Frantix. When I first played the level, it took what seemed like hundreds of attempts to finally scrape in by less than a second. When I replayed while tidying this Walkthrough (after completing almost all levels), I knocked the best part of five seconds off my time without too much difficulty. Some tips to help:

- o Navigating around the entrance-blocking Stone Blocks is fiddly. The following isn't the fastest once you're adept at the controls, but may be quicker (and is certainly more straightforward) when you're relatively new to the game:

Come south and left to the upper Gem on the left, then across the passage to the upper Gem on the right. Nip around the Block for the lower Gem and push the Block up to open the right-hand entrance. Come back down and re-cross the passage to the lower Gem on the left, push the Block up and enter the left-hand area.

Use a similar technique when you get to the two northern areas.

- o In the southwest area, collect the Gems to the right of and below the Block just inside the entrance, then grab the one above and push the Block down one square. Nip in and out for the "hidden" Gem, then come around to the right and push the Block across into the Lava.

Working quickly -- before the Block dissolves -- run across the Block and around the outside of the left-hand Block to collect the three Gems. Reverse tracks and come back below the Block, push it up once and grab the "hidden" Gem. Finally push the Block right, into the Lava, and run down the middle for the final Gem. Although tight, this CAN be done before the first Block crumbles.

- o In the southeast area, clear the Gems below the central passage, then those around the right-hand Stone Block before pushing it down. Run west through the middle, pushing the left-hand Stone Block clear and collect the last Gem from above. Push the Stone Block into the passage and head north.
- o In the northeast area, simply push the first Stone Block into the Lava, go round to the far side, push the second Stone Block in, then run across the middle.

- o In the northwest area, DON'T push the first Stone Block into the Quicksand, as there's a delay while it settles. Instead, run around to the right-hand side, grab the Gem next to the Exit, and push the left-hand Stone Block in, run across the Quicksand to push the first Stone Block clear and circle back for the Exit.

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+-----+
| Speed Run (30.77s) \
```

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+-----+
```

For the speed run, apart from near-perfect, non-stop manoeuvring which is nearly always needed, you should modify how you open the entrances to the four areas. The technique above (dashing back and forth across the corridor) is simpler when relatively new to the game, and probably therefore -- at that time -- quicker.

However, it's ultimately quicker, but more fiddly, to clear each entrance separately: grab the first Gem, loop tightly around the Stone Block, then grab the second Gem and push the Block clear.

```
=====
```

W2L15	Treasure Hunt	Time	200	Unlock	404
	(Broken Ruins)	Gold	75	Gems	62

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. . . . .
|/                                     \|
|  Move Blocks and Crates to collect hidden Gems.  |
|\                                               /|
. . . . .

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+-----+
| Layout \
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+-----+
```

You start towards the southeast corner of a large area of ruins; the Exit is towards the southwest corner. Although there are 62 Gems to collect, very few are visible. Most are hidden under Crates or Blocks, like the Question Mark just in front of you. Unfortunately, there are also a few hidden Haste Minus Pickups as well; you really want to avoid these if possible.

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+-----+
| Solution \
```

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+-----+
```

The key to solving this in a reasonable time, let alone within the Gold Gem time is to plan your route and to not forget about any of the Gems. However, with the aid a map (see below), you should be able to plan a route and get the Gold Gem after a few practice runs.

@@@.....	KEY:
@@@.....	
@@@.....G.....	. Normal floor
@@@.....@.@.@.@G@	@ Solid wall, rock, pillar
@@@....Gg-ggggT.....	g Gem out in open
@@@.....@...G.....	G Gem underneath Crate/Block
@@@.....g....@@..@@.	# Empty Crate/Block

```

@@@.....@.....#@.....@.....@.      T  Trap (under Crate/Block)
@@@.....g.....#...                  -  Haste Minus
@@@...G.....@...G...
@@@...#...G...gGg...G...          S  Start
@@@...G...G...@...@...-...        E  Exit
@@@.....G.....G...
@@@...@...Gg#...@...G...
@@@.....#gG...#.....G...
.....G...-gG..G@-...@...@.
.....G...G...#...@@...@@.
.....#...#.....
.....@.....@...@...G.
.....g.g.g.....#.
..@.....gGg#gGg.....
.....g.g.g.....#...
.....##G.....G.....@
..@...GEG.....@...@@..
.....G##...gGg.....?S@..
..@.....GgG...@...@...
.....gGg.....
..@.@-@.@.@.....@...G...@
.....
.....@.....@.....
.....@.@.....
.....@.....

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+-----+

| Gold Gem \

+-----+

A route I've found that gets the Gold Gem is to get the couple of Gems around the start, then head north up the east side collecting the Gems under the zig-zag of Blocks (ignoring the one that holds the Haste Minus). Head across the north of the area to get the line of exposed Gems in the northwest, then south to get the Gems in the two lines of three Crates (well, one's a Block). Head east to work north along the collection of Stone Blocks almost in the centre, then head east again to get the few Gems around the line of pillars, working south as you do. Get the two clumps of Gems in the mid-south of the room before clearing the Exit.

The best way I've found to do this is to push the top line of three Crates out of the way to the west, then push the remaining two right-hand Crates down a couple of squares. Run round the block and push the bottom two Crates over to the left, then push the leftover Crate up and dive in the Exit.

```

=====
W2L16      Lava Patcher                Time   90      Unlock   466
          (Broken Ruins)                Gold   21      Gems     1
.....

```

```

. . . . .
|/                                     \|
|  It's all about the timing.         |
|\                                     /|
. . . . .

```

+-----+

| Layout \

An interesting level, that you'll need to get wrong a couple of times before you see exactly what to do. You start with four Stone Blocks in front of you and a Portal in the southeast corner. Up ahead to the north, is a path by the side of a strip of Lava; there is a row of Portals next to the path and on the far side of the Lava. At the northwest corner of the Lava, an arrow on the ground points along a western path that turns north and leads to yet another Portal. This -- you will find -- emerges south of the Lava (with a Gem between it and the Lava). North of the Lava a final path leads to the Exit.

| Solution \

You need to get the four Stone Blocks lined up next to the pool of Lava. Because they're Stone Blocks, you can only push two at a time: Line up the two on the right and push them to the end of the path, then get the two from the left into position. Head down the eastern wall to enter the Portal in the corner while heading west.

NOTE Once you head through the Portal, you will need to keep moving without pause if you are to complete the level. If you stop, one or more of the Stone Blocks will crumble before you can fully use them.

You will push the bottom Block into the Lava, cross it and enter the lower-left Portal, emerging from the second Portal up on the right. Repeat the trip across the Lava three more times and you'll head down a passage that turns north. At the end, a Portal takes you to south of the Lava.

Collect the Gem in front of you and -- if you've been quick enough -- there'll still be a row of Blocks in the Lava to allow you to cross to the northern side. The Exit is slightly north and east.

| Gold Gem \

So long as you don't waste a lot of time arranging the Blocks before heading through the Portal, you shouldn't find getting the Gold Gem too difficult.

The best way I've found is to push the rightmost Block across two squares to the left, then push the pair up to the end (be careful not to pull the lower Block back towards you). Come down and "inside" the lower Block to push it two squares right, then back to the leftmost Block, pushing it four squares. Push the pair up, turning right as they slot into position to come down the right-hand wall.

W2L17	Keeper of Gems	Time	100	Unlock	498
	(Broken Ruins)	Gold	31	Gems	14

```

. . . . .
|/
| Use the button!
|\

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+-----+

| Layout \

+-----+-----
From the start, areas to the northeast, northwest, southeast and southwest each contain a small collection of Gems being patrolled by a Rok. The area to the north is similarly populated, but also contains the Exit. In the initial state, a number of Catdragons prevent you getting to the northeast and southwest areas. A switch below the start flips the Catdragons so that those areas are open, but the northwest, southeast and the northern areas are blocked.

+-----+

| Solution \

+-----+-----
Reasonably simple for a basic solve: head to the northwest area to collect the Gems and then to the southeast for the Gems there. Return to the centre and trigger the Switch to rearrange the Catdragons; you can now go the southwest and northeast areas. Flip the Switch a second time to gain access to the northern area and the Exit.

Obviously you need to keep out of the Roks' paths as you collect the Gems.

+-----+

| Gold Gem \

+-----+-----
Fairly tight at first: if you manoeuvre between areas in discrete steps, and spend too long stepping around the Roks; you won't do it. Instead, you need more of a continuous path between areas, and a quick "in-out" collection of Gems.

+-----+

| Speed Run (25.60s) \

+-----+-----
The following can be done without pause and should just miss Roks where necessary:

Zig-zag to the northwest and up the right-hand wall. Cut across level with the upper Gem, grab it, come down for the second and nip back to the wall. Come down and zig-zag across to the southeast area. Come along the top wall until you're level with the top-right of the three Gems, then come down for the first, going one square beyond, then zig-zag left-down-left for the other two, heading back to the wall and up.

Return to the centre and trigger the Switch, then zig-zag down to the southwest area. Come down the right-hand wall until you're level with the bottom Gem, then cut across and up the line of three Gems before returning to the centre and on to the northeast area. Head up the left-hand wall and cut across for the upper Gem, then down and left back to the wall for the second.

Return to the centre, trigger the Switch for a second time and head up, around the blockage and the Catdragon, to start with the Gem to the east of the Exit. Circle around for the north and west Gems and enter the Exit from the south as you pick up the final Gem.

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=====
W2L18      Quick Sand Gutters                Time 160      Unlock 560
          (Broken Ruins)                    Gold  54      Gems   5
.....
```

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. . . . .
|/                                     \|
|  Make a clear path through the Quicksand.  |
|\                                     /|
. . . . .
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+-----+
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| Layout \
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+-----+
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You start in the middle of a (mostly) grassed area in the shape of a cross.
Around the perimeter of the cross run various colonnaded paths; many of them
filled with Quicksand. The Exit is in the north branch, and a couple of
Catdragons have been thrown in for good measure.
```

The eastern arm is solid ground; the end of the lower branch holds a Gem, but a Bomb and a Catdragon prevent you getting to it. The upper arm leads to a Switch that will detonate the Bomb, thus freeing the Gem.

The southern arm has a loop of Quicksand holding a Gem; however, a stretch of Water at each end prevents you getting to it. Luckily, two sets of three Crates are on hand to bridge the Water. Both must be deployed before you enter (since you cannot turn around).

The western arm has two separate stretches of Quicksand. A Gem is at the end of the upper arm; however, to get it you would have to turn on the spot, and would therefore sink. Luckily, the lower arm has an Invincibility Pickup at the end that can be used to survive the reversal.

The northern arm holds the Exit, two Gems, two Tollgates, a Catdragon and a Switch; all at the end of two arms of Quicksand. The design requires you to switch back and forth between the two arms.

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+-----+
```

```
| Solution \
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+-----+
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-----
The four arms are basically independent; the only condition is that you cannot
complete the northern arm until the other three have been solved. For a basic
solve, the order doesn't really matter; for a Gold Time (which is tight), you
need to reduce the number of times you criss-cross between the arms.
```

```
+-----+
```

```
| Gold Gem & Speed Run (48.87s) \
```

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+-----+
```

```
-----
The following seems to be the best order (all done without pause, and
anticipating turns whenever possible):
```

Come south and left to below the three Crates and push them up three squares. Push each Crate across one square to the left, then push all three down into the Water. As soon as the last has been pushed in, come back up to the northwestern corner of the centre and head right along the upper part of the

eastern arm.

Nip down onto the Switch (to trigger the Bomb's fuse) then run back and up the right-hand part of the northern arm for the Gem at the end. Come back down, across the centre and turn right along the lower part of the eastern arm. The Bomb will have taken out the Catdragon, allowing you to get the second Gem.

Come back out and head down as soon as you pass the remaining Crates. As before, push them up three squares, across one (to the right) and then push all three down into the Water. This time, carry on around the Quicksand, collecting the third Gem, and up the left-hand side.

Turn left as you emerge, down the lower part of the western arm. Collect the Invincibility Pickup at the end, then run back, up to the upper part, and down the Quicksand for the fourth Gem.

NOTE You only just have enough Invincibility time to do this; don't pause, and don't go further right than you need before heading up to the upper part.

As you emerge, immediately head up along the left-hand part of the northern arm. The Tollgate at the end will now open, letting you get the final Gem. Reverse tracks and cross to the right-hand part: the Tollgate at ITS end will now open, allowing you to step on the Switch that moves the Catdragon from in front of the Exit.

Return to the left-hand part and make a run for the Exit.

```

=====
W2L19    Boom Doom                            Time    90        Unlock    714
         (Broken Ruins)                      Gold    43        Gems       4
.....
         . . . . .
         |/                                    \|
         | Use the Bombs...                    |
         |\                                    /|
         . . . . .

```

+-----+
| Layout \
+-----+

The room's exit is blocked by a Gem and two Catdragons; but a Bomb is on hand. Going north, two cross passages lead east to a Switch, and west, round some corners, to a Wall Trap (deactivated by the Switch) and a Gem. There is another cross-passage ahead; to the west is a Bomb, and to the east a Gem. Running back and forth between the two is a Catdragon.

The end room has a Bomb at southwest; an Invincibility Pickup behind three Small Traps at northwest; a Gem behind more Small Traps at southeast, and the Switch that deactivates the Traps at northeast, protected by two Catdragons. A narrow passage from the north wall leads to a Catdragon guarding the Exit.

+-----+
| Solution \
+-----+

Push the Bomb to the north wall and retreat to safety against the west wall (one square up from the corner). After the explosion, head north, collect the Gem and turn right down the first passage to run over the Switch at its end. Return to the crossroads and go straight across to the left-hand passage. Follow it round to the (deactivated) Wall Trap and another Gem.

Return to the crossroads and go north, waiting at the next crossroads for the Catdragon to emerge from the left and head right.

NOTE If you've been quick, you can get to this crossroads just in time to see the Catdragon head left; you'll just have to wait for it to come back out of the left-hand passage before heading down yourself.

For (nearly) the best time, you want to head left as soon as possible after the Catdragon comes out of the passage. For the very best time, it is JUST possible to get into the left-hand passage ahead of the Catdragon -- see the "Speed Run" section below for details.

Dive into the left-hand passage and get behind the Bomb at the end so that you can push it all the way right, trapping the Catdragon at the end. Retreat to safety, get the Gem after the explosion and head north to the end room.

NOTE When you've pushed the Bomb as far right as it goes, press UP or DOWN before retreating left; this will stop you accidentally pulling the Bomb back to the left. The safe distance -- if the Bomb is as far right as possible -- is just inside the right-hand passage.

In the room to the north, push the Bomb right once, up two, and then all the way right to the wall. Retreat to safety -- the best place is just below the gap in the north wall -- and wait for the Bomb to explode.

Run across to press the Switch (deactivating the Traps), then down the right-hand wall for the last Gem, across the bottom of the room and up to the Invincibility Pickup in the top-left corner. With this, you can run straight past the Catdragon in the passage to the north and get to the Exit.

+-----+
| Gold Gem \
+-----+

The Gold Timer isn't overly generous, but shouldn't be too taxing by now.

+-----+
| Speed Run (35.50s) \
+-----+

When going for the best time, a good tactic for levels with Bombs is to try and trigger the fuse as early as possible, so as to minimise wasted time waiting for the fuse to burn down later.

You can use this tactic here with all three Bombs (although the first Bomb is very hard):

- o For the second Bomb, the "safe" way (above) is to just come behind and push it right. You can save time in one of two ways:

-- As you come below the Bomb, give it a nudge upwards. This will start

the fuse two squares earlier than normal.

-- A better (though slightly harder) tactic is to push it left as you first approach, then pull it away from the corner and run behind to push as before. This starts the fuse as soon as you reach the Bomb.

- o For the third Bomb, push it left as you approach and then pull it away from the wall. You can then manoeuvre it as above (right, up twice, right to the wall) but with the fuse burning much earlier.

If you manage this, you will hardly have to wait at the "safe spot" (just below the gap in the north wall) before heading right to the Switch.

- o The hardest -- though most fruitful -- Bomb to save time on is the first. If you start the level by immediately pushing the Bomb left (then back right and up to the wall as normal), AND you execute pressing the Switch and collecting the second Gem perfectly, you can JUST get to the second crossroads and dive left ahead of the Catdragon (I've only done it two or three times).

With the Catdragon hot on your heels, you cannot push-and-pull the second Bomb; however, you can nudge it from below.

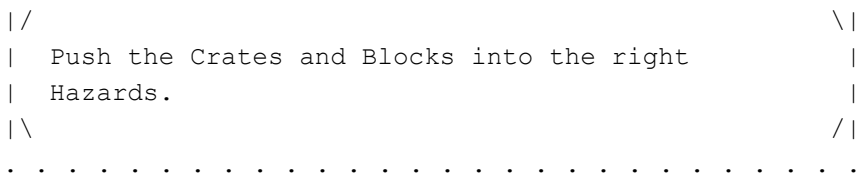
The table below shows the times I got using a combination of these techniques. As you can see, pushing the first bomb and beating the Catdragon to the left-hand path shaves over five seconds of the "normal" time!

1st Bomb	2nd Bomb	3rd Bomb	Best Time
--	--	--	38.83s
--	From below	--	38.30s
--	From below	Push-pull	37.77s
--	Push-pull	Push-pull	37.00s
Push left	From below	Push-pull	35.50s

```

=====
W2L20   Highway Hazards           Time  90   Unlock  717
        (Broken Ruins)           Gold  27   Gems    12
.....

```



You start just above the left-hand end of a long line of assorted single-square Hazards extending right. Walled-off areas north and south along its length contain Gems, Wooden Crates and Stone Blocks. Just beyond the last Hazard on the right is an Invincibility Pickup; mirroring the position of the Exit at the left-hand end.

+-----+
| Solution \
+-----+

There's nothing particularly hard about this one, providing you remember that the Wooden Crates won't work in the Lava, and the Stone Blocks won't work in the Water. Just make your way along, crossing and re-crossing the Hazards until you get to the right-hand end. Since some of the crossings involve Lava, you won't be able to go back the way you came -- instead, you'll have to use the Invincibility Pickup at the end to scamper straight down the middle across all the Hazards.

NOTE If you pre-empt the turn when picking up the Invincibility, and run all the way, you CAN make it back to the Exit in safety. If you're having trouble though, you can nip north or south back in the left-hand half and use the Crates to get back.

+-----+
| Gold Gem \
+-----+

I found it fairly tight when first playing-- you need to be almost perfect in pushing the Crates and Blocks around, and MUST get all the way back along the centre without delay.

+-----+
| Speed Run (22.80s) \
+-----+

After more experience, beating the Gold Gem time is much easier, and you can go for the best time. There are no "secret" techniques -- it's just a matter of perfect timing.

=====			
W2L21	Sand Crossing	Time	160
	(Broken Ruins)	Gold	68
		Unlock	723
		Gems	4

.....

.
|/ |
| Use all 4 Crates to activate the Rollovers in |
| order to safely collect the Gems. |
|\ |
.....

+-----+
| Layout \
+-----+

You start on an island of land at the intersection of two paths of Quicksand -- one running north-south, the other east-west -- that divide this large area into four quadrants. All around the perimeter runs another path of Quicksand, accessible only from the ends of the north-south path. Adjacent to each of these access points are a pair of Gems, and a pair of closed Doors. Rollover Switches that open each Door are nearby, one in each quadrant. Each quadrant also holds a Crate, protected in various ways.

The northeast quadrant's Crate is being circled by a quartet of Roks, and has Doors and Quicksand around it; in the northwest, the Crate has to be recovered

along a precarious path through Lava; in the southwest, it is guarded by a quartet of Catdragons; and in the southeast, just two Catdragons.

The Exit is halfway along the western perimeter path of Quicksand.

+-----+
| Tactics \

It should be obvious that you won't be able to get the Gems until the Doors have been opened by Crates on the appropriate Rollover Switch (since you cannot turn around on Quicksand).

A little more thought should convince you that you need to circle the perimeter at least once to get all the Gems -- the shortest method being to enter and turn west, complete a full lap, then carry on another quarter lap to the Exit.

+-----+
| Solution \

If you're just going for a basic solve, you can tackle the four quadrants one-by-one in whichever order you prefer; see below for a discussion of each.

+-----+
| Gold Gem \

If you're going for the Gold Gem, you need to solve each area quickly, and not waste time between them, as time is fairly tight. My method is:

Head east along the Quicksand and go north at the second tuft of grass (you want to pass over the Switch above; you can just see the bottom of it as you're running over the Quicksand). After tripping the Switch, turn west to pass above the Quicksand, then south in line with the Rollover Switch in the corner, and then east again to push the Crate one square forward. Come down and across to push the Crate up and across to the Rollover Switch -- you should be able to do all this without pausing.

Dodge south around the Crate to cross to the northwest Quadrant and come south along the spit of firm ground. Negotiate your way along the twisty path to the Crate and set it free: Use the Quicksand to push it south once, then push it east twice (you need to come through the Passthru Wall). Nip around the Quicksand to push it one square south, then one square east. Back onto the Quicksand to push it four squares south (not quite into the Quicksand). Use the Quicksand to push it once up, and then five squares east. You can now push it all the way north to the Switch.

Come south to the southwest quadrant, and come slightly to the left so that you're in line with the Crate. Pause above the Catdragon's path until it moves away from the Crate and simply rush forward to push the Crate free. One square from the wall, push it east on to the Rollover Switch.

Cross to the final quadrant and go up slightly to be immediately southwest of the Crate. Wait for the Catdragon to turn and head south, then nip across, push the Crate up and quickly get out to the east. If you escape the Catdragon, push the Crate across to the west and down onto the final Rollover Switch.

Now head out onto the perimeter Quicksand: turn west, for the first Gem, run a complete lap back to where you started, and carry on for another quarter lap to the Exit.

```
=====
W2L22      Up and Down          Time 120      Unlock 733
           (Broken Ruins)       Gold  42      Gems   9
.....
           . . . . .
           |/                               \|
           | Collect the yellow Gems.      |
           |\                               /|
           . . . . .
```

+-----+
| Layout \

-----+
Slightly reminiscent of "Treasure Hunt" -- a number of Gems scattered around a large area with lots of obstacles dotted around. Instead of being hidden under Crates, the key features of this level are many Trailing Walls (single-use only) and many Appearing or Disappearing Walls (mostly the former to block you; a few of the latter to let you through). To add interest, there is also a GARGOYLE -- an eagle-like creature that behaves similarly to a Droplet, except that it seems to spend about seven seconds chasing, and only pauses for three. Finally, there is a Toggle Switch northeast of the start that controls the Door immediately south of the start.

+-----+
| Tactics \

-----+
The Switch near the start controls the Door immediately behind you. You can use this to trap the Gargoyle on the starting square, letting you explore the rest of the level in peace.

NOTE There's an Invincibility Pickup just below the middle of the right-hand side. However, don't be tempted to use it, since you'll get trapped!

+-----+
| Solution \

-----+
The map for this level is a bit too complicated for me to try and reproduce it in ASCII, so you'll have to settle for a description. There's no obvious "best" route; the following worked for me, and will get you a Gold Gem if you don't dawdle.

Come south and nip east after the two pillars. Wait for the Gargoyle to approach and dodge back the way you came, making sure the Gargoyle follows you up the middle, and not the side. Go north from the original starting point and the Trailing Wall to the north will close, partially trapping the Gargoyle. Complete the trap by running over the Switch to the northeast. You can now roam the level freely.

Head to the left of the start; just below is the first Gem -- you'll need to

enter and leave through the north Disappearing Wall. Come left and down from there to the bottom of the level, zig-zagging to the right around a large block of stone to pick up the third Gem. Exit through the northern Trailing Wall, then side-step to the right and head upwards (make sure you don't run back over the Switch!)

As soon as you pass a line of two Disappearing Walls and a Trailing Wall, duck left to collect the third Gem. Leave to the north and head left after three squares for the fourth. Come back to the right and up for the fifth, leaving to the right. Run up the outside of the level until you get to the top and head left through another Trailing Wall for the sixth Gem.

Leave through a Disappearing Wall on the left (the lower of the two) and circle left, down and right around the large tree. Come to the middle of the level for the seventh Gem, slightly above the Exit. Return to the left and come down the left-hand side to pass through a pair of Disappearing Walls to get to the eighth Gem. Come back out through the first and turn right, then down slightly to get the last Gem.

Leave through the Disappearing Wall to the north, then head slightly right to come up the middle of the level (between two lines of Appearing Walls) to the Exit.

```
+-----+
| Gold Gem  \
```

```
+-----+-----
```

There's enough time, once you've practised the route a couple of times, to comfortably do the above within the Gold Gem time.

```
+-----+
| Speed Run (27.33s) \
```

```
+-----+-----
```

If you want to shave even more time off, you can forget about trapping the Gargoyle -- this will save several seconds at the start, and it won't bother you until the end of the level, when it has a habit of hanging around the last Gem, or the entrance to the passage leading to the Exit. If you can manage to dodge the Gargoyle (by skill or luck), you can get a really quick time.

```
=====
```

W2L23	Peekaboo	Time	60	Unlock	745
	(Broken Ruins)	Gold	9	Gems	1

```
.....
```

```
. . . . .
|/                                     \|
| Use them Flashlights, yo!          |
|\                                     /|
. . . . .
```

```
+-----+
| Layout  \
```

```
+-----+-----
```

Another dark level -- you begin in a small room with a Flashlight above and below you. Just beyond the Flashlights, two Catdragons run back and forth from left-to-right. A gap to the south leads to a similar sized room with a

Gem in a niche off the middle of the south wall. Unfortunately, it also contains a Droplet. A similar gap to the north leads to another room with a central pillar, around which a third Catdragon runs. The Exit is in a niche in its north wall.

+-----+
| Solution \
+-----+

The hardest part is coping with the Droplet in the darkness. Move south to pick up one of the Flashlights, pause slightly to let the Catdragon move out of the way and then move to the southern room, getting into the top-left corner. Wait for the Droplet to come up to the top of the room, then shoot down the side and nip into the niche for the Gem.

With luck, you should be able to shoot straight up the middle, avoiding the Droplet; otherwise, you may want to try going up the right-hand side. Cross the first room, picking up the second Flashlight and avoiding the Catdragons. In the end room, head to the right around the pillar, since the Catdragon there moves anticlockwise.

+-----+
| Gold Gem \
+-----+

The Gold Gem time is fairly tight, but if you get the timing right for the southern room, you should be able to sail back through the middle room, and around the pillar in the northern one, without pausing.

+-----+
| Speed Run (6.47s) \
+-----+

For the best time, it's a question of: minimising the pause before leaving the centre; not waiting as long in the top-left corner of the southern room (but still ensuring the Droplet crosses to the left-hand side); and getting lucky in re-crossing the centre (by not getting hit by anything).

```
=====
```

W2L24	Deja Vu Too	Time	80	Unlock	749
	(Broken Ruins)	Gold	17	Gems	3

.....

```
.....  
|/ |  
| De ja vu? |  
|\ |  
.....
```

+-----+
| Layout \
+-----+

At first glance, this level looks similar to "Crate Pond" -- two locations linked by a Portal, the target one having an island with three areas containing a Crate and Gem and the fourth containing the Exit.

+-----+
| Tactics \

Although similar in layout, the solution is completely different. If you use the earlier approach, you will soon realise that you cannot manoeuvre the Crates sufficiently in the first location. The secret is to NOT directly follow the first Crate through the Portal, and to only use the Portal once.

+-----+
| Solution \

Come down to the bottom and push the first Crate through the Portal. DO NOT follow it through; instead, come around and enter from the right. In the second location, come up and push the Crate to the right, into the Water. Walk across, come behind the second crate for the Gem, then push the Crate up, and all the way left into the Water on the other side of the island.

Walk across, get the Gem, and push the third Crate up and across to the top-right of the island. Loop around the Portal to push the Crate into the Water and collect the third Gem. Come behind the last Crate to push it right, then all the way down and into the Water on the south side of the island, letting you get to the Exit.

+-----+
| Gold Gem \

The Gold Timer is reasonably tight -- you need to get a good rhythm going as you circle behind the Crates and push them into the Water.

=====

W2L25	Pizzle Sizzle	Time	120	Unlock	758
	(Broken Ruins)	Gold	25	Gems	18

.....

.
|/ |
| Use the Bomb to get rid of the Catdragon next to |
| the Exit. |
|\ |
.

+-----+
| Layout \

Above you is the entrance to a long passage way filled with Blue Gems -- three Gems and an Invincibility Pickup to the left; ten Gems and a Haste Minus to the right. Running back and forth across the entrance is a Catdragon.

Below you is a similar passage: to the left are two Red Gems, a Passthru Wall, a Bomb, another Red Gem and a Portal; to the right is a Red Tollgate (2), two more Red Gems and the other end of the Portal. Again, a Catdragon runs back and forth across the entrance.

Below all this is a third Catdragon, guarding the Exit.

+-----+
| Tactics \

+-----+-----
The secret to this level (apart from a bit of very tight timing) is knowing where to use the Invincibility Pickup. You also have to have a little think about how to get the Bomb free.

+-----+
| Solution \

+-----+-----
Step left and run up into the northern passage, turning left for the first three Blue Gems. Pre-empt the turn so you get the Invincibility without wasting time. Run nearly all the way down to the other end of the passage, collecting the remaining Blue Gems, turning as you pick up the last one.

NOTE DON'T go right to the end -- you don't want to pick up the Haste Minus!

You should be just ahead of the Catdragon, which is good, because the Invincibility is about to run out! Turn south as soon as you can and you should be safe.

Pause above the second Catdragon and cross to the south of the path when it's moving to the right. Step one square left, so you're close to the two Red Gems.

NOTE The next bit is VERY tight -- as soon as the Catdragon has entered the square above you, run up and left to collect the two Red Gems. to the left, and then back out again. It's very tight, but CAN be done.

TIP If you're not bothered about the Gold Gem, you might want to deal with the Red Gems first, since you're probably more likely to die, and so it wastes less time having to start over.

Once you've got the Gems, the Tollgate to the right will be open. Avoiding the Catdragon, nip through, pick up the next two Gems and enter the Portal, turning as you pass through -- you'll collect the final Red Gem as you emerge and return.

NOTE Be careful NOT to touch the Bomb -- we don't want its fuse burning yet!

Run back left, from the right-hand end of the path, and dive south as soon as you can to avoid the Catdragon. As soon as it moves to the right, step back into the path and head left through the Passthru Wall and begin pushing the Bomb.

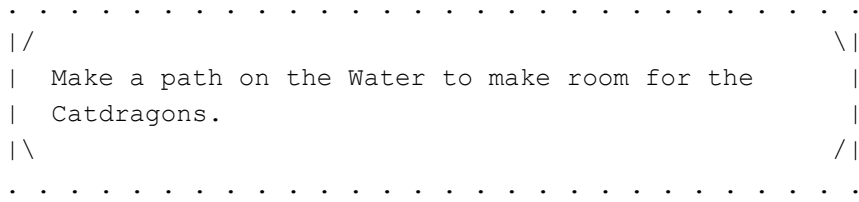
Push it through the Portal, following behind, and as soon as you can come north out of the passage, do so, and push the Bomb down to just above the last Catdragon. Step to the side, and down one square (so you're level with the Catdragon) and wait for the Bomb to explode. When it does, run across and down into the Exit.

+-----+
| Gold Gem \

The time can be fairly tight if you want the Gold Gem -- you don't have a lot of spare time "getting ready" for the next bit. A few tips that might help:

- o When you emerge from collecting the Blue Gems, you cannot run straight down across the lower path; however, if you step once to the right, you will get through without pause.
- o Once you've got the first two Red Gems, and are moving right, just dip down and back up to let the Catdragon past as you head down the right-hand half and through the Tollgate and Portal.

```
=====
W2L26      Water Dare                      Time 100      Unlock  759
           (Broken Ruins)                  Gold  26       Gems    7
.....
```



+-----+
| Layout \

-----+-----
You begin in the middle of a north-south line of four Crates. To the east and west are four Catdragons, guarding four Gems, and prevented from getting to you by four patches of Water. A Portal to the west leads to the second half of the level.

Here, three Catdragons run east and west between three walled-in Gems and three Crates that prevent them running the full width of the area. A patch of Water lies to the north of each Crate, and the Exit is in the middle of the north wall.

+-----+
| Solution \

-----+-----
Start with the top Crate and push it into the Water, diving down out of the way of the Catdragon. As soon as it passes, nip up, across the Crate and round the corner for the Gem. Wait for the Catdragon to come and go, and follow it out. As you get clear, come down and push the second Crate across and into the Water; again diving south to avoid the freed Catdragon. Nip in behind it as before for the second Gem.

As you emerge, come down, across to the Tollgate, and down to the lowest Crate -- repeat the above procedure in reverse for the third and fourth Gems. As you come out of the lower-left passage, nip up and left, through the Tollgate and Portal for the second part.

Come out of the Portal, push the Crate into the Water on its other side and cross onto the Crate so that the Catdragon doesn't get you. Come to the left and -- while the Catdragon is moving right -- nip in and out of the walled-square to get the Gem. Repeat for the remaining two Gems before diving into the Exit.

+-----+
| Gold Gem \
+-----+

The time is pretty tight: you've got to get the first four Gems quickly, which is fairly straightforward after some practice, but you also need to get the right rhythm pushing the Crates and grabbing the last three Gems without having to wait unduly.

```
=====
W2L27   Pixie Chizzel           Time 200   Unlock 1037
        (Broken Ruins)         Gold  83   Gems   3
.....
```

```
.....
|/                                     \|
| Use the Bomb and Missiles to chisel out the |
| enemies.                                     |
|\                                     /|
.....
```

+-----+
| Layout \
+-----+

You begin by two Switches below a long, completely enclosed, east-west path with two Catdragons visible. The upper-left Switch lights the fuse of a Missile at the (closed) left-hand end of the path; the upper-right Switch releases the right-hand Catdragon to run to the right. Just beyond the right-hand end is a Small Trap that stops you going further -- its release Switch is behind the Missile at the far left-hand end of the path.

Above the path is a Bomb, partially surrounded by Quicksand; further left is a trio of Missiles and another Catdragon. On the left-hand side is another enclosed path, open at the bottom. At the far northern end of it are three sets of, in order, a Gem, a Haste Minus, and a Pixie. The Exit is beyond the last Pixie.

+-----+
| Tactics \
+-----+

For the first part, you need to remember to keep the right-hand Catdragon alive so it can free you from the Small Trap. For the path up the left-hand side of the level, you must use the three Missiles in turn to take out the Pixies; the important detail here is to not touch the Haste Minuses until the Pixie behind has gone, otherwise you won't escape!

Note, that although you can run down the side to view the obstacles down the passage, a patch of Quicksand means you can use neither the Missiles nor the Bomb to get rid of anything.

+-----+
| Solution \
+-----+

Walk over the left-hand Switch (to light the Missile's fuse) then the right-

hand one (to let the right-hand Catdragon run to the right); stand to the left of the left-hand Switch to avoid the blast. Head right, over the right-hand Switch again (the Catdragon will move to the left) and go up into the Small Trap. The Catdragon will release you when it gets to the far end.

NOTE It feels like "wasted time" waiting for the Missile to appear; I've tried triggering the right-hand Switch after a few seconds and starting right, but always either (a) get caught in the blast, or (b) the Catdragon stops going left at the fading corpse of its partner.

Go around the top of the Bomb and push it down the spit of land, then across to the Catdragon. While waiting for the fuse to burn down, come left, just above the path, and push the Crate into the Water then head up the path to grab the first Gem.

Return to the three Missiles and push the lower one across to the left-hand path. Keep pushing it north until it takes off under its own power; collect the Haste Minus and the first Gem.

NOTE Be careful of the effects of the Haste Minus -- time the turn right, otherwise you'll miss the Gem and waste precious seconds (if you want the Gold Gem) or go to far and release the Pixie.

Return to the remaining Missiles and push the right-hand one down a square and along to the left. Repeat the process in the left-hand path, collecting another Gem. Return and push the final Missile across and up the path; carry straight on for the final Gem and the Exit.

NOTE There is almost no "spare" time in the fuses of the second and third Missiles -- if you make any mistakes in manoeuvring them, you may not have enough time to get them pointing north.

+-----+
| Gold Gem \
+-----+

The Gold Gem is pretty tight -- you must be adept at manoeuvring the Missiles and perform perfect "about turns" as you collect the Gems under the influence of the Haste Minus.

```
=====
```

W2L28	Water Polo Folo	Time	35	Unlock	1039
	(Broken Ruins)	Gold	27	Gems	4

.....

```

. . . . .
|/
| Efficiency is the key to success.
|\
. . . . .
```

+-----+
| Layout \
+-----+

Starting on an island with the Exit, there is a single Crate to get to the next island. That island contains a Gem and two Crates to get to the third

island. It contains another Gem and three Crates. This leads to -- you'll never guess -- a fourth island with a Gem and four Crates. This leads to a dead end with the fourth Gem and a Time Boost.

+-----+
| Solution \
+-----+

For a basic solve, there's no great difficulty; so long as you don't spend too long getting to the end, the Time Bonus will ensure you will have enough time to get back. Simply collect the Gems and push the Crates across to the next island.

+-----+
| Gold Gem \
+-----+

For the Gold Gem, you need to be more systematic -- you must ignore the Time Boost and be as precise as possible in arranging the Crates. For me, the best I've come up with is:

- o Come left, push the Crate into the Water and cross.
- o Grab the Gem, go right and push the Crate up once. Come back down and left, behind the second Crate, and push it across to below the first. Push both into the Water and cross.
- o As you land, push the Crate forward once, then push the two Crates in front of you over two squares to the left. Come back south, grabbing the Gem, and push the line of three Crates into the Water and cross.
- o I'm not sure this is the "best" way; but it's quick enough for Gold: Push the first Crate left and up; get the Gem and push the second Crate down once, into line with the first. Come around the Crate in the top-right and push it down and left. Push the last Crate up and then the whole lot into the Water.

Grab the Gem (ignore the Time Boost, it just wastes time) and make your way back. This last bit can be tricky the first time, since the location of the bridges pops up unexpectedly -- after a couple of goes though, you should be able to avoid falling in the Water.

+-----+
| Speed Run (23.43s) \
+-----+

There's one little trick that I'm sure shaves a fraction off the total time: Use SELECT to restart the level, then IMMEDIATELY (before the level is re-shown) press UP. Because of the way the level rotates at the start, this has the effect of starting to push the Crate north straight away!

```
=====
W2L29      Destiny                      Time 200      Unlock 1043
          (Broken Ruins)                 Gold  16       Gems    5
.....
          . . . . .
          | /                               \ |
```

```
| Choose your path wisely. |
|\                           /|
. . . . .
```

+-----+

| Layout \

+-----+-----

Four paths lead north, east, south and west from the start (two through Portals). Each takes you to a different set of challenges, where you collect five Gems of the same colour (Green, Yellow, Blue or Red respectively). At the end of each path, another Portal takes you to just outside a Tollgate of the appropriate colour; these all lead to a central area with the Exit.

NOTE The important thing to notice, as I failed to do at first, is that although there are twenty Gems across the four paths, you only need five Gems (i.e. to complete ONE path) to solve the level.

I spent quite a time wondering how I was going to get down the other paths for the other sets of Gems, before I realised I didn't have to!

CHEAT By using Cheat Codes, it IS possible to head down all four paths and therefore get 20 Gems on this level, instead of the normal five. See "Permanent Invincibility Run" in the "ODD and ENDS" section for more details.

+-----+

| Solution \

+-----+-----

You can solve this level using any of the four routes. However, the only one that you have a hope of completing within the Gold Gem limit is the Western Route (Red Gems). Naturally, this is also the hardest route to complete.

If you just want a basic solve, none of the others are that hard; the easiest is probably the southern one, followed by the northern and eastern routes. Choose as you see fit.

NORTHERN ROUTE (GREEN)

A series of areas of land separated by strips of Water and Lava. You need to arrange the two Crates and one Stone Block in the right order to cross. Working back from the edge, the orders are: Crate, Crate, Block; Block, Crate, Crate; Crate, Crate, Block (make sure you do this in line with the Block, to hit the bit of land that sticks out); Crate, Block, Crate.

EASTERN ROUTE (YELLOW)

A number of Catdragons running back and forth guarding Gems. You use a Block for most of the level to protect you from them as you collect the Gems. Push the Wooden Crate into the Water then grab the Gem when safe. Bring the Stone Block down, left and up to trap the Catdragon on the right and get the Gem. Push the Block up, left and up to trap the next Catdragon on the left (get the Gem). Manoeuvre the Block up and to the right (getting the Gem on the right in passing); drop it in the pool of Lava to give enough time to get the Gem in the left corner, then cross the Block for the exit.

SOUTHERN ROUTE (BLUE)

Down the left-hand side are a series Tollgates, increasing in the number of Gems needed to open them; behind each is a Crate. Arranged along the top and

bottom sides of the main area are five Gems (and the Portal to the Exit), each of which requires a Crate to get to. Simply grab each crate in turn and work along the top, then the bottom, using it to get the next Gem and hence the next Crate.

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+-----+
| Gold Gem \
```

```
+-----+-----+
WESTERN ROUTE (RED)
```

Leads to a large expanse of Quicksand with five Red Gems dotted around. You are forced to collect a Haste Minus as you emerge from the Portal, making avoiding the Pixie that's here that much harder to do. Naturally, being the hardest, this is the only route you have a hope of completing within the time-limit for the Gold Gem!

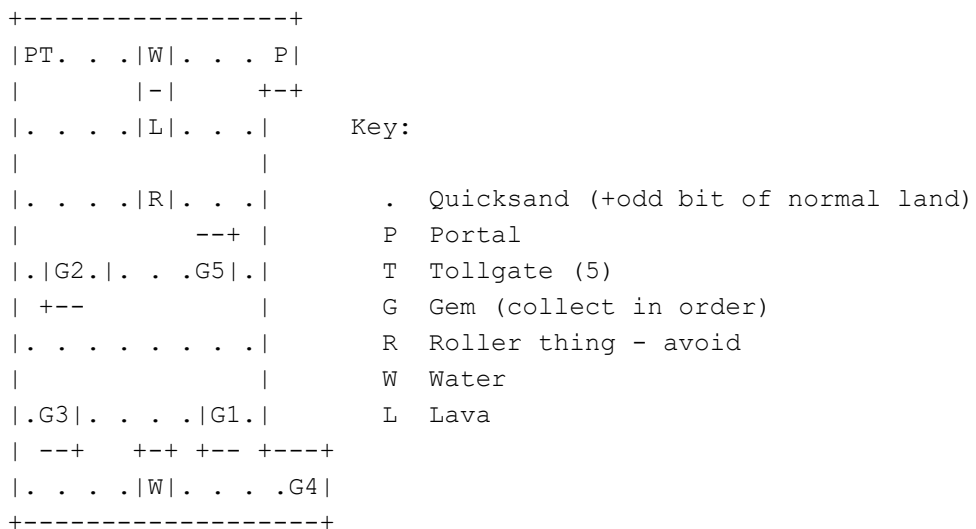
NOTE The solution below was more or less my first attempt that worked for the Gold Gem time. On replaying the level later, I worked out a much faster route; I've left the original here, and described the new method under "Speed Run" below.

The map below shows the order of collecting the Gems: Come out of the Portal and head straight down at a painfully slow pace. Turn left for the southeast of the four central Gems (G1), then go up once and head left across the middle. The Haste Minus will run out JUST as you reach the left-hand side, so be ready. Come up, across and down for Gem G2; then across, down, left and down for Gem G3. Come left, down and across to the right; up and down around the Water, then carry on for Gem G4. Come back onto the Quicksand, up the right-hand wall, and step left to where the first Gem was. Head up for the final Gem (G5), then left, up, left (between the Lava and the Roller).

NOTE If you have trouble with this last bit (nipping left to G1 in front of the Pixie), a slightly safer (but slower) way is to come along the bottom wall after getting G4, go up just before the Water, then right for G5. You then need to come down, right, and up twice before crossing under the Lava.

You can still JUST get the Gold Gem this way.

Zig-zag up two squares then left for the Tollgate and Portal. Once you're through, you need to go left, up, left and down into the Exit.



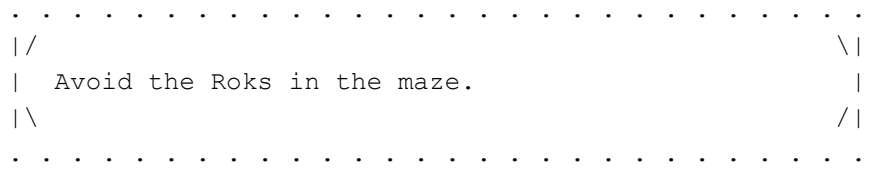
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+-----+
```

| Speed Run (12.40s) \

On my first visit, I could only just get under the Gold Gem time, by less than half a second (by going along the bottom and up in front of the Water). Revisiting the level later, I discovered the trick of nipping up and through G1, which got my time to 14 seconds dead. In trying to break through the 14s barrier, I came up with a completely new route:

Come down the right-hand wall as before, then turn left one square ABOVE Gem G1. Come down to collect it, then go right, down, left (x2) and up next to the Water. The Haste Minus will wear off just as you get level with Gem G5, so be ready for it -- come right for G5 then down, right and down to the bottom. Nip in for Gem G4, then come left along the bottom, nipping up and down around the Water. At the bottom-left corner, come up and right for Gem G3, then up, right, up and left for Gem G2. Run up and left through the Portal and on to the Exit as before.

W2L30	Wallhugger Maze	Time	115	Unlock	1046
	(Broken Ruins)	Gold	54	Gems	7



+-----+
| Layout \

Ahead of you is a maze formed from stone slabs; dotted throughout are seven Gems, the Exit, and three Roks. The Roks -- as always -- hug the walls, so can be dodged at junctions (however, there are also long dead-ends you can get trapped down...)

+-----+
| Solution \

In general, I won't describe every twist and turn, only guide you at junctions.

Go straight up from the entrance, back down, and up the first passage right. Ignore the opening on the right and follow the passage to the end for the first Gem. Retrace your steps, this time ducking just inside the passage on the right -- a Rok will be passing shortly. After it passes, return to the southern wall and up the next passage to the right for the second Gem. When you return to the southern wall, wait a moment for another Rok to pass.

Return to the entrance, head over to the left-hand side and go up for the third Gem. Come back part-way towards the entrance, go up and immediately right for the fourth (Blue) Gem, then up and right for the fifth (Yellow) Gem. Come up and across to the left-hand wall, following the path down and around for the sixth (Yellow) Gem. Come back up the left-hand wall and across and up to collect the final (Red) Gem.

Come back into the open; there's a passage on the right, but stand away from

the entrance and wait a few seconds for a Rokto emerge. When it does, run along the passage for the Exit.

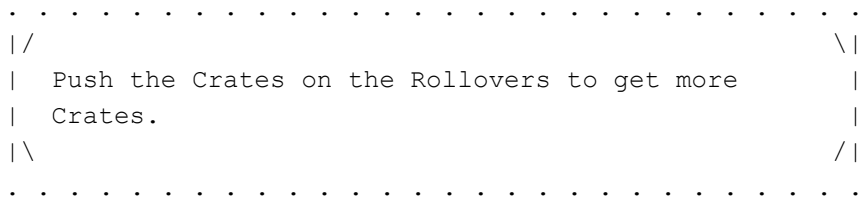
+-----+

| Gold Gem \

+-----+-----

You're pretty much guaranteed the Gold Gem by following the above route.

```
=====
W2L31      Wallruzz                      Time 200      Unlock 1050
          (Broken Ruins)                 Gold  48      Gems   12
.....
```



+-----+

| Layout \

+-----+-----

To the east and west are four areas, each containing a selection of Gems and a Crate. However, access to them is blocked, either by a closed Door, or by a Wall Trap. To the north are a Crate, a Switch and a Passthru Wall. Beyond are three more Switches, a small pool of Water and a Portal. This leads to a four-long strip of Water that takes you to the Exit. In order, the Switches open the upper-left, lower-left, upper-right areas; the final Switch disables the Wall Trap to the lower-right.

+-----+

| Solution \

+-----+-----

Push the Crate up once and go to the upper-left area. Collect the Gems up the right-hand side, then enter the cubicle from the left, pushing the Crate to the right. Come out the top of the cubicle and push the Crate down and across to below the first. Push the Crates up one square to open the lower-left area.

Come around the left and bottom for the Gems on the right-hand side then push the Crate in the middle up to the top. Push it out to the middle, then up, so that there's one Crate left below the Passthru Wall.

Enter the upper-right area and move up to avoid the Lava! Push against the bottoms of both the Stone Block and Wooden Crate (to drop the Disappearing Walls) then come around the right-hand side, pausing briefly if the Rok's in your way, before pushing both the Crate and the Block down to the southern wall.

NOTE If you've been running without pausing, you should just be able to nip back up from the Crate and left to push the Block down ahead of the Rok.

Starting top-left, get the Gems from the upper corners, then push the Block and Crate out towards the main area -- the Block will drop into the Lava to

allow the Crate to pass over.

Push both Crates through the Passthru Wall and run over the (inactive) Wall Trap to the lower-right area. Get the Gem straight ahead, then come back to the left (don't go through the Doors). Push the Crate up two squares, then come around for the last two Gems.

Push the Crate out and up through the Passthru Wall; this time following it through to go through the Portal, along the Crates in the Water and through the Exit to the left.

+-----+
| Gold Gem \
+-----+

You shouldn't have too much trouble doing the above within the Gold Gem limit.

W2L32	Chase Down (Broken Ruins)	Time 30 Gold 13	Unlock 1055 Gems 6
-------	------------------------------	--------------------	-----------------------

```

. . . . .
|/                                     \|
| Dang them Foxes!                   |
|\                                     /|
. . . . .

```

+-----+
| Layout \
+-----+

You start in a small room with a Haste Boost ahead, just in front of an Appearing Wall, with Foxes to the left and right. A long passage to the north leads to a larger room with two Gems in the upper corners; it also has two Foxes.

A Portal in the north wall lands you on a Haste Minus, in a room with another Fox and Gems in each corner. Luckily, there is a Haste Boost immediately to the left of the target Portal.

Returning through the Portal to the south takes you near the right-hand end of a Catdragon's run -- the Exit is down to the left.

+-----+
| Tactics \
+-----+

The secret, as such, is to make proper use of the Haste Boosts so that you can outrun the Foxes.

+-----+
| Solution \
+-----+

Grab the Haste Boost and zig-zag to the right and up the passage to the north. Turn where the arrows indicate (i.e. before the Portal) to get to one of the upper corners. Nip down and back for the Gem; head across the top to the

opposite corner for the second Gem, then come back along the top and dive into the Portal.

NOTE It will probably take a few practice runs before you can correctly time the turn at the arrows, and the turn into the Portal. If you're having trouble, fix on a bit of scenery and change direction as you pass. If you turn at the wrong time, adjust your trigger-point accordingly.

As soon as enter the Portal, hold LEFT -- as you emerge, slowed, you want to do a hard-left turn to collect the second Haste Boost. With this, drop down for the bottom-left Gem and head clockwise around the corners for the rest. Return to the Portal and go down as soon as you enter.

The Catdragon should be in the left-hand part of the passage; as soon as it emerges, head up and run left all the way to the Exit.

+-----+
| Gold Gem \
+-----+

To get the Gold Gem, you'll need to not make any mistakes when travelling at double-speed; nor can you waste an opportunity to dive down the last passage ahead of the Catdragon.

```
=====
```

W2L33	Sink 'em	Time	150	Unlock	1062
	(Broken Ruins)	Gold	65	Gems	34

```
.....
```

```
. . . . .  
|/ \ |  
| Find ways to sink the Catdragons on Quicksand. |  
|\ / |  
. . . . .
```

+-----+
| Layout \
+-----+

You start next to the Exit; ahead of you is a meandering path past lots of Catdragons, Crates, and small patches of Quicksand. You need to entice the Catdragons into the Quicksand so that you can gather the Gems they are guarding.

+-----+
| Tactics \
+-----+

As the Hint says, you've got to sink most of the Catdragons. The problem is that they, like you, can scamper across Quicksand. However, also like you, they WILL sink if they reverse direction on Quicksand. Thus, you need to make them turn around on the patches of Quicksand.

+-----+
| Solution \
+-----+

Come above the first Crate and push it down. Cross the Quicksand to activate the Switch next to the Exit so that the Catdragon shoots forward and sinks into the Quicksand. Push the Crate across and up into the Water so you can proceed.

Push the next Crate up, and step back sharply. As the Catdragon heads right, nip to the left of the Crate and push it across so that it's above the pool of Water. Come down and up over the Quicksand to push the Crate down into the Water. As the Catdragon sinks in the now-accessible Quicksand, pop over to the left for the Gems it was guarding.

Go up, collect some more Gems, then nudge the Stone Block up, stepping back out of the Catdragon's path. When clear, go to the right of the Block and push it all the way left, then down, so that the Catdragon is forced to turn around on the Quicksand (and so sink). Collect the Gems on the right it was guarding.

Move up towards the next Catdragon and push the Crate up one square. Press the Switch below twice: this will send the Catdragon to the right, across the Quicksand. Pull the Crate away from the wall, then press the Switch a third time. The Catdragon will turn and sink; you can push the Crate left and up to bridge the Water.

NOTE You can run onto the Quicksand where the Catdragon sinks as soon as you've pressed the Switch for the third time -- you don't have to wait for the Catdragon to disappear completely.

Collect the gems on the way to the next Catdragon, then push the Stone Block up once and step back. Avoiding the Catdragon, push the Block over to the right, then come down, up across the Quicksand, and push the Block into the Lava. Cross to the left for the Gems.

At the next Catdragon, push the left-hand Crate up into the Water, cross it, and push the right-hand Crate down into the Water. Push the remaining Crate left and down onto the first Crate; while the Catdragon is sinking in the Quicksand, collect the Gems on the right.

For the final Catdragon, leave the top-right Gem (the one that's blocking the Catdragon) until last. When you have it, run all the way back the way you came and dive through the Exit.

```
+-----+
| Gold Gem \
```

```
+-----+-----
```

If you can sink all the Catdragons in one more-or-less continuous run, you should be able to get the Gold Gem with around 10 seconds to spare.

```
=====
```

W2L34	Lava Ponds	Time	120	Unlock	1325
	(Broken Ruins)	Gold	47	Gems	1

```
.....
```

```
. . . . .
|/
| Make a path for the Bomb and Missile. |
|\
. . . . .
```


+-----+
| Layout \

+-----+-----
You start in the middle of four Stone Blocks with a Bomb in front of you. Across a small pool of Lava to the right is a strip on land, blocked by a Catdragon, leading to another Stone Block, the level's only Gem, and a Missile. Beyond a second pool of Lava is another path-blocking Catdragon; the Exit is beyond a third pool of Lava.

+-----+
| Tactics \

+-----+-----
Straightforward really, the trick is to make sure Stone Blocks don't crumble in the Lava before you've finished with them.

In both cases, you have to push a Stone Block ahead of the Bomb or Missile for their blasts to reach the Catdragon. Another Stone Block will be needed to bridge the last gap before the Exit.

+-----+
| Solution \

+-----+-----
Start by pushing the Bomb one square to the right, then push the upper-right Stone Block right once and down so that it's in front of the Bomb. Push both the Bomb and the Block right into the Lava, leaving the Bomb on top of the Block.

NOTE Nudging the Bomb at the beginning means it will detonate shortly after being left on the Stone Block, leaving several seconds before the Block crumbles. If you moved the Block in front first, and then pushed them right, the Block wouldn't last long enough after the fuse burnt down.

Push the lower-right Stone Block up to the middle and across to the right, stopping one square short of the Missile. Push the Stone Block already present right and up so that it's in front of the Missile, then push both of them over towards the right. Pause for a second or so before pushing the Block into the Lava (again, to let the fuse start burning before the Block starts crumbling).

Nip back left, collect the Gem and push the Stone Block to the right. Make sure you're out of the Missile's blast range, and as soon as it detonates, rush right to push the Block into the last Lava pit and on to the Exit.

NOTE The above relies on using the same Stone Block to get the Bomb or Missile across as you use to cross yourself. By this stage of the game, you shouldn't have any problem doing this, but...

There are two "spare" Stone Blocks by the start. With these, you can use one Stone Block for the Bomb or Missile, and another one to let you cross. In this case, you will need to push TWO Stone Blocks across the first Lava pool. You will have to push the first of these up out of the way to get at the Missile, but you can still get the Gold Gem without too many problems.

+-----+
| Gold Gem \

The strategy above will thrash the Gold Gem time into quivering submission!

+-----+
| Speed Run (16.23s) \

For a Speed Run on any level with Bombs or Missiles, you should always be looking to start the fuses as early as possible (while still being able to solve the level) -- this minimises the "down time" waiting for them to explode.

In this case, as you push the Stone Block from below the Missile, press UP against the Missile to start its fuse. While that's burning, move the Stone Block up, in front of the Missile, then come behind and push both over so that the Block enters the Lava and the Missile is pushed through the Passthru Wall.

NOTE This utilises the other trick with Slow Missiles: try to get them as close to their target as possible, since you push them faster than they move under their own power.

Come back for the Gem and the remaining Stone Block; push the Block all the way over to the right for the Exit.

=====			
W2L35	Lavaliscious	Time 300	Unlock 1328
	(Broken Ruins)	Gold 53	Gems 16
.....			
		
	/		\
	Manage your Blocks.		
	\		/

+-----+
| Layout \

You start on one of many islands dotted throughout an expanse of Lava. The Exit is on an island to the left; a series of five other islands extends right, up, left and down to above where you start. These contain a scattering of Gems and one or two Stone Blocks that can be used to reach the neighbouring islands.

+-----+
| Tactics \

It's relatively easy to progress around the chain of islands starting to the right and collect all the Gems... however, you'll find yourself stranded just above where you start.

My first (wrong) thought was to retrace my steps from the last island by dashing back across the Stone Block you used to arrive (after getting the Gems, of course). However, (a) you need to dash back across two islands, and I don't think there's time, and (b) you end up on the starting island with no

Blocks to reach the Exit.

Pushing all "spare" Stone Blocks ahead of you onto the next island in the chain WOULD allow you to solve the level, but when you're on the upper-right island, there isn't enough time to get all Blocks across to the next one before the bridge crumbles.

THANKS Many thanks to "nyn-" from GameFAQs/GameSpot for helping on the boards with this one... I got stuck at this point for a while with this being the only open level!

The secret, as "nyn-" provided, is to push MOST of the Blocks forward, but to push ONE of them backwards...

+-----+
| Solution \
+-----+-----
Grab the Gems and push the Block up and right to cross to the next island. Push the Block near where you land BACK onto the first island and return to the second.

TIP Push it a couple of squares to the left so that it's easier to move later.

Grab the second island's Gems and push its other Block north to get to the third island (with a hole in it). Push the lower Block across, below the hole, and up the right-hand side while collecting the Gems. Push it left, then up level with the second Block; get the last Gem and push the two left so the first enters the Lava and the second sits on top. Cross from below so you push the upper Block to the next island.

Grab the Gems, then push the left-hand Block left one square (so it's on the edge) and the southern Block up twice (next to the third Block). Push the left-hand one into the Lava and push both of the others across to the next island (so all three are in a line).

Collect the Gems and push the middle Block down to the edge. Line one of the other Blocks up below the middle one, and push the first into the Lava. Move the other into position and head south, so that you get two Blocks onto the last island.

Push both Blocks down so they start to bridge the double-gap to the island you started on, collecting the last Gem in passing as you cross. Use the Block you pushed back to the start to bridge the Gap to the Exit.

+-----+
| Gold Gem \
+-----+-----
You cannot afford much in the way of mistakes, but if you keep a cool head, you should get the Gold Gem.

W2L36	Bomb Shelter (Broken Ruins)	Time 400	Unlock 1407
		Gold 204	Gems 14

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```

. . . . .
|/ \
| Time your Bombs to defeat the Catdragons in all |
| 14 rooms. |
|\ /
. . . . .

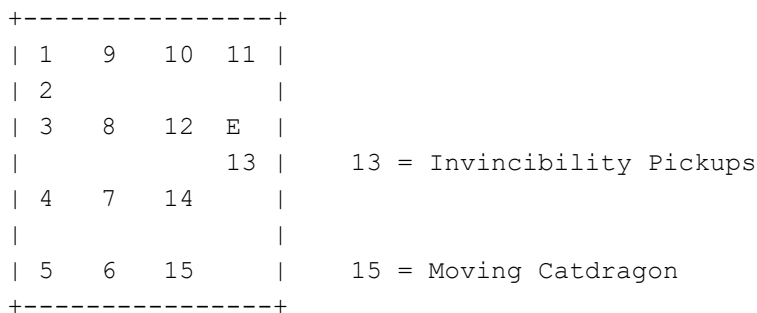
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+-----+
| Layout \
+-----+

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Laid out in a large 32x32 square area are fifteen small rooms, and the Exit behind a Tollgate (14). The rooms are all "variations on a theme" -- a Trailing Wall leads in and a Passthru Wall leads out. Two or more Catdragons guard both the way out and (in 14 of the rooms) a Gem (room 13 has two Invincibility Pickups). Each room contains a mix of patches of Lava, Water and Quicksand; Blocks and/or Crates and a single Bomb. This must be manoeuvred to the right spot to take out the Catdragons, while you find somewhere safe to hide.



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+-----+
| Tactics \
+-----+

```

I found this both an interesting and frustrating level. Although broadly similar, the rooms provide sufficient variation to keep things interesting; however, although most of the rooms themselves aren't that difficult, a single misstep in one of them means you have to start all over again.

TIP In many of the rooms you will need to push a Stone Block into Lava to either get the Bomb in the right place, or provide you with a safe haven from its blast. Since a Bomb's fuse burns down in the same time as it takes a Block to crumble, the general principle here is: move or tap the Bomb first so its fuse starts, and then push the Block into the Lava.

There are really only two rooms that, individually, might give you any trouble, although depending on how you play the level, you only need be troubled by one of them:

- o Room 13 contains two Invincibility Pickups; the timing to solve this room is VERY tight. However, with Invincibility, Room 15 becomes trivial.
- o Room 15 is the only room with a moving Catdragon. I think the official approach is to enter it while Invincible, but it IS possible to solve it without any assistance.

This leads to two essentially different ways of solving the whole level:

- o Visit Room 13 and use Invincibility to sail through Room 15.

- o Solve Room 15 "naked" and ignore Room 13 completely.

Both of these strategies are covered below.

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+-----+
| Solution \
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+-----+-----
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In this section, I'll just describe how to solve each room in turn. There are lots of ways that you can string them together, but I'll cover what seem to be the two shortest in the next two sections.

With so many rooms, I'll use a much more concise description of the solve. Below:

- o "PAUSE" is for a second or so, just to ensure the Bomb blows before a Block crumbles; often not strictly necessary, but it feels safer, and doesn't waste time.
- o "LEAVE" means wait for the Bomb to detonate and then leave through the Passthru Wall. Generally, the way out is obvious.
- o "BLOCK IN LAVA" or variations will be given without a direction where there's no ambiguity.

All directions start from INSIDE the Trailing Wall.

- | | |
|---------|---|
| Room 1 | Block in Lava, left, left, down, Bomb right, pause, down, pause, Block in Lava, left, leave. |
| Room 2 | Block in Lava, left, left, down, Bomb right, pause, down, pause, Block in Lava, left, leave. |
| Room 3 | Block in Lava, left, down, tap Bomb, pause, Block in Lava, down, Bomb right, up, left, left, leave. |
| Room 4 | Right, up, right, Crate in Water, left, left, down, Bomb right, down, down, down, leave. |
| Room 5 | Down, down, Bomb right, pause, left, up, Block in Lava, right, up, up, leave. |
| Room 6 | Down, down, Bomb right, pause, left, up, up, right, Block down, Block in Lava, down, down, down, leave. |
| Room 7 | Crate in Water, left, left, down, Bomb right, pause, down (Block in Lava), down, down, leave. |
| Room 8 | Down, bomb right, down, down, down, leave. |
| Room 9 | Crate in Water, left, down, Bomb right, pause, left, down, right (Block in Lava), right, down, down, leave. |
| Room 10 | Down, tap Bomb, pause, up, right, down (Block in Lava), left, left, down, Bomb right, up, right, right, Block in Lava, up, leave. |
| Room 11 | Block in Lava, left, left, down, Bomb right, pause, down, Block in Lava, left, leave. |

Room 12 Down, tap Bomb, up, right, Block in Lava, left, left, down, Bomb right, left, down, right, right, Crate in Water, down, leave.

Room 13 Block in Lava, down, tap Bomb, Block in Lava, down, Bomb right, left, up, left, leave (gaining Invincibility).

The timing here is VERY tight: because of the Quicksand above the Bomb, you cannot pause for more than the merest fraction of a second before you must move left and knock the Block into the Lava. This means there is almost no time after the Bomb explodes to get off the Block before it crumbles.

If you DO choose this route, it means you can easily run through Rooms 14 and 15 though; see the next section.

Room 14 Left, left, down, tap Bomb, pause, up, right, Block in Lava, up, left, left, Block in Lava, down, Bomb right, left, down, down, down, leave*.

* Be careful when leaving; if you didn't pause long enough after tapping the Bomb, the right-hand Block will have crumbled before you get to it. You may find it safer, though fractionally longer, to come an extra square up before turning right, then dropping down for the Exit.

Room 15 Down, tap Bomb, up, right, Block in Lava, left, left, down, WAIT*, down, right, right, Crate in Water, down, leave.

* It IS just possible to follow behind the mobile Catdragon and push the Crate down without being caught. You must almost move down onto the end-square of its path as it's leaving the square to the right.

+-----+
| Using Invincibility \

+-----+-----+
This route is probably the "official" one; it uses the Invincibility Pickups in Room 13 to make Room 15 trivial. I personally found Room 13 easier to get wrong than doing Room 15 without help; your milage may vary.

Follow the rooms as numbered above: zig-zag down the left-hand side (Rooms 1, 2, 3, 4 and 5) then across and up the next column (Rooms 6, 7, 8 and 9). Come straight up from Room 6, as Room 7's entrance is on the right; zig-zag from Room 7 to Room 8; from Room 8 go straight up and left to enter Room 9 from the top. From 9, come across to Rooms 10 and 11, then drop down and head back left to enter Room 12 from the left. Come straight across and down into Room 13 for the Invincibility. With this in force, you don't need to "solve" Rooms 14 and 15; just run as quickly from entrance to exit.

NOTE You should have ample time to run through both rooms while Invincible; if you're having problems, solve Room 14 separately, since it is straightforward.

Run up from Room 15 and dive through the Exit.

+-----+
| Doing Room 15 "Naked" \

```

+-----+
Although tricky, it is possible to solve Room 15 without help by running
immediately after the Catdragon and diving onto the Crate. I personally found
this slightly easier than Room 13, as well as being slightly quicker (not that
you should be pressed for time).

```

```

Start as above, zig-zaging down the left-hand side through Rooms 1 to 5. Come
across to Room 6, then straight across to Room 15. If you survive, come
straight up to Room 14, then up and left to enter Room 7 from the right. Zig-
zag to Room 8, then come straight up and left to enter Room 9 from the top.
Cross to Rooms 10 and 11, drop down and left for Room 12, then run almost
straight across to the Exit.

```

```

+-----+
| Gold Gem \

```

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+-----+
Provided you use SELECT to pause the game if you need to stop and catch your
breath, or to plan the next room, you should have no trouble getting the Gold
Gem once you manage to complete all rooms in one sitting (my first time was
nearly 50s under the 204-second limit).

```

```

Either of the above routes (using Invincibility or not) will do this
comfortably, although I found solving Room 15 "naked" slightly faster.

```

```

=====
W2L37      Portal 2 the Pixie          Time   60      Unlock 1410
          (Broken Ruins)              Gold   17      Gems    3
.....

```

```

. . . . .
|/                                     \|
| Lure the Pixie to the Portal after you get the |
| blue Gem.                                     |
|\                                             /|
. . . . .

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+-----+
| Layout \

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+-----+
You start in a small room with a Red Gem and three Tollgates (Red, Blue and
Green). The Red Tollgate leads north to a very small room with a Portal.
This leads to a larger room with a couple of marauding Catdragons and a Blue
Gem. The Blue Tollgate leads to a room with two dead-end passages; one
containing a Green Gem and the other a Pixie. The Green Tollgate leads to the
Exit.

```

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+-----+
| Tactics \

```

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+-----+
As well as luring the Pixie to the Portal, you need to use the wall that the
Blue Tollgate is set in to dodge it; both when getting the Green Gem and in
getting back to the starting room for the Exit.

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+-----+

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| Solution \

Side-step while heading north to grab the Red Gem; open the Tollgate and dive through both it and the Portal in the room beyond. Step up for the Blue Gem, then let the Catdragon cross below you before returning through the Portal and back into the starting room. Quickly (before the Pixie gets to the opposite side) come across and open the Blue Tollgate, returning to the start room. Head to just south of the Portal, then just before the Pixie gets you, step left, up and right into the Portal

NOTE If you move left too soon, the Pixie will be left in the main room. If you dive into the Portal too quickly, the Pixie will be left BELOW the Portal on your return, and not to the left of it.

In the Catdragon room, step down, left and up into the Portal -- you will appear ON the Portal, next to the Catdragon.

GLITCH? Presumably because you are left ON the Portal rather than on the square beyond it (which is a wall), the Pixie doesn't actually "notice" you until you step off the Portal!

Quickly come down, left, through the (open) Blue Tollgate and up -- you need the Pixie to be trapped on the right-hand side of the dividing wall. Run down the passage to the left for the Green Gem and return to the first "open" square.

Working quickly, step down, to lure the Pixie through the Tollgate after you. Step back up, right and dive down behind it shoot back to the main room. Open the Green Tollgate to the south and run through for the Exit.

| Gold Gem \

This is fairly tight. One way of easing this slightly is when you first go through the Portal: if you carry on up, and anticipate the about-turn as you collect the Blue Gem, you can run back south through the Portal without pausing to let the Catdragon past. Also, try to anticipate the about-turn when collecting the Green Gem.

W2L38	Stump Me This	Time	200	Unlock	1465
	(Broken Ruins)	Gold	97	Gems	4

```

. . . . .
|/
| Use the Traps to your advantage.
|\
. . . . .

```

| Layout \

You start at the top-right of a room you share with a Pixie. There's a Stone Block in the middle, a Gem below it and a pair of Traps in the lower corners:

a Spore Trap on the right and an Earth Trap on the left. A passage from the south side of the Spore Trap leads down and left to a Toggle Switch and a Tollgate (2). The left-hand side of the Earth Trap leads through a zig-zag of walls to the north side of the same Tollgate.

The Tollgate is in the right-hand end of the lower wall of another room; in an alcove off the middle of the southern wall is the Exit, and in the lower-left corner is another Gem, stuck in a Wall Trap and surrounded by Lava.

A path meanders from above the Lava, past a Gem set in another Wall Trap. This joins the area north of the second room that has the fourth Gem, set in another Spore Trap, and kept watch over by a Droplet. Off to the right, through a Tollgate (3) is a second Toggle Switch.

+-----+
| Tactics \

+-----+-----
Remember that you cannot be harmed while trapped in an Earth Trap... And once you're past it, try to keep the Pixie trapped in it for much of the level.

The two Toggle Switches disable the two Wall Traps.

Otherwise, just keep out of the Monsters' ways as you collect the Gems!

+-----+
| Solution \

+-----+-----
Come across two squares and then down to collect the Gem. Run along the bottom and into the Earth Trap. You're safe while it is active, but keep LEFT pressed to escape as soon as it lets you (the Pixie will get trapped as you leave).

Come up to the square below the second Spore Trap and step right to get in range of the Droplet. Keep stepping back and forth until the Droplet comes to a halt; when it does, enter the Spore Trap to get the second Gem. Keep DOWN pressed so you move as soon as the Trap lets you; pause below to make sure the Droplet gets caught.

Keeping an eye out for the Pixie, come back down, go through the Tollgate, and follow the path round back to the Spore Trap.

NOTE Make sure you DON'T let the Pixie follow you through the Tollgate -- you don't want it on your tail!

Push the Stone Block through the Spore Trap, then down, left, over the Switch and into the Tollgate. You won't be able to get it any further because the Pixie will be in the way, so come back around, through the Spore and Earth Traps, and entice the Pixie back to the starting room. While it's caught in the Earth Trap, dive into the Spore Trap and follow the path back to the Block.

TIP I found it useful to push the Stone Block up, left once and up so that it blocks the "zig-zag" from the first room (with the Pixie trapped, of course!)

Ensure that the Switch is "on" (purple) then head through the Trailing Wall in the area's north wall. Follow the path around to get the Gem from the inactive Wall Trap, and out near the Droplet. Trap it in the Spore Trap, then head right, through the second Tollgate and toggle the Switch there to purple.

Come back down, trapping the Droplet again if it's on the move.

Run to the white Dot below the Earth Trap -- this should lure the Pixie into the Trap. Return to the Stone Block and pull it left, away from the wall, then push it down to the bottom of the area and left, into the Lava so you can get the last Gem from the inactive Trap. Run back along the south wall for the Exit.

+-----+
| Gold Gem \
+-----+

You should find the above gets the Gold Gem without too much trouble; if you need to save a little time, only push the Stone Block clear of the Spore Trap at first, and not all the way to the Tollgate.

FUTURE The number of times you have to let yourself be trapped when getting the Stone Block out feels too many, but I can't see how it could be reduced...

```

=====
W2L39    Gauntlet                            Time  600        Unlock 1471
          (Broken Ruins)                    Gold  116        Gems    12
.....

```

```

. . . . .
|/                                            \|
| Use the Crates and Blocks to create paths to the |
| Exit.                                        |
|\                                            /|
. . . . .

```

+-----+
| Layout \
+-----+

This level is divided into three sections: Water, Lava and Quicksand. Each requires the manoeuvring of Crates or Blocks to link the islands of land so you can make your way to the Exit. To make things more interesting, a Droplet (Water), several Roks (Lava) and a Gargoyle (Quicksand) are there to hinder you.

+-----+
| Tactics \
+-----+

The first two sections -- Water and Lava -- are not particularly difficult, although the Water section is "fiddly", and gives you many opportunities to make a simple finger-slip and have to start over. The Quicksand section isn't much more difficult, ONCE you've worked out what to do. The trouble is that while you're trying to work out what to do, the Gargoyle is likely to get you, and you'll have to start over with the Water and Lava again. Therefore, your first priority is to get rid of the Gargoyle!

+-----+
| Solution -- Water \
+-----+

Push both Crates up one square, then right as a pair. The first forms a bridge; push the second until it drops in the Water off the next island, then come down and right to get the first Gem and to push the Crate above it up. Come a square or two left, and entice the Droplet that's around toward the lower strip of land. As it gets there, push the remaining Crate up and right, picking up another along the way. Keep on pushing until you get it to the right-hand side of the next island, then push it up to get the second Gem.

Come down and left and push both Crates up until one drops into the Water and the second sits atop it. Push this Crate right, so you can cross to the northern strip of land. Head left and push the upper Crate two squares left, then come down for the third Gem and loop behind the Crate; push it down and right so it sits above the lower Crate. Push both of these down to bridge the gap to the next island.

Circle left and down to below the Crate, pushing it up into the hole in the middle. Use it to grab the fourth Gem then run left, up and right to the Portal (stop as you enter, or you'll fall into Lava in the next section).

+-----+
| Solution -- Lava \
+-----+

If the Rok is not already on the left of the Block, wait for it to get to the top-left corner then step directly above the Block. When the Rok moves from directly below the Block to the lower-right corner, start pushing down: carry on all the way and you should miss all the Roks on the way down. At the end, collect the fifth Gem, remembering not to over-run and fall into the Lava. Come back up and right down the spit of land for the sixth Gem -- you should have time to get this and return while the Rok is out on the Lava.

Return left, drop down a square, and push the first Block into the Lava. Push the second Block up and left to form a bridge to the Portal.

NOTE If you push the Blocks and grab the Gems in one smooth flow, you should be able to push the second Block straightaway, before the Rok gets to you.

+-----+
| Solution -- Quicksand \
+-----+

First, get rid of the Gargoyle: come left from the Portal and a Bomb will come into view. Push it down one square and wait for the Gargoyle to come below it. Quickly nip right, down and left, through the Trailing Wall. This will trap the Gargoyle on the other side (in the Bomb's blast radius) while you're safe. Let the Bomb explode, killing the Gargoyle, and finish the section at leisure (unless you're going for the Gold Gem).

Come back towards the Portal and come down; start pushing Crates left to fill in the strip of Water leading to the island in the middle of this section, collecting Gems as you do. Once you reach the island, push the Crates up by one square before pushing them left; doing this, you should get the last Crate onto the top of the thin, vertical strip of land in front of the Exit.

Push the Crate down and left; run around the Exit for the remaining Gems and dive through.

+-----+

| Gold Gem \

Although the level as a whole is quite tough, the time allowed for the Gold Gem is fairly generous, so you should have no difficulty in getting the Gold Gem.

```

=====
W2L40      Bridge          Time 999      Unlock 1534
          (Broken Ruins)    Gold 450      Gems      9
.....
          . . . . .
          |/                               \ |
          | Create a bridge of Crates.      |
          |\                               / |
          . . . . .

```

+-----+
| Layout \

An immense level: briefly, a Missile sits on an island in the middle of a long stretch of Water. Leading to it from the right are a series of small islands with Gems on; leading to it from the left are more islands, each with a Toggle Switch. Below the Water are two areas where the Gems and Switches will gradually make available more and more Crates (these are guarded by numerous Catdragons). Portals are used to move between the various areas, and to lead to another expanse of Water, also with several Crates nearby.

A closed Door (opened by a Rollover Switch below the Missile) and a Catdragon guard the second section of the level. This contains a Stone Block enclosed by Red Tollgates (4); the Red Gems being guarded by more Catdragons. A bank of four Switches controls four sets of rising and falling columns; and there are a few sundry pools of Water, Crates and other bits and pieces leading to the Exit, guarded by a Pixie.

+-----+
| Tactics \

The hardest part of this level is just working out where everything is, and how it interconnects. You MAY want to consider turning on Permanent Invincibility briefly so that you can wander around more freely and explore a bit (see "Cheat Codes" in the "ODDS and ENDS" section). DO remember NOT to finish the level with this turned on, otherwise you'll have a totally unrealistic time (playing a SEPARATE game with Permanent Invincibility turned on is quite fun, though).

Once you've got a rough idea of what's what (either by repeated exploration or the above cheat), then you should realise that -- as both the level's name and the Hint suggest -- the first thing to do is build a bridge of Crates. Actually, there are three bridges to build: one from where you start to the Missile; one from the far side of the Water to the Missile, and one across the second patch of Water (leading to the Door and the Catdragon).

The reason for these bridges is that you need the Missile to take out the Catdragon to get to the level's second half. You or a Crate will need to be on the Switch below the Missile's starting square to keep the Door leading to

the Catdragon open (the Crate will be needed so that you can follow).

Once in the second half, the first thing to do is open the Red Tollgates around the Stone Block. The Block is needed to keep Pillars leading to the Exit open.

Once you can get close to the Exit, a final problem becomes apparent: you cannot run across the front of the Pixie (collecting the final Gem), because the Pixie will get you. Instead, you must use an "in-out" movement (as was necessary for "Pixoyle"). For this to work, you ALSO need the Pillars north of the Exit to be down, so a Crate will be needed...

+-----+
| Solution \
+-----+

In a sense, it's not difficult... there's an awful lot of it, and it involves a lot of repetitive crate manipulation where it's easy to slip up and push a Crate into the wrong place or to run into a Catdragon. However, there are only a couple of places where you're forced to act quickly.

+-----+
| Solution Part 1 -- The First Bridge \
+-----+

To build the first bridge, we need to free Crates by opening a series of Tollgates that are unlocked by accessing Gems on islands reached by the expanding bridge.

Come right and down, behind the Bomb, and push it two squares to the left. Circle back around the Portal and push it down three squares, then across left to the Catdragons. Retreat right and let it blow. Retrieve the Crate, pushing it right, up through the gap and around the back of the Portal so that you can push it left into the Portal. Follow it through and push it into the Water to start the first bridge.

Grab the Gem that's now in reach -- this will unlock the first Tollgate in the area below. Before nipping back through the Portal, run over the Toggle Switch in the upper-right -- this will move the Catdragons in the area below so that you can get to the first Tollgate.

Come back down through the Portal, stepping left to go through the gap, then head left across the top of the pens. Open the upper Tollgate of the first pen, then come below and push the Crate within up as far as it goes (it will hit against a Catdragon). Circle around the left-hand side of the pens so that you can push the Crate right, towards the gap.

Essentially keep repeating the above: add the new Crate to the Bridge, allowing you to get a new Gem, which opens a new Tollgate for the next Crate. Just remember to run over the Toggle Switch each time so that you reposition the Catdragons favourably!

Once you've completed the bridge to the Missile, DON'T TOUCH IT -- it's not nearly time yet! Come back to the last pen and push the Crate within south so that you can step through the new Portal to the area on the left (we'll use the Crate later).

+-----+
| Solution Part 2 -- The Second Bridge \
+-----+

+-----+
The second bridge is similar to the first, except that it extends left-to-right (instead of right-to-left), and that each new island we reach with the expanding bridge leads to a Switch that moves a Catdragon away from another Crate.

Come over to the left-hand side: first, we have to "kick-start" the process by freeing the isolated Crate between the two Catdragons. Go through the Portal near the lower-left corner and over to the gap in the left-hand wall. When the Catdragon in the passage moves up, enter, and duck behind the Stone Block. Push it once to the right, trapping the Catdragon above it. Push the Block all the way north so that the Catdragon is trapped in a single square. Come behind the Bomb on the left.

Working quickly, push the Bomb right, into the passage, then down, level with the gap. Next, push it right, so that it's below the Portal, then push it up, through the Portal, until it's below the trapped Crate. Head off to safety on the right and let the Bomb blow.

Now starts the repetitive bit: manoeuvre the Crate down, through the Portal, and follow it through. In short steps, push it right, down and right, to begin (and later extend) the bridge towards the Missile. Each new Crate you add to the bridge will allow access to one of the Toggle Switches on the islands; each Switch will move one more Catdragon away from the seven Crates above and below the short stretch of Quicksand in the lower-left area (the first four Switches release the upper four Crates; the last three release the lower three Crates). In each case, manoeuvre the freed Crate over to the left and down through the Portal.

The last Crate should complete the link to the island with the Missile -- again, don't touch it yet!

+-----+
| Solution Part 3 -- The Third Bridge \
+-----+

Come over to the left of the bridge and STEP through the lower Portal. Come around the path below the Water and up the right-hand side of the walled enclosure. Step on the Switch that juts out into the lake so that the Catdragon moves from above the entrance to above of the enclosed area to above its exit. Step left and up, then across to the left-hand Passthru Wall to enter the enclosure. Push the upper Crate over to the right-hand wall, then come around the line of three Crates to the Switch in the lower-right corner. Treading on this will send the Catdragon back over to the entrance.

Push the Crate against the wall up and out of the area (following it out). Push it right once, then down the strip of land until you can around below the Crate. Push it up once, then right, over the "sticky-out" bit of land level with the Portal on the right. Thus begins the third bridge.

Repeat the above; pressing the Switch that juts out to free the entrance, pushing the line of Crates over to the right, stepping on the lower-right Switch to free the exit, then retrieving a Crate to extend the bridge.

When you've linked back to the Portal, it's time to fire the Missile!

+-----+
| Solution Part 4 -- Getting to the Second Half \
+-----+

Come back through the Portal (back to the left-hand side of the second bridge), then up through the upper Portal. Come over to the right-hand side and through Portal back to the pens. Come up and around to the left and back up through the first pen to push the leftover Crate up and free. As when building the first bridge, push this over to the right, up through the gap and around the back of the Portal.

Push the Crate through the Portal, along the bridge and over to the back of the Missile. Working quickly, use the Crate to push the Missile once to the left, triggering the Missile's fuse. Step up, left and down to push the Crate onto the Switch -- this will keep the Door leading to the Catdragon open.

Start pushing the Missile left, along the second bridge. It will shortly zoom ahead to take out the Catdragon; simply follow behind, through the Portal and over the third bridge to get to the second half!

```
+-----+
| Solution Part 5 -- Four Red Gems \
+-----+
```

As well as needing the Red Gems in their own right, you also need them so that you can open the Red Tollgates around the Stone Block. As you emerge from the passage that held the Catdragon, start by heading north, past the right-hand side of the Stone Block.

Ignore the Bomb for a while; instead, come around behind and you will see a Toggle Switch behind a small pool of Lava. You will need to push the Stone Block nearby into the Lava then nip across to activate the Switch and come back before the Block crumbles. Once triggered, the Switch will release the Catdragon directly north of the Stone Block to run forward (up to the Block), thus granting access to the first Red Gem.

Similar arrangements of Lava pool, Stone Block and Switch are behind successive Catdragons; after the one to the north has run forward, it will be followed by the one to the west, the south and finally the east. Behind this last Catdragon is simply the last Red Gem; collecting it will unlock the Tollgates.

However, we cannot get to the Tollgates, since they are now surrounded by the four Catdragons. This is where the Bomb comes in. This will require some rapid, dextrous manoeuvring, since you must avoid pushing the Bomb into the small patches of Quicksand. Come back north and go around behind the Bomb (but don't stand around on the Quicksand). Come through the Tollgate behind it, pushing the Bomb south for three squares, once left, and down twice so that it is adjacent to the Catdragons. Retreat to the right and let it blow.

```
+-----+
| Solution Part 6 -- Pillars of Wisdom \
+-----+
```

We'll need the Stone Block to control some of the Rising and Falling Pillars later in the level. Push against the right-hand Tollgate to open it, then come behind and push through the left-hand Tollgate, pushing the Block right three squares, up three, right three more, then up until it lands on the lower-right of the cluster of four Rollover Switches at the top of the level -- this will alter the Pillars around the gap to the right.

Go through the gap, then come immediately down (before the pools of Water). Push the Bomb lying against the wall all the way over to the right, so that it's directly below the enclosure of Passthru Walls that traps a Catdragon and

a Wooden Crate. Retreat to the left and let the Bomb blow, taking out the Catdragon.

Come back and enter the enclosure from below so that you can push the Crate out and up to the north wall. Next, push it all the way left, just above the gap. Remembering to avoid the pools of Water, push the Crate down twice and left twice (through the gap), then circle around below it and push it up two squares (so that it's level with the Stone Block).

Come back around so that you're between the Block and the Crate, then pull the Crate away to the left (this will also push the Block left, leaving you on the Switch it was on). Push the Block up once, onto the upper-left Switch, then manoeuvre the Crate onto the upper-right Switch next to it. The Pillars are now in the necessary state for the last part of the level.

+-----+
| Solution Part 7 -- The Final Dash \
+-----+

Come right, back through the gap, and -- skirting the Water once more -- come all the way over to the right-hand side of the level, where you'll find the Exit, enclosed with walls and guarded by a Pixie. The final Gem of the level stops the Pixie from moving.

Come around so that you're above the Gem (between the two Fallen Pillars) and get ready for the last dash: nip down and up to get the Gem; this will release the Pixie so immediately run right (onto the Pillar) and down (to the right of the Exit). Come left at the bottom, pushing the Crate out of the way, up the left-hand side, and dive in through the (now unguarded) opening for the Exit!

+-----+
| Gold Gem \
+-----+

By the time you manage to build all bridges, collect the Red Gems and deal with the Pixie in the same run without mishap, you will probably find that your first solve will be inside the Gold Gem time (mine was about 380s against the 450s allowed).

```
()=====()  
||                                     ||  
||           Z E N   G A R D E N     ||  
||           World 3                  ||  
||                                     ||  
()=====()
```

Another forty levels in this World; the common theme this time being Oriental -- bamboo poles, pagodas, wooden or paper screens and Chinese arches.

```
=====
```

W3L01	Dojo Rollover	Time	180	Unlock	176
	(Zen Garden)	Gold	23	Gems	2

```
.....  
.  
|/                                     \|
```



```
| Push the Crate on the Rollovers to get the Gems. |
|\                                                    /|
. . . . .
```

+-----+

| Layout \

-----+
A Japanese feel to this level sees four rooms of a central north-south
corridor. The northwest room contains a Crate; the other three have a Door
controlled by a Rollover Switch. Behind each of the two eastern rooms' Doors
is a Gem; behind the Door in the southwest is the Exit. There is a pair of
Passthru Walls leading in and out of each room.

+-----+

| Solution \

-----+
Fairly straightforward: just push the Crate on to the Rollover in each room in
turn to collect the Gems and open the Exit.

+-----+

| Gold Gem \

-----+
Fairly tight, but not diabolical. Good Crate control will be needed to get
the Gold Gem.

```
=====
```

W3L02	Zen Mission	Time	180	Unlock	193
	(Zen Garden)	Gold	23	Gems	3

```
.....
```

```
. . . . .
|/                                                    \|
| Use the Bombs to get rid of the Catdragons.      |
|\                                                    /|
. . . . .
```

+-----+

| Layout \

-----+
You stand in front of a line three Bombs; a Switch that detonates them is
further south. To the north are three passages, each containing a Gem guarded
by a stationary Catdragon. The middle passage leads to the Exit.

+-----+

| Solution \

-----+
You need to manoeuvre the Bombs next to the three Catdragons and then use the
Switch to detonate them. Having cleared the passages, collect the Gems and
head for the Exit.

+-----+

| Gold Gem \

+-----+
 Completing the level within the Gold Timer isn't too difficult; however, if you're having problems, or want to get the fastest time: (a) you only need to place the Bombs on the main east-west path at the mouths of the passages; you don't need to push the Bombs into the passages adjacent to the Catdragons; (b) move the left- and right-hand Bombs first, as the middle Bomb's position will hamper you; and (c) begin moving towards one of the side passages as soon as you hit the Switch (but keep out of range of the blasts).

```
=====
```

W3L03	Bombs Buffet	Time	75	Unlock	196
	(Zen Garden)	Gold	32	Gems	25

```
.....
```

```

. . . . .
|/                                     \|
| Push the Bombs. Grab the Gems. Avoid the |
| explosions.                               |
|\                                     /|
. . . . .

```

+-----+
 | Layout \

+-----+
 You begin in a room filled with Gems and touch-sensitive Bombs. In the middle of each wall, a doorway leads to another cluster of Bombs and Gems. The northern doorway also leads to the Exit. One walkway leads around the outside of the building, and another circles between the inner and outer walls.

+-----+
 | Solution \

+-----+
 This can be a tricky level to survive on, given the number of Bombs around. If you're just trying to solve the level, you need to nudge a Bomb or two in the middle, nip outside while the dust settles, then re-enter to collect freed Gems. Repeat as necessary. For the clusters around the doorways, the best bet is to push the middle Bomb outwards, get the two Gems that are now free, then get out of the way before the Bombs blow.

+-----+
 | Gold Gem \

+-----+
 Although I got Gold the first time through, it was a little hit-or-miss; on replaying the level after finishing the game, I came up with a much more repeatable (and quicker) method. The following should be done without pause:

Come down (pushing a Bomb clear) then left twice (collecting a Gem and pushing a second Bomb). Come up and left, collecting two more Gems, and continue left, out of the central area. You'll pass over another Gem and push a third Bomb left; nip up and down for another two Gems (19 left) then return through the arch.

When you are two squares inside the main area (so that there's a Bomb above and in front of you) head up (pushing the Bomb), right (another Gem), up and right twice so you're below the northern arch (collecting another Gem; 17

left). Head up through the arch, over another Gem, and when you reach the Bomb, go right once and up for a Gem then back around to the left side of the Bomb for one more Gem (14 left). Push the Bomb right once and come down, back through the arch.

As soon as you re-enter the main area, head right twice (along the top wall) then come down once for a Gem (13 left) and right once (pushing the Bomb clear). Come down and right for two more Gems (11 left) then leave through the arch. As with the left-hand arch, you'll pass over another Gem (10 left) and push a Bomb clear. Nip up and down for the next two Gems (8 left) and return through the arch.

In a reflection of the left-hand arch, come two squares into the main area (Bombs to the left and below) then come down (pushing a Bomb) and left for a Gem (7 left). Next come down and left twice for another Gem and to be above the southern arch. Come down, over a Gem and push a Bomb clear, then nip left and right for two more Gems (3 left), before heading north back to the main area.

Come up for the Gem just below the Bomb in the very middle and step right once (pushing a Bomb clear). Come up for a Gem (1 left), then left once (pushing the central Bomb) and head all the way up, collecting the last Gem and diving through the Exit to the north.

```
=====
W3L04   Water Pass           Time 120   Unlock 202
        (Zen Garden)         Gold  31   Gems   8
.....
```

```

. . . . .
|/                               \|
| Collect the Gems and use the Crates to build a |
| bridge.                                       |
|\                                             /|
. . . . .
```

```
+-----+
| Layout \
```

```
+-----+-----+
A long stretch of Water, covered with Gems, heads north to a closed Door and the Exit. To either side are two lines of four Crates. Behind you are an Invincibility Pickup and a Tollgate (8) protecting a Switch.
```

```
+-----+
| Solution \
```

```
+-----+-----+
You cannot get through Door by the Exit until you've hit the Switch, and you cannot do that until you've got the Gems. Thus two trips over the Water are needed. The first can be accomplished using the Invincible Pickup (although you must move quickly, and anticipate the about-turns if it's not to run out too soon). Once you've got all the Gems, dive through the Tollgate and press the Switch to open the Door by the Exit.
```

Now you need to get all the Crates into the Water. Probably the quickest way is to push from the outside of a line of four, so that the inner Crate is over the opening to the Water. Run around and push this in, then repeat as

necessary for all Crates.

Remember, you can only push four Crates at a time, so don't let too many build up in the middle without dropping the end one into the Water.

+-----+
| Gold Gem \

The Gold Timer is quite tight, so you'll have to be spot-on with your Crate manoeuvring if you're to get the job done and claim the Gold Gem.

=====			
W3L05	Traps & Cat	Time	120
	(Zen Garden)	Gold	24
		Unlock	205
		Gems	6
.....			

```

. . . . .
|/                                     \|
| Get the Catdragon to deactivate the Traps. |
|\                                     /|
. . . . .

```

+-----+
| Layout \

The Traps referred to in the Hint are a string of Wall Traps to the northeast, each with a Gem on top. A Tollgate at the end won't let you past until you've got all the Gems. Below the Traps a Catdragon is running round and around a rectangular path that encloses two Rollover Switches: one deactivates the odd-numbered Traps, the other the even-numbered ones.

Just to the southeast is a palisaded path: from the left it contains a closed Door, a Rollover Switch (which will open the Door) and a Crate. To the northeast is the Exit, behind a small pool of Lava.

+-----+
| Solution \

The first job is to get the Crate, since you'll definitely need it for the Lava. You cannot simply push it out because of the closed Door. Instead, you'll need to push the Crate onto the Rollover, so that the Door opens. You'll then need to enter from the left-hand end so you can go through the open Door and push the Crate free.

You need the Gems over the Traps, which means you'll need to deactivate them. Since there's only one Crate, which would only deactivate half the Traps, you need to enlist the (probably unwilling) help of the Catdragon. If you push the Crate straight across from the palisaded path, onto the Catdragon's path, you will see that he now turns earlier and runs over both Rollover Switches.

You can now progress across the Traps (in fits and starts) collecting the Gems. When you have them all, loop around to the south so that you can push the Crate over to the Lava pool and get to the Exit.

+-----+
| Gold Gem \
+-----+

Once you've worked out the route needed, there shouldn't be too much trouble completing it within the Gold Gem time limit.

```
=====
W3L06      Fists of Sand                Time 180      Unlock 230
           (Zen Garden)                 Gold 25       Gems   5
.....
```

```
.....
|/                                           \|
|  Get rid of the Catdragons with the Bomb.  |
|\                                           /|
.....
```

+-----+
| Layout \
+-----+

A fenced path runs east to west down the middle of this level. On the left is a Switch that will detonate the Bomb above it. Moving right, you find a patch of Quicksand with a Gem on it; a Catdragon running back and forth; two more Gems; another Catdragon (that would move, but is confined by the Gem) and the Exit. Two other small patches of Quicksand above and below the path also contain a Gem each.

+-----+
| Solution \
+-----+

```
.....
      THIS IS A REALLY "NICE" PUZZLE -- PLEASE HAVE A GO AT
      SOLVING IT YOURSELF BEFORE READING THE SOLUTION!
.....
```

If you're still stuck after reading the Question Mark's hint, the important to thing to realise that just as there is more than one way to skin a cat, there is more than one way to kill a Catdragon using a Bomb...

```
.....
      PLEASE HAVE ANOTHER THINK ABOUT HOW TO SOLVE THE LEVEL IN
      THE LIGHT OF THE ABOVE HINT... IT WILL BE MUCH MORE
      SATISFYING IF YOU CAN SOLVE IT YOURSELF!
.....
```

The key to this level is that Monsters are as susceptible to sinking in Quicksand if they turn on the spot as you are...

```
.....
                        LAST CHANCE BEFORE I TELL YOU!
.....
```

Move left and up to pick up the Gem on the Quicksand and then over to the left so that you can push the Bomb across and down onto the square between the Quicksand and the fence. When the Catdragon next turns around at the left-hand end, it will sink without a trace.

While waiting for this to happen, head over to the right and grab the Gem above the central path -- remember to NOT turn on the spot yourself! Head back left, enter the path at the first gap and head right. Grab the first Gem ONLY -- if you grab the second, the Catdragon will be released and will get you! Come back and get the Gem on the Quicksand below the central path.

Return to the Bomb and push it north one square. Loop around to the left (DON'T step on the Switch yet!), push the Bomb over to the right-hand gap in the fence then down into the central path. Enter the path to the left of the Quicksand and push the Bomb as far to the right as possible (so that the Catdragon is inside its blast-radius). Run back to the Switch to detonate the Bomb, then dash for the Exit, picking up the last Gem as you do.

+-----+
| Gold Gem \

+-----+-----
The Gold Timer doesn't give a lot of leeway for errors, but isn't overly taxing.

```
=====
```

W3L07	Garden Hustle	Time	180	Unlock	238
	(Zen Garden)	Gold	28	Gems	9

```
.....
```

```

. . . . .
|/                                     \|
| Use the Crate in several areas.      |
|\                                     /|
. . . . .

```

+-----+
| Layout \

+-----+-----
To the west a loop of Quicksand forms an "almost" island with a Crate in the middle and a Gem on the link back to the mainland. To the east, a Rollover Switch controls a Door leading to an open area, and the Doors leading to two pens north and south; each pen containing two more Gems. Further east, across a strip of Water is a walled compound. This contains a Toggle Switch (behind a Tollgate (5)), three Wall Traps (the middle one is deactivated by the Switch), and another Tollgate (6) leading to an Invincible Pickup, the last Gem (on a pool of Lava) and the Exit.

+-----+
| Solution \

+-----+-----
A quick inspection will make it obvious that the Crate is needed both to hold the Doors to the pens open, and to cross the Water into the walled compound. The Lava and the Traps can be handled by the Invincibility Pickup.

You'll need to manoeuvre the Crate around the fences so that you can bring out along the northernmost part of the island (through the arch, past where the Gem is). You'll obviously need to get the Gem before the final move.

Once clear, push it down and across onto the Switch, the run across the

Quicksand to get the Gems from the two pens. Return to the left-hand side of the Crate and push it all the way across into the Water. Carry on through the Tollgate and activate the Switch to deactivate the middle Trap.

Pass between the two still-active Traps to get Invincibility; return to get the two Gems on the now-safe Traps and cross the Lava for the Exit.

+-----+
| Gold Gem \
+-----+

The time is pretty tight if you want to get the Gold Gem. Apart from just not making mistakes, the best bet to save some time is with the initial manoeuvring of the Crate. Instead of just pushing it all the way around the fences, move two squares west from the Start and PULL it up one square (push DOWN and quickly UP). This should save enough time to beat the Gold Timer.

```
=====
```

W3L08	Dyslexic Perplexic	Time	45	Unlock	249
	(Zen Garden)	Gold	10	Gems	1

```
.....
```

```
.....  
|/ |  
| The Confusion Pickup reverses your directions |  
| for 5 seconds. |  
|\ |  
.....
```

+-----+
| Layout \
+-----+

The path heads east, over a stretch of Water (Crate supplied) and through a Trailing Wall to a stretch of Quicksand on which you'll find a CONFUSION Pickup. Direct progress east is blocked by an Appearing Wall. Symmetric paths north and south lead around a pool of Lava to meet further east. working back west from there, you'll see another Crate, a strip of the Lava, a Trailing Wall and another Confusion Pickup.

East from the junction is a straight run to the Exit.

+-----+
| Solution \
+-----+

This would be quite a straightforward level if it wasn't for the Confusion Pickups -- you just have to practice working the controls in reverse, and -- almost as important -- watching for when they switch back to normal!

Head east, pushing the Crate into the Water so you can cross; as you hit the Confusion, go up or down (or down or up as it becomes) to get to either the northern or southern bank. Make your way east (pressing LEFT), push the Crate into the Lava on the left and head through the Door (the Confusion should wear off around this point). Collect the only Gem of the level and the second Confusion Pickup (you can't return through the Door). With directions reversed, come back around the northern or southern bank and head for the Exit on the right.

```
+-----+
| Gold Gem \
```

```
+-----+-----+
The time allowed to get the Gold Gem is pretty tight -- you can barely afford
to make any mistakes when directions are reversed. To minimise the confusion
(!) of switching between normal and reversed movement, you should aim to get
to the second Confusion while still confused -- that way, everything after the
Quicksand, until the Exit, will be reversed.
```

```
=====
```

W3L09	Uncanny Cat	Time	75	Unlock	560
	(Zen Garden)	Gold	34	Gems	8

```
.....
```

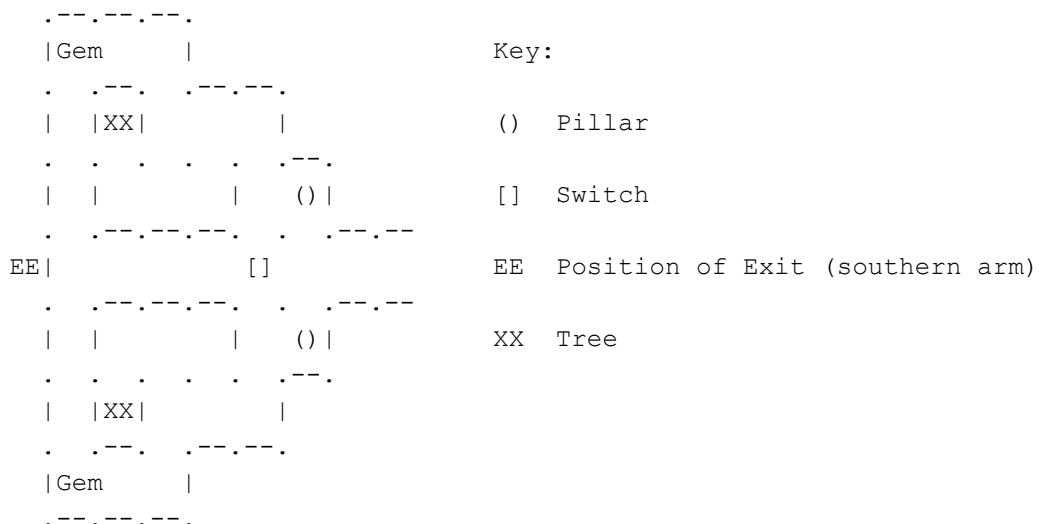
```
.....
|/ \
| Avoid all the Slow Missiles. |
|\ /
.....
```

```
+-----+
| Layout \
```

```
+-----+-----+
The first thing you'll notice is that the level is much darker than normal.
However, in the four corners of the starting area are TORCHES that illuminate
the way ahead for fifteen seconds each. Personally, after a couple of goes
blundering around, you can pick up the lie of the land quite easily and I
ignore them.
```

A symmetric level, with four passages leading off in the cardinal directions.
At the end of each is a mini-maze of walls and passages, two Gems, and a
Switch which will release Slow Missiles -- essentially the same as normal
missiles, but they move at a more sedate pace. The southern passage also
contains the Exit in the middle of its end wall (directly south of the start).

The layout at the end of the western arm is as follows; the other arms are
rotations of the same:



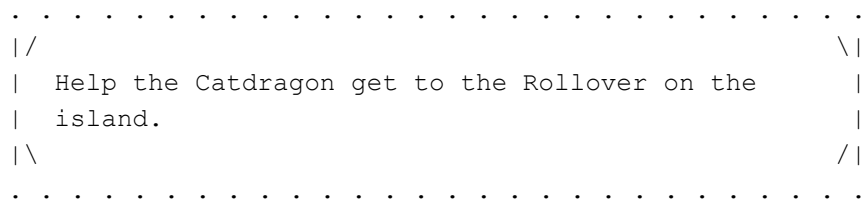
+-----+
| Solution \
+-----+

The solution is relatively simple; just visit each arm in turn, ending with the southern one, and collect the two Gems from each. Of course, you need to keep a careful eye out for the Slow Missiles as you go.

+-----+
| Gold Gem \
+-----+

Time is reasonably tight; you need to find a pattern that avoids the Missiles with the minimum of waiting. One that works reliably for me is: Head west, straight down the middle of the western arm and then go north and south to get the Gems. Leave the same way and repeat the process with the eastern arm. Return to the start and do almost the same with the northern arm. However, when you've got the second Gem, move south down the outside rather than return to the middle -- you'll avoid a collision between two missiles. Come in one square and go a little further south (level with the Switch and wait a couple of seconds for another Missile to pass. Head down the middle of the southern arm, get the Gems and Exit.

```
=====
W3L10      Cratial Arts                Time 160      Unlock  574
           (Zen Garden)                Gold  35       Gems   4
.....
```



+-----+
| Layout \
+-----+

You start in the middle of an area with a pool of Water to the east; the pool contains a Toggle Switch (to the north) and a Rollover Switch (to the south) -- both out of reach from land. There are open cubicles to the north and south of the main area, and two rooms with closed Doors are to the west.

The northern room contains a Gem, a Crate and a Catdragon; the southern one two more Crates. The upper room's door is opened by a Rollover Switch just outside and contains another Crate and two Catdragons. The lower room contains two more Gems and the Exit; its door is opened by the Rollover in the Water (lower Switch). To the south of the main area is the last Gem and a final Catdragon; initially it leaps on the spot, but the Toggle Switch in the Water (upper Switch) will release it to run forward (toward the Water, and beyond if there's a bridge).

+-----+
| Solution \
+-----+

I found this another "awkward" level, much like "Secret Shrooms" in Broken Ruins -- things are never quite where you want them, and there's a lot of

Crate manoeuvring to be done. The basic solve isn't difficult -- just fiddly -- but I found it very hard to get the Gold Gem.

If you just want a basic solve, follow the Gold Gem instructions but just take things more easily -- don't rush to beat a Monster to a Crate etc.

+-----+
| Gold Gem \
+-----+

To make things easier later on, you should first head south and go around the Catdragon to get the Gem on the left. Come back out and go north along the squares adjacent to the Catdragon (so you pass over the Rollover and straight through the northern cubicle's door). For the best shot at the Gold Gem time, you need to have done all this at maximum speed. If you did, it's possible to collect the Gem from the cubicle and push the Crate out all in one continuous movement, just avoiding the Catdragon. Leave the Crate on the Rollover.

Enter the (now open) upper room and push the Crate one square west (further into the room) -- I found this makes the next bit easier. When the Catdragons are running east, run behind the Crate and push it out of the room, against the previous Crate. Push them both one or two squares further, then run around to the north and push both Crates one square south (so they line up with the arch and the Switch in the Water). Run to the left and push both Crates into the Water so you can reach the Switch.

Activate the Switch TWICE -- the first time will make the southern Catdragon run to the Waters edge; the second will bring it back to where the first Gem was.

Go into the southern cubicle and push both Crates against the left-hand wall. Push both of them north three squares, so that you're back in the main room and the nearest one is level with the Catdragon.

Go to the right of the first Crate and pull it away from the Catdragon. Pull the upper Crate away from the wall, then nip behind it to push it another square to the right, then one square down -- both Crates should now be in line with the southern arch and the Rollover Switch in the Water.

Push them into the Water to form a bridge, but don't bother with the Switch yourself. Instead, run back to the upper Switch in the Water and activate it again. This will send the southern Catdragon out across the bridge to stop on the Rollover Switch.

You can now enter the southern room, collect the last two Gems and hopefully get the Gold Gem as you dive through the Exit.

```
=====
W3L11   Lucky Cat           Time  23   Unlock  579
        (Zen Garden)       Gold  90   Gems    1
.....
        . . . . .
        |/                               \|
        | The Crate is needed twice.    |
        |\                               /|
        . . . . .
```

+-----+
| Layout \

You start on a small circle of land, surrounded -- but for an exit west -- by a combination of Quicksand and Water. Sharing the almost-island with you are a pair of Catdragons, hoping on the spot; a Stone Block; a Portal; the Exit and a Switch. At the centre is a small pool of Lava.

The "escape route" to the west leads down a bumpy path to the other side of the Portal. Part way along sits a Missile that is triggered by the Switch on the island. To the south of the western end of the path is the level's only Gem; unfortunately, it is surrounded by four small pools of Water. To the southeast of the Gem is a wooden Crate.

+-----+
| Solution \

THANKS I needed help from the GameFAQs message board and specifically "ThisisD7"'s walkthrough to get the idea of nudging the Missile to face the opposite direction. It IS possible to solve the level without doing this, but the timing is almost unimaginably more difficult!

Move up onto the Switch (lighting the Missile's fuse), push the Block west into the Lava and cross over to go through the Portal, emerging at the far end of the path. Note: you cannot bridge the Water with the Block, it just sinks.

Now quickly run back east below the path and you'll see the Missile -- with fuse burning -- pointing east. Quickly nudge this to point west, as you'll have an almost impossible timing problem to solve if you don't.

Move east, just past the middle lamppost and turn south to get below the Crate. Push it north until it's just below the bumpy path (you'll see the Missile whizzing past), then push it east until it's one square short of the Quicksand. Just after the Missile emerges and shoots west, push the Crate up on to the path and retire a safe distance. The Missile will pop out of the Portal, hit the Crate and blow up -- taking the two Catdragons with it.

Nip on to the Quicksand to get to the right of the Crate and push it west along the path. Just before the last lamppost, push it south into the Water so you can get the Gem. Run back to the island, using the Quicksand to reach the Exit.

+-----+
| Gold Gem \

Doing the above within the Gold Gem time isn't too bad, so long as you don't waste too much time.

=====

W3L12	Catdragon Master	Time	120	Unlock	587
	(Zen Garden)	Gold	35	Gems	3

.....
.....

```
|/
| Keep the path of the Slow Missie Clear.
|\
. . . . .
```

+-----+
| Layout \

+-----+-----
You start above a Toggle Switch protected by a Tollgate (1). Above you is a fenced-off path containing many Catdragons; some in the path, others in pens to the north -- the Toggle Switch below will flip them from one state to the other. At the end of the path is a Portal.

To the left of the path is a Switch (with a Gem on it) and a Slow Missile further left. The Switch will ignite the Slow Missile's fuse -- once moving, the Slow Missile will head down the path, providing the Tollgate (1) at its entrance has been opened.

Further to the south, on the left, is the target Portal; across to the right is a Fox and a Crate in a fenced of area with Passthru Walls allowing left-to-right movement. There is a Gem hidden under the Crate.

Through an oriental arch to the south -- protected by a Tollgate (2) -- is the second half of the level. Top-left is a small pool of Water with a Confusion Pickup behind it; below this is another Portal. Opposite the Portal on the right is a totally fenced-in area containing the target Portal and a Passthru Wall leading to a Switch.

Above these is another fenced-in area, accessible via a Trailing Wall at the left-hand end. It contains a Puma, a Bomb (triggered by the Switch), another Gem, and the Exit.

+-----+
| Tactics (Part 1) \

+-----+-----
You need the Crate for the second half of the level, but you cannot get it directly because of the Fox and the one-way doors. You therefore need to get the Slow Missile through the line of Catdragons to the Portal in the top-right so it emerges below-left and runs across into the pen and kills the Fox.

+-----+
| Solution (Part 1) \

+-----+-----
The first job is to collect the Gem on the Switch by the Slow Missile (so igniting its fuse). You cannot open the Tollgate to the right yet, since there's a Catdragon directly behind, so come back and toggle the Switch inside the pen below where you started. You must now return to the Tollgate opposite the Slow Missile and open it, so that the Missile can pass through. Run back to the Switch, but DON'T step on it again yet.

Now comes a critical bit of timing -- the Slow Missile must make it past the Catdragons to the Portal; you must repeatedly step on the Switch to flip the Catdragons out of the way just before the Missile passes. If you do this right, it will enter the Portal and emerge below you to trundle across and dispatch the Fox.

You can now enter the pen and push the Crate out (collecting a second Gem that

It took a while to get the right strategy but it's not too bad once you know how. The big secret is: DON'T GO IN ANY DOORS! Because they're one-shot, if you enter, they become blocked -- this will cause one or more Roks to start heading down the four arms. Since there's nowhere to let them pass, this almost always means death!

Instead, you need to dodge between the Roks, without dawdling on the Quicksand, so they carry on going around in circles as you nip down each arm in turn.

To successfully cross the centre, you need to approach with caution to avoid the Roks. Step up to one of the squares adjacent to the Quicksand, then JUST before a Rok is about to move on to that square, step on to the Quicksand itself. Pause a fraction, then head off in your chosen direction at full speed. If you move on to the Quicksand too soon, you'll sink before it's safe to move off again; if you leave it too long, the Rok will get you.

It may take a few attempts, but once you've got the rhythm of this movement, the level isn't too hard to complete.

+-----+
| Gold Gem \

+-----+-----
Once you've got the right rhythm, this method should get you comfortably inside the Gold Time.

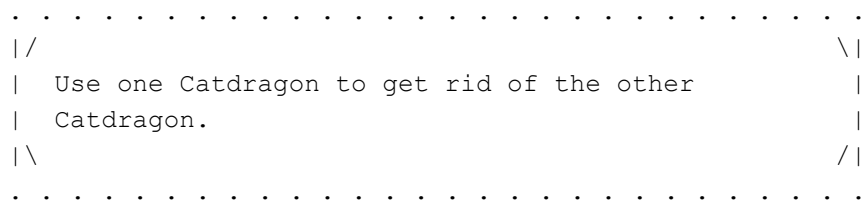
+-----+
| Speed Run (23.47s) \

+-----+-----
I found that if you run from the centre down one of the arms, turn perfectly at the corner and pre-empt the about-face at the end, you can run back and get to the square next to the central Quicksand without pausing. Pause fractionally before stepping on to the Quicksand and repeat. If you manage all arms this way, you should get a really good time.

```
=====
```

W3L14	Cat Power	Time	120	Unlock	592
	(Zen Garden)	Gold	25	Gems	7

.....



+-----+
| Layout \

+-----+-----
You start between a couple of fences right next to the Exit -- but unfortunately without the seven Gems required. To the right is a Crate, and a Gem outside the fence. To the left of the Exit are two more Gems and a pair of Catdragons either side of a small pool of Water; below the Water is a small patch of Quicksand.

The fences continue north, enclosing another couple of Gems, a Slow Missile and a sixth Gem. Under the first Gem is a Switch which ignites the Slow Missile's fuse. Finally, to the left of the Catdragons, is a Switch (with the final Gem on it) and another patch of Quicksand against the edge of the level. The Switch releases the left-hand Catdragon to run west; activating it again turns it around to run east.

+-----+
| Tactics \

The Hint tells you to use one Catdragon to get rid of the other; more accurately, you use one to enable both of them to be taken out by the Slow Missile.

+-----+
| Solution \

Push the Crate one square to the east so you can get out from the fences. Pull the Crate away from the northern fence, then grab the Gem and go behind the Crate to push it south once. Push the Crate west, one square past the Switch, then up one square so it lies in the Catdragon's path. Press the Switch (collecting another Gem) and the Catdragon will run up to the Crate.

Push the Crate around the Catdragon and into the small pool of Water, then head north to get the two Gems and to light the Slow Missile's fuse. While the fuse is burning, run back and press the Switch a second time -- the left-hand Catdragon will turn around and run forward onto the Crate in the Water. Move to a safe position -- two squares above the Catdragon-Switch will do -- before the Slow Missile moves forward and takes out both Catdragons.

Collect the Gem behind where the Missile was, then rush down and across to the Exit, picking up the last two Gems.

+-----+
| Gold Gem \

Like the last few levels, there's not a lot of spare time, but it shouldn't be too hard beating the Gold Timer.

+-----+
| Speed Run (17.77s) \

The method above wastes a chunk of time while the Missile's fuse burns down. For the best time, we need to trigger the fuse earlier and make use of the time.

Follow the method above until you step on the Switch to release the Catdragon. Instead of moving the Crate now, run into the northern fenced area to get the Gems and light the fuse. There's just time while it burns to move the Crate around the Catdragon and into the Water, and to press the Switch again so the Catdragon runs back on to the Crate, where it will be hit by the Missile.

=====

W3L15	Pebble Snatch	Time	100	Unlock	759
	(Zen Garden)	Gold	26	Gems	21

.....

```

. . . . .
|/                                     \|
|  Clear a path for the slow Missile.  |
|\                                     /|
. . . . .

```

+-----+

| Layout \

+-----+

A criss-cross of Quicksand to the north contains five Blue Gems (and a Confusion Pickup, which should be avoided). From the upper west side, a Blue Tollgate (5) leads over a Switch to four Green Gems being circled by a pair of Catdragons. From the lower west a Green Tollgate (4) leads to an Invincibility Pickup, a Slow Missile (triggered by the Switch), and a Yellow Gem. On the east side, a Green Tollgate (4) leads to a path of Lava that joins the path from the Yellow Tollgate (11). These paths contain ten Yellow Gems; a spur from the south holds an eleventh Gem, a Catdragon and the Exit.

+-----+

| Solution \

+-----+

Shoot up the left of the Quicksand to the north and turn at the top. Do a complete circuit of the top-right pillar, so that you get the Gem in the middle, and come down the right-hand side. Dive across left into the Blue Tollgate, over the Switch and collect the four Green Gems.

NOTE You can do all of the first bit without stopping; you'll NEED to do all the rest without stopping if the Slow Missile isn't to explode early!

Duck down through the Green Tollgate below to pick up the Invincibility; run across to the Green Tollgate opposite and head along the Lava, collecting Yellow Gems. Nip right and left to get the Gem in front of the Catdragon, then head left through the Yellow Tollgate.

Nip up to get out of the way of the Slow Missile, which will be approaching; after it has passed, head through the lower-left Green Tollgate to get the final Gem of the level before returning to the right and heading back through the Yellow Tollgate for the Exit.

+-----+

| Gold Gem \

+-----+

If you complete the opening of the Tollgates in time (which is a little tight), you're more or less guaranteed to finish the rest within the Gold Gem time.

=====

W3L16	Mellow Meow	Time	200	Unlock	762
	(Zen Garden)	Gold	34	Gems	5

.....


```

. . . . .
|/                                     \|
|  -- none --                         |
|\                                     /|
. . . . .

```

+-----+

| Layout \

+-----+-----

Three islands of land, linked by pools of Water, and surrounded by Quicksand form this level. You start adjacent to two Gems; an upper pool of Water leads to four Crates, two Gems, and a Slow Missile; the lower pool leads to another Gem, and a Catdragon which blocks the Exit.

+-----+

| Tactics \

+-----+-----

You (fairly) obviously need to use the Slow Missile to get rid of the Catdragon; you therefore need to fill in the pools of Water with the Crates. This level will involve quite a bit of manoeuvring from Quicksand, so you mustn't hang around!

+-----+

| Solution \

+-----+-----

Collect both Gems from the starting island, then cross the Quicksand to get the two next to the Slow Missile. Come around to the right to push the left-hand pair of Crates down a square. Come back to the right and onto the island to push the first Crate into the Water. Use it to get above the second left-hand Crate and push it another square down. Come around to the right of the island and push the two right-hand Crates one square to the left. Using the island, push the second Crate over the first to complete filling the first pool of Water.

Push the two remaining Crates down one square, then push the lower one across the (filled-in) Water to the top of the starting location. Nip onto the Quicksand to push it down and right into the second pool of Water. Repeat with the last Crate, nipping across the bridge to get the final Gem.

Now you have to push the Slow Missile across both sets of Crates so that it's next to the Catdragon. Retire a safe distance and go through the Exit when clear.

+-----+

| Gold Gem \

+-----+-----

If you take things steady, you shouldn't have any problem with the basic solve. However, although the Gold Timer isn't desperately tight, getting the Gold Gem on this level can be quite hard: I don't know whether it's the psychological effect of the mass of Quicksand -- which punishes almost any error with a need to restart -- but I found it took more attempts than any of the recent levels before I got in under the 34 seconds.

```
=====
W3L17      Martial Push                Time 200      Unlock 780
           (Zen Garden)                Gold  47      Gems   2
.....
```

```
.....
|/                                     \|
| Use the Crate and Bomb to deactivate the Traps. |
|\                                     /|
.....
```

```
+-----+
| Layout \
```

```
+-----+-----
An open area on the left contains a Bomb and Crate. The Bomb is needed in a
similarly shaped area on the far right to dispatch a Catdragon guarding the
Exit. The Crate is also needed there to bridge a pool of Water leading to the
detonator Switch for the Bomb.
```

However, between the two is a path with two Small Traps in it; small patches
of Quicksand above and below each one prevent you getting either the Crate or
Bomb through, except by negotiating the Traps. Either side of each Trap are
two Rollover Switches that deactivate that Trap while something is pressing on
them. Each trap also holds one of the two Gems that you need to collect.

```
+-----+
| Tactics \
```

```
+-----+-----
Because you need both the Bomb and the Crate in the right-hand area, you have
to perform an alternating manoeuvre with both Traps: use, say, the Bomb on the
near side to get the Crate through, then use the Crate on the far side to get
the Bomb through. In addition, you have to get the Gems from the Traps while
they are inactive.
```

```
+-----+
| Solution \
```

```
+-----+-----
Come around to push the Crate right, up and out to the right, onto the first
Switch. Come up, right, down over the Gem and back left to the Crate so you
can push it right into the Trap.
```

Return to the left and push the Bomb right, down and right onto the Switch,
releasing the Crate. Push the Crate past the second Switch and leave it on
top of the third one. As before, run up, right and down to collect the Gem,
then return all the way left to the Bomb.

Push the Bomb into the first Trap, then run right and push the Crate back two
Squares onto the second Switch to release the Bomb. Push the Bomb two squares
to the right, so there's a gap between it and the Crate, then push the Crate
right into the second Trap.

Push the Bomb across to the third Switch, releasing the Crate, which you
should push to one square SHORT of the fourth Switch. Come back for the Bomb
and push it into the Trap. Now you can push the Crate onto the last Switch,
releasing the Bomb. Push the Bomb as far right as you can, driving the Crate
against the right-hand wall.

Push the Bomb down so that it's adjacent to the Catdragon, then pull the Crate away from the wall and push it up into the Water at the top, so you can run across and trigger the Switch. Run south -- pausing briefly for the Bomb to explode -- and into the Exit.

+-----+
| Gold Gem \
+-----+

There's not a lot of time to spare if you want the Gold Gem, so you may need a few practice runs until you can solve the level without mistakes.

```
=====
```

W3L18	Trap Meditation	Time	180	Unlock	808
	(Zen Garden)	Gold	44	Gems	9

```
.....
```

```
. . . . .
|/                               \|
| Use the Catdragon to help you get the Crate. |
|\                               /|
. . . . .
```

+-----+
| Layout \
+-----+

Below and left is a fenced-in path with a Tollgate (1) at its entrance leading to a Gem and a Rollover Switch. Near the entrance is a Small Trap (with a Gem on top), and on the right is a Toggle Switch, partially fenced so that it is only accessible from the right -- this deactivates the Small Trap. A Catdragon runs between the fenced-in Switch and the Trap.

Above you is another fenced path, open at both ends, that contains three Wall Traps (with a Gem each) and a Crate. These Traps are deactivated by the Rollover Switch at the left-hand end of the first path.

In the top-right is the Exit, surrounded by four more Small Traps (each with a Gem) and four Rollover Switches -- one to deactivate each Trap.

+-----+
| Solution \
+-----+

Move to the right and step on the Switch to deactivate the middle Trap. Grab the Gem from it, allowing the Catdragon to run as far as the Tollgate. Return to the Switch and reactivate the Trap so that it holds the Catdragon. Run through the Tollgate and get the Gem at the end before freeing the Catdragon -- it will now periodically run over the left-hand Switch, deactivating the Wall Traps.

Go to the right-hand end of the path above and grab the Gem -- you won't be able to push the Crate clear if you don't. When the Catdragon releases you, run to the left-hand end and make your way through, pushing the Crate free and collecting the Gems as you do.

Push the Crate onto the lower-left Switch by the Exit so that you can safely get the Gem from the Trap to the right. Push the Crate out to the left, up

twice, and onto the top-left Switch so you can get the left-hand Gem. Repeat for the other two sides, running into the centre as you get the last Gem.

```
+-----+
| Gold Gem  \
+-----+
```

The above should quite comfortably get you the Gold Gem.

```
=====
W3L19   Confused                               Time 120   Unlock 813
        (Zen Garden)                           Gold  51   Gems   8
.....
```

```
.....
|/                                           \|
| Use the Bomb as a shield.                 |
|\                                           /|
.....
```

```
+-----+
| Layout  \
+-----+
```

A push-to-detonate Bomb is just above, surrounded by four Gems and four Confusion Pickups, and there's an arch to the left, guarded by a Catdragon. Beyond is a Switch-detonated Bomb, also surrounded by four Gems and four Confusions (although the layout is different).

Further left is a Tollgate (8) that leads to longer room with a Missile, another Confusion Pickup, two more Catdragons and some Quicksand. A passage heads north to another area with a Passthru Wall leading off to the right. Immediately outside is a Spore Trap and a Switch that triggers a second Missile -- this will shoot into a Portal above, and emerge further to the right on the current path, coming towards you. Terribly fast!

To the far right is another Catdragon which is guarding the Exit. Behind the Exit is the Switch that detonates the second Bomb.

```
+-----+
| Solution \
+-----+
```

This is the basic solve: I make no attempt at speed, opting to avoid Confusion Pickups where possible. When you have to grab one, since the Gold Gem will be out of the question, you may as well just let it wear off before continuing. See below if you want the Gold Gem.

Starting with the one on the right, collect the four Gems from around the Bomb, ending with the upper Gem so you can push the Bomb down and across to the Catdragon. Let it blow up and enter the next area. Collect the Gems from around the second Bomb (they're in the corners this time), then go through the Tollgate and around to the far side of the Missile.

Grab the Confusion Pickup, let it wear off, then push the Missile left, stopping just before it falls in the Quicksand. Skip over the lower-right Quicksand to push it up (next to the Catdragon). You need to do this, otherwise it would shoot forward into the Quicksand and sink. Before it blows

up, return to the previous room.

Grab the Confusion Pickups to the left and right of the Bomb and when recovered, push the Bomb through the Tollgate and over to the far left. Skipping across Quicksand, manoeuvre the Bomb to the end of the passage to the north. Push the Bomb out through the Passthru Wall and into the Spore Trap. As the Trap permits, follow it out, pushing the Bomb onto the Switch -- this will ignite the fuse on a second Missile above. When finally free, push the Bomb a little more to the right and step back: the Missile will hit the Bomb and explode harmlessly.

Push the Bomb the rest of the way to the right, next to the Catdragon. Run behind the Exit and onto the Bomb's trigger-Switch. After detonation, run back and into the Exit.

+-----+
| Gold Gem \
+-----+

To stand a chance of the Gold Gem, you won't have the luxury of waiting for the effects of the Confusion Pickups to wear off. Rather than constantly switching back and forth between normal and reversed controls, the best bet is to bite the bullet and stay confused from beginning to end.

The overall plan is the same, but with a few modifications:

- o From the start, move to the left (on to the Confusion) then left again (press RIGHT) under the Bomb. Nudge it (press DOWN) to start the fuse (to save seconds later), then run up the left-hand side to the top. Push the Bomb down and left next to the Catdragon. While the last of the fuse burns, run back for the leftover Gem AND the last Confusion Pickup.
- o Run all the way around the second Bomb, getting all the Gems and Confusion Pickups together -- it's much faster.
- o Continue with the rest of the level while confused; if you got all the Confusion Pickups, you should stay confused until the Exit -- which is actually less confusing than the confusion of having the confusion wearing off part way through (if that isn't too confusing!)

```
=====
```

W3L20	Unlucky Cat	Time	180	Unlock	815
	(Zen Garden)	Gold	44	Gems	6

```
.....
```

```

. . . . .
|/
| Use the Missile to get rid of the Catdragon near |
| the Exit.
|\
. . . . .

```

+-----+
| Layout \
+-----+

To the left is a fenced-in path; from the closed south end, it contains the Exit, a Catdragon, a patch of Quicksand and three Gems atop Wall Traps.

Opposite the Traps to the right are three pens, protected by Tollgates, each with a Rollover Switch to deactivate the corresponding Trap.

On the left of the path is an isolated Crate with a Gem hidden under it; blocked-in by fences and Tollgates. Directly north of the path is another; behind a Tollgate is a Switch and a Missile (ignited by the Switch).

North of the three pens is a larger pen with a Catdragon; in an area beyond this is another Crate trapped by fences and Tollgates and a totally free Crate. Both Crates hide Gems.

```
+-----+
| Solution \
```

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Because of the Tollgates, you can't do much without a Gem, so head north past the Catdragon and push the free Crate south, collecting a Gem. Manoeuvre it down level with the first of the Switches, open the Tollgate and push it onto the Switch. Collect the Gem from the Wall Trap that's now deactivated.

Return to the northern area and open the Tollgates around the second Crate (do the southern one first). Manoeuvre the Crate down to the second Switch, open its Tollgate and push the Crate over. Collect the gem from the second Wall Trap.

Head to the left-hand area where the third Crate's Tollgates are now unlocked. Open them (nearest one first) and push the Crate across and down to the third Switch. Repeat the procedure with the Switch and collect the Gem from the third Trap.

Run north, through the Tollgate and trigger the Missile's fuse. Quickly head back to the right of the lowest pen and push the Crate off the Switch and out into the open -- make sure you're NOT standing on the Switch.

NOTE You need to do this because otherwise the Missile would just drop harmlessly into the Quicksand. With nothing on the Switch, the bottom Trap will catch it and the Catdragon will be caught in the blast.

Push the Crate back over the Switch (so the Trap is safe) and run down the path to the Exit.

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| Gold Gem \
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The time allowed to get the Gold Gem is very tight (at least, it was for me). You'll need to manipulate the Crates with pinpoint precision to get it.

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W3L21	Foil the Gargoyle	Time	200	Unlock	824
	(Zen Garden)	Gold	29	Gems	10

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. . . . .
|/
| Let the Gargoyle help you.
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/|
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| Layout \

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This level consists of two long, palisaded paths, one above the other. From the right-hand end of the upper one there is a Portal (to the left-hand end of the lower path), your starting position, a patch of Quicksand, and four Wall Traps, each containing a Gem. At the left-hand end are a Slow Missile and another Portal (leading back to the right-hand end of this path).

From the left-hand end of the lower path there is a Portal (links with the right-hand Portal above), four Switches (each with a Gem atop); these lie below, and deactivate, the Wall Traps in the upper path. Next are a Tollgate (8) and a Gargoyle before the last two Gems and the Exit.

+-----+

| Tactics \

+-----+-----

You'll need to use the Slow Missile to take out the Gargoyle and get to the Exit; you're not going to get to the Missile unless you can cross the Wall Traps, and for that, you need the Gargoyle to step on the Switches for you. For this to happen, you have to open the Tollgate to let it through.

When you first activate the Missile, it may seem pretty useless -- it just takes off and drops in the Quicksand. You really need it on the lower path; for this to happen, it needs to enter the upper-right Portal from the left.

What can cause a problem on this level is dealing with the Gargoyle's three-second pauses: you need to co-ordinate your movements with these pauses to make full use of the Gargoyle.

+-----+

| Solution \

+-----+-----

NOTE By experiment, you'll quickly see that if you just run right, through the Portal to the Tollgate, the Gargoyle will be waiting on the other side. You need to arrange things so you arrive while it's "resting", at least one square away.

Move right, next to the Portal, and wait until the Level Timer JUST ticks onto 193 seconds left. Run through the Portal, across the Switches (collecting Gems), and you'll be able to open the Tollgate safely.

NOTE If the Gargoyle is waiting next to the Tollgate, you set off slightly too soon.

Don't pause -- immediately double-back and run back through the portal to where you started and keep heading left. The Gargoyle will now be tracking you -- as you enter each Wall Trap, the Gargoyle will keep pace and kindly step on the appropriate Switch to release you.

As soon as you get to the Slow Missile, push it through the Portal, but DON'T follow it through. Immediately double-back again, and begin re-crossing the Wall Traps. If you've got the earlier timing right, the Gargoyle will still keep pace with you and release you from them all (if you've got it wrong, it will go to sleep and leave you stranded!)

Come across to the Slow Missile and push it ahead of you, through the Portal, so that you both emerge on the lower path. Let the Missile take off, and it will get rid of the Gargoyle. Run right for the last two Gems and the Exit.

+-----+
| Gold Gem \

The above strategy will pretty much guarantee you the Gold Gem.

THANKS Many thanks to "nyn-" of GameFAQs/GameSpot for help here: I originally found a different pattern of waiting around for the Gargoyle; while this solved the level, it took longer than allowed for the Gold Gem.

+-----+
| Speed Run (25.43s) \

There are a number of ways to minimise your time:

- o At the start, enter the Portal at the earliest possible moment: if you enter BEFORE the Level Timer gets to 193, the Gargoyle will be too close to the Tollgate; however, you need to get as close to this limit as you can.
- o Anticipate the about-turns as you open the Tollgate and after pushing the Slow Missile through the Portal.
- o Carry on pushing the Missile along the lower path until it gets to the second Switch -- you push faster than it travels under its own power, so you want to minimise the distance to the Gargoyle. Be careful not to push for too long though, otherwise you'll detonate it early.
- o Once it starts moving, wait until it just starts to come off the fourth (last) Switch before running non-stop for the Exit -- any sooner, and you'll get caught in the blast; any later and you'll waste time.

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W3L22	Enter Da Catdragon	Time	180	Unlock	832
	(Zen Garden)	Gold	62	Gems	9

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|/
| Use the Crate in every room.
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. . . . .
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+-----+
| Layout \

You start in the southern room of four rooms off a central area. Here, palisaded paths contain a Gem, a Wooden Crate and a Catdragon running back and forth. West of the central room is a fenced path with two Gems (one on Quicksand), a Catdragon, another Gem, a Bomb and two Spore Traps (one

containing a Confusion Pickup). East of the main room is another fenced path, with a Gem at the end. Opposite the open end is an enclosed Confusion Pickup. Running between the two is another Catdragon.

To the north, protected by a Tollgate so you have to deal with the other rooms first is yet another palisaded path. On the left are two Gems; on the right are two Gems, a pool of Water and the Exit. The obligatory Catdragon runs between.

+-----+
| Tactics \

+-----+-----
As the Hint suggests, you will need the Crate in each room; mostly to block the Catdragons so you can collect the Gems.

+-----+
| Solution \

+-----+-----
Move forward to push the Crate north and immediately step back before the Catdragon gets you. Run round to the north side, push the Crate one square to the right and one square down, trapping the Catdragon on the right (this will happen naturally if you don't pause). Collect the Gem on the left, come below the Crate and push it north then left and through the doorway to the centre of the middle room.

Nip into the western room and onto the Spore Trap just inside -- you'll grab the Confusion Pickup, so hold LEFT to escape right when the Trap releases you. Still under the effects of the Confusion, press DOWN and LEFT as you approach the Crate to begin circling it. The Confusion should wear off just as you get top-right of the Crate. Come down and push the Crate through the same doorway and into the Spore Trap. Keep pushing to the left so when the Crate is released from the first Trap, the Bomb is moved closer to the Catdragon and its fuse lit. Keep RIGHT pressed so that you move clear before the Bomb explodes. Run around to the left-hand end and run right to collect the Gems. Keep going right -- when the Traps let you -- to push the Crate back through the middle room and into the eastern one beyond.

In the eastern room, push the Crate up and right three squares so it's in the middle of the gap in the fence. While the Catdragon is to the right, nip in and collect the Confusion Pickup -- you'll need the space in a moment.

NOTE If you're not bothered about the Gold Gem, just get clear of the Catdragon's path and let it wear off. If you're going for Gold, you must block the Catdragon and head off for the Gem while Confused.

Push the Crate down to trap the Catdragon on the left, then run along and collect the Gem on the right. Push the Crate up one and over to the left, then down and across to the centre of the central room.

Open the Tollgate, then push the Crate through and onwards into the Catdragon's path, so as to trap it on the left. Nip down the right-hand path to get the Gems (stopping before you run into the Water!) and return to above the Crate.

NOTE There's a "safe way" and a "might get the Gold Gem way" to do the next bit. I'll give the safe way here; see below for the other.

Push the Crate down, then come around (either the long way to the left or across the path when clear) so that you can push the Crate one square right and up, back into the path, this time trapping the Catdragon on the right. This will allow you to get the Gems down the passage on the left.

With all the Gems, push the Crate clear, so that the Catdragon can escape, then time your movements so that as the Catdragon runs left, you push the Crate ahead of you as you run right to the Exit. Although the Catdragon will be on your tail, the Crate will drop into the Water and you will get to the Exit.

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+-----+
| Gold Gem  \
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I found this one of the hardest levels to get the Gold Gem on. By the time I'd finished the last level, I'd only skipped getting the Gold Gem on two levels: this and "Funky Push" -- on all other levels I managed to get Gold reasonably quickly before moving much further through the game. When I did eventually get Gold, it was by less than a quarter of a second!

So, how do you do it? Basically, start as above, but don't waste any time.

- o As you push the Crate right, into the eastern room and above the Catdragon's path, if you've not wasted time getting here, you should be able to carry straight on and collect the Confusion pickup in one move. You'll then need to manoeuvre the Crate while confused: LEFT, DOWN, LEFT, ensure the Catdragon is on the left, then UP (to push the Crate down into its path), then LEFT, UP, LEFT to head towards the Gem at the end of the passage.
- o In the northern room, you won't be able to choose the "safe" option. After you've collected the Gems from the right-hand path, you must come above the Crate, then quickly: push it down and nip back up; as soon as the Catdragon heads right, there is JUST enough time to come back down, run left for the two Gems, and escape before the Catdragon returns.
- o You must then push the Crate once right, then up and down the passage to the right and into the Water so that you can get to the Exit.

Good Luck!

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W3L23	Pixielicious	Time	120	Unlock	1062
	(Zen Garden)	Gold	12	Gems	21

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| Layout  \
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You start in the northeast quadrant of a large open area. Some Gems are to your right, a couple more are below these, and more run along the bottom wall. Two more are above these to the left, and the final eight surround the Exit in the top-left. The only thing stopping this being a pleasant Gem-collecting stroll is an absolute horde of Mallet-wielding Pixies, who will take every opportunity they can to squash you!

+-----+
 | Tactics \

 Patience and perseverance are the keys to finding a solution for this level, as you keep trying and retrying slightly different routes to avoid the Pixies.

+-----+
 | Solution \

 I won't claim it's the best (although I think it's good), but the following works nearly every time, and should give you the Gold Gem into the bargain. It all has to be done without pause!

Come right, and zig-zag down to collect the four Gems, being ready to head up on the last Gem for two squares. Double back to the left, and come down just before the lamppost -- about two squares down, you SHOULD see a gap in the Pixies, so head right through it. Come down so that you are one square away from the right-hand wall, and turn left to collect the two Gems further down.

As soon as the lower wall drops away, go down and left just above it -- there's a whole line of Red Gems to collect. Turn up at the first square beyond the Red Gems, so that you hit the right-hand Gem of the pair above. Turn left for the other, then immediately go up. At the corner of the room, turn right to come along the line of three Gems below the Exit, then circle the Exit anticlockwise, diving in from the left-hand side.

+-----+
 | Gold Gem \

 If you can do the above, you should automatically get the Gold Gem.

W3L24	Pot Holes	Time	300	Unlock	1074
	(Zen Garden)	Gold	73	Gems	10

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 |/
 | Manage your Crates to collect the Gems. |
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+-----+
 | Layout \

 Essentially a large loop -- with a few side turnings -- containing many Crates, pot holes (small pools of Water) and a scattering of Gems. There's a

Portal leading to near the Exit thrown in for good measure.

+-----+

| Solution \

+-----+-----

Push the Crate above you down, right, down twice and left into the Water. Head up past the start and push the Crate in the middle up past the one on the left and into the Water. Pull the left-hand Crate to the right (collecting a Gem in the process) and push it up; come around to the top, collect the second Gem and push the Crate all the way down the middle, then around and across the first Crate, and into the Water.

Cross over both Crates and move up before you fall in the Water. In the passage to the north, push the lower-left Crate up one square, then circle around and push both the left-hand ones down until the first drops in the Water. Push the second on top of the first, then push it left into the Water. Come down for the third Gem, then return to the Crate in the passage above. Push this down and out to the right; when you can, run round behind it and push it back to the left until it nudges another Crate into the Water. Push the Crate below you across one square to the left so that you can push the pair of Crates up the passage to the north and reach the Switch. Come down and collect a fourth Gem just off to the left.

Head back to the right, and come down between two pools of Water. There are two Gems to collect in the bottom-right corner. Now push the two Crates above over to the left until both drop into pools of Water. There's a Crate in a niche above you: push it down once and right twice so that you can come behind it and push it left. When it has just passed a Crate below it, nip down and collect another two Gems and push the lower Crate up so that the two are in line. Carry on pushing them as far as you can.

Push the Crate directly in front of you down twice so that you can get the ninth Gem in the corner. Push the Crate above up and into the Water, then pull the one you pushed down up away from the wall. Go under it and push it: up, up, left, up, left and left. Push it, and the Crates beyond it, up until there's one Crate against the northern wall.

Go to the top-left corner for the final Gem then push the Crate right into Water. Push the next Crate twice to the right and up into another pool of Water. Cross it, and push the nearby Crate right three times into the Water below the Portal. Come back left and down to push the Crate in the two-by-two area up, right and up against the north wall. Push it right into the Water.

Push the Crate above the Portal left, down three times, right, and up into the Portal. Follow it through to get to the Exit!

+-----+

| Gold Gem \

+-----+-----

It's a longish course, with plenty of opportunities for mistakes. However, if you can finish without having made too many, you should get the Gold Gem after a bit of practice.

W3L25	Bamboo Stroll	Time	40	Unlock	1080
	(Zen Garden)	Gold	37	Gems	2

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|/
| Launch each Missile and don't stop running. |
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.....

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+-----+

| Layout \

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Sound advice -- the level consists of numerous fenced-in paths, linked by Portals, containing a number of Missiles and Switches for lighting their fuses. The first Switch is to the left of your starting position. There are two Gems, behind the two Missiles you can see above the start (head left to reach), and the Exit is several paths over to the right, past a Catdragon and a neatly placed side-turning.

+-----+

| Solution \

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The good news is that if you finish the level alive, you're bound to get the Gold Gem. The bad news is that you have to waste NO time whatsoever to survive!

Step left (to activate the Switch and light the first Missile's fuse) then immediately run like the clappers to the right through a couple of Portals. Duck down in front of the Catdragon and go to the bottom of the dead-end to avoid the Missile's blast. Go back to the top; the Door is closed, but another Missile will be along in a moment to open it.

As soon as it does -- you cannot afford a moment's hesitation -- set off to the left, back past the start, and through more Portals to the Gems. Anticipate the turn by reversing direction on the first Gem (so you "skid" onto the second) and run like crazy back to the right.

Continue past the side turning (the Door will be shut anyway), and if you turned quick enough when collecting the Gems, you'll JUST make it to the Exit with a Missile breathing down your neck.

+-----+

| Gold Gem \

-----+-----

Virtually automatic, if you complete the level.

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=====
W3L26      Mark of the Pixie      Time  160      Unlock  1135
           (Zen Garden)           Gold   49      Gems    5
=====

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|/
| Use the Crates as Barriers. |
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.....

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+-----+
| Layout \

+-----+-----
You start below the Exit, which has a Crate at each of its four corners. To the north, south and west are three identical arrangements: A Pixie stands on the far side of a Small Trap; behind the Pixie is a Switch that releases the trap, and a Passthru Wall that leads down a passage to a Gem. Halfway down is a Toggle Switch that opens a Door at the far end.

To the east is a slightly more complicated set-up: two Pixies near traps, with the release Switch in front of a passage between the two. Passages from behind the Pixies link up, and there are two Gems to be found.

+-----+
| Tactics \

+-----+-----
As soon as the level starts, the Pixies trap themselves, so you don't (immediately) have to worry about them. You will realise the wisdom of the Hint if you set off down one of the single passages (north, south or west): although you can easily out-run the Pixie, it will re-trigger the Switch halfway down the passage and close the Door at the end before you can pass through. Hello squishville!

A similar phenomenon exists in the passages to the east: although you can out-run the Pixies, if both are free to chase you, they will trigger the Switch operating the exit Door so you cannot escape their clutches.

+-----+
| Solution \

+-----+-----
For each of the north, south and west areas, push one of the Crates between the Switch and the trapped Pixie, then run along the passage to collect the Gem. Come partway back along the outside, to entice the freed Pixie, then circle around the far side. Hang around the opposite side of the Small Trap to entice the Pixie back into it. Because of their preference for side-to-side movement over up-and-down, this is slightly easier for the western area than the northern or southern ones.

For the eastern area, push the fourth Crate between one of the two Pixies and the Passthru Wall behind it. Go through the middle passage (over the Traps' release Switch) and go up-and-down for the two Gems. Come around the back of the barrier to the east to get down the escape route. The Crate should ensure that the Pixies follow at different times, so that you can get out of the Door.

Dive into the Exit to complete the level.

+-----+
| Gold Gem \

+-----+-----
For the Gold Gem, you may want to try and shave a few seconds off:

- o For the western area, because the Pixies favour east-to-west movement, you can emerge from the left-hand end, come down to the LOWER of the two squares heading back west, and miss the Pixie. You can then easily trap it again without having to double back to the top side.

- o For the northern (or southern) Pixie, the best method is to come down (or up) about three squares on the outermost column, then double back and come down (or up) the outside of the other side -- more often than not, the Pixie will have re-trapped itself for you!
- o If you fancy trying to dodge the final Pixie (because you're about to dive in the Exit and aren't worried whether it's trapped or not), leave either the northern or southern area to last.

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=====
W3L27      Exit Strategy          Time 200      Unlock 1145
          (Zen Garden)          Gold  55      Gems     1
.....

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|/                               \|
| Find cover from the Missiles. |
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+-----+
| Layout \
+-----+

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You start in a small area with a Crate nearby; a Passthru Wall leads north to the main area. A closed Door in the northern wall blocks access to the rest of the level, while Passthru Walls to east and west prevent you getting to the passages there. The four corners of the room each hold a detonating Bomb -- all are triggered by the Switch in the very centre of the room.

A second Switch, that you are forced to walk over as you enter, starts a chain reaction of four Slow Missiles. Starting with the left, these emerge alternately from each side; each one starting the fuse for the next. The last one (coming from the right) will open the Door in the northern wall.

This leads down a short passage (with a Haste Minus Pickup) to a smaller area containing the Exit and another Switch. The east and west passages again contain Missiles (though not Slow ones), and the Switch triggers a similar chain reaction (although the first emerges from the right). The last one will open a Door in the northern wall that allows you to get the level's only Gem.

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+-----+
| Tactics \
+-----+

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You will soon realise that if you let anything touch the middle Switch in the main area, the Bombs in the corners will detonate and you will die. You must therefore make sure that none of the Slow Missiles reach the centre...

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+-----+
| Solution \
+-----+

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Come behind the Crate and push it through the Passthru Wall, stopping when it's just before the central Switch. Push it left and up, into the path of the first Slow Missile and retire a safe distance (southeast of the central Switch is the best).

When the Slow Missile has exploded, push the Crate around to the opposite side of the Switch (DON'T push it across the middle!) and retire. Repeat this for all the Slow Missiles. For the best time, ensure you wait southwest of the central Switch for the last Missile.

Push the Crate up through the northern Door and into the Water. Continue down the passage and into the northern area. Press the Switch north of the Exit and retire to the left-hand niche. Switch niches as each Missile explodes, and after the last one (from the left), nip through the northern Door to get the Gem and run into the Exit.

+-----+

| Gold Gem \

+-----+

Fairly easy once you know what you're doing. Because all the Missiles are "self-timing" (i.e. as soon as one moves, it sets off the fuse of the next), there are only three places where you can affect the overall time:

- o Getting the Crate through the Passthru Wall and onto the first Switch (triggering the four Slow Missiles);
- o Getting the Crate through the Door and you pressing the Switch above the Exit (make sure you don't waste time while slowed);
- o Making the final dash to the Gem and exit.

If you get all these done quickly, you'll get the Gold Gem, and it doesn't matter (within reason) how long it takes to move the Crate from side to side).

=====

W3L28	Funky Push	Time	220	Unlock	1147
	(Zen Garden)	Gold	29	Gems	6

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|/                                     \|
| Move each Block with the help of the other. |
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| Layout \

+-----+

Below you are two Stone Blocks, lots of "pens" formed by Switchable Doors, Switches to control the Doors, and Gems on the Switches. Across a bridge to the south is a central area with two others to the left and right. On the left -- across a gap of Lava -- is another Gem, in the middle of a Wall Trap, and a Switch to disable the Trap. On the right -- also across a stretch of Lava -- is the last Gem and the Exit.

+-----+

| Solution \

+-----+

A basic solution is quite simple: run down the right-hand side and collect the

first Gem you come to. Carry on, and grab the lower of the next two Gems, moving up and out on the left. Come down for the bottom Gem -- the Switch under it opens the Door above so come up, out to the left, and up.

Push the top Block right once, down twice, and left onto the Switch. This lets you push the Block now above it across once to the left, down twice and right onto the next Switch down. Keep repeating this pattern -- using one Block to free the one above -- until you have both Blocks above the bridge leading south. Push them both south and line them up horizontally just south of the arch.

NOTE You will need to do the next bit quickly, before the original Stone Block breaks up in the Lava.

Push both Blocks to the left so the first drops in the Lava and the second is in the middle of the island. Push it down onto the Switch, collect the Gem, then push the Block up and back across the first Block to the central area.

Carry on pushing the Block right, into the right-hand area. Push it up once, then right to bridge the Lava leading to the small island. Collect the Gem and dive into the Exit.

+-----+
| Gold Gem \

+-----+-----
This was the last level on which I got a Gold Gem time; indeed it was one of only two (the other being "Enter Da Catdragon") where I hadn't get the Gold Gem by the time I had completed all levels.

Unfortunately, I can't see any tricks that will help here: it's just very tight timing. The only advice I can give is that although I would have spent a reasonable time trying (and failing) to get Gold when I first met the level (I tried not to leave any level "non-Gold"), when I came back having completed all other levels, it took less than a dozen attempts before I got the Gold Gem (albeit by only just under a second!)

In other words: if you're stuck, come back when you've trebled your exposure to Frantix.

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W3L29	Zensation	Time	300	Unlock	1152
	(Zen Garden)	Gold	62	Gems	20

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.....
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|/
| Use the Missiles to get rid of the Catdragons. |
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. . . . .
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+-----+
| Layout \

+-----+-----
You start in front of one Missile; there's another to the south of a pool of Water. Further south, across some Lava, is the Exit. On either side of the start are two small rooms with a Stone Block and three Gems in each;

Catdragons outside stop you getting the Blocks out.

Two passages go north, either side of a central fenced-off area; each has some Lava blocking it, three Gems (yellow on the left, green on the right), and a Tollgate (3) of the same colour. Both passages lead to the same area, where there are two Blocks lying around and a walled-in area across some Lava with more Gems (five Red, three Yellow) and another two Blocks.

+-----+
| Tactics \

At some stage, you'll need both the Stone Blocks either side of the start, so you must take out both the Catdragons with the Missiles. The secret here is to use the Bridge...

Once you start heading north, you must be careful how you use the Stone Blocks -- the correct route isn't necessarily the most obvious one. Also, you must make sure you don't run out of Blocks.

+-----+
| Solution \

Nudge the Missile below you to the right; while its fuse is burning, run south over the bridge and push the second Missile ONCE to the left. Quickly run back over the bridge and down the far left-hand side. Push the Missile up to the path and nudge it to face left towards the Catdragon.

Come to the right, collect the Gems and push the Stone Block out and up the right-hand path. Use it to cross the Lava, then collect the Gems and go through the Tollgate. Manoeuvre the two Blocks so that they're lined-up below the entrance in the middle.

Acting quickly, you must push both Blocks north so that you can cross the Lava. Collect the Gems from within, and push the two Blocks out. It is VITAL that you get both Blocks out.

Nip across to the Tollgate on the left and get the Gems from inside. However, you don't want to go back this way, because of the shape of the Lava (the middle is two squares wide, which uses too many Blocks; moving Blocks to the side is too time consuming). Instead, manoeuvre the two Blocks across to the right-hand Tollgate and push them both through at once -- the first will drop into the Lava so that you can cross.

Push the other Block down and across so that it's ready to push over the bridge. Nip into the small room on the left to collect the remaining Gems and push the last Stone Block out to the middle. Push both Blocks south, across the bridge, into the Lava and dive for the Exit.

+-----+
| Gold Gem \

The Gold Gem time is tight, but with a little practice quite achievable.

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|/                                     \|
|  Make yourself invincible in order to get rid of  |
|  your enemies.                                     |
|\                                               /|
. . . . .

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+-----+

| Layout \

+-----+

You start in a long, north-south corridor. In a room on the left are three Slow Missiles, and in a room to the right are three Invincibility Pickups and a Red Gem.

Beyond the southern end of the corridor are two pens; each has a Red Tollgate (1) leading to a Blue Gem guarded by a Catdragon. Beyond the northern end of the Corridor are more pens. First, a pair of pens behind Blue Tollgates (2), each containing a Yellow Gem guarded by a Gargoyle; the second pair of pens are behind Yellow Tollgates (2) and each contains a Green Gem guarded by a Fox.

The Exit is beyond the northernmost pair of pens.

+-----+

| Tactics \

+-----+

You have to make judicious use of the Slow Missiles to clear the Monsters from the pens so that you can get the Gems they guard. Unfortunately, their natural tendency is to trundle past the pens and explode harmlessly. To counter this, you need to run into them so that they detonate early. To do that (and survive), you need to be Invincible.

Of particular concern is which Missile and which Invincibility Pickup you use for each set of Pens -- the subtle differences in timing have quite an effect!

+-----+

| Solution \

+-----+

NOTE With each of the Missiles, you need to be spot-on with your moves from the moment you first touch them -- there's no room for error, and if you miss a move, they'll explode in the wrong place.

Enter the room on the left and come behind the middle Slow Missile. Push it out into the centre of the corridor, then come below, push it up one square and peel off to the right-hand room. Collect the middle Invincibility Pickup, anticipating the about turn to save time, then return to the Slow Missile and push it north. Shortly past the first pens, it will start to shoot off on its own and because it's only a Slow Missile, you'll run into the back of it, detonating it to take out the Foxes in the far pens (the Invincibility will protect you).

Return to the left-hand room and push one of the remaining Slow Missiles out into the middle of the corridor. As before, come below and push it up one square, then head into the right-hand room and collect another Invincibility

Pickup. Return to the corridor and push the Slow Missile up. This time the Missile will explode sooner, taking out the Gargoyles in the first pair of pens. Perform the same procedure, but to the south, with the last Slow Missile to take out the pair of Catdragons to the south.

You can now return to the right-hand room to get the Red Gem; starting with the pens to the south, you can now visit all the pens in turn to collect the Gems and go through the Exit.

+-----+
| Gold Gem \
+-----+

The Gold Gem time is pretty tight. As well as being perfect in you're manoeuvring once you've started moving a Missile, you must not waste any time between Missiles, nor when collecting the Gems at the end, if you want the Fold Gem.

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```

W3L31	Twinfusion	Time	90	Unlock	1332
	(Zen Garden)	Gold	28	Gems	3

.....

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|/ \ |

| Get rid of the Pixies with the Bombs. |

|\ / |

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+-----+
| Layout \
+-----+

You start at the southern end of a long path. To the north, the path runs through the middle of some rooms to the Exit, behind a pair of closed Doors (with a Gem between the two). Immediately before the doors is a Switch that will detonate two bombs either side of the path. Two small rooms either side of the central path, with Passthru Walls leading in, and no way leading out, each contain a Rollover Switch that controls one of the Doors by the Exit. Two areas further out to the left and right each contain another Gem, bringing the total to three.

Initially at the southern end of this complex, where the path you start on enters, are two Pixies who would love to smash you with their Mallets. Outside each of the Passthru Walls is a Confusion Pickup.

+-----+
| Tactics \
+-----+

The best help I can give here is to totally ignore the Hint. It's very easy to get rid of both the Pixies by just running north to the Switch and turning to the side. However, you'll soon realise you need something on both Switches to get to the Exit.

One final hint: don't go for a symmetric solution.

+-----+
| Solution \
+-----+

The Confusion can make this a little hit or miss, but the best approach I've found is to come up the middle and step right onto the Confusion Pickup outside the right-hand Passthru Wall. Pause for the very slightest before going up and right around the outside of the room (press DOWN, LEFT, UP). As you come down the outside (near the Red Gem, but ignore it), one of the Pixies should have been trapped inside the room with the Switch. If it hasn't, it's probably best to start again.

Continue down and come back into the middle (press UP, RIGHT, DOWN). Hopefully, you'll leave the second Pixie on the right of the wall, and the Confusion should wear off in a second or so. When it does, come down to entice the Pixie to follow you, then go up through the middle and back round to the right of the room with the Switch. If you stand level with the Passthru Wall, the second Pixie should become trapped as well.

Collect the Red Gem to the right, then go up, across the middle and down onto the second Confusion Pickup. If you're not bothered about the Gold Gem, you may as well wait for it to wear off. Head up and around the far side of the left-hand room to get the second Red Gem, then manoeuvre both the Bombs down and into the left-hand room.

With one each of the Bombs and Pixies standing on the Rollover Switches, the way to the Exit is clear, so run to it, collecting the final Gem as you pass.

+-----+
| Gold Gem \
+-----+

Follow the same plan as above, but you won't have the luxury of waiting for the second Confusion to wear off. Instead, you'll need to get the Red Gem (DOWN, RIGHT, UP, RIGHT) and manoeuvre the first Bomb down to the Passthru Wall (LEFT, DOWN, LEFT, UP) while confused.

```
=====
W3L32      Timed Run                      Time    5      Unlock 1348
           (Zen Garden)                   Gold   19      Gems    9
.....
```

```
. . . . .
|/                                     \|
|  Grab the Time Boost and survive the Bombs.  |
|\                                     /|
. . . . .
```

+-----+
| Layout \
+-----+

You start amid a multi-coloured collection of Gems. Two Tollgates (2) above you lead to pens with one more Gem each. Around the sides of the walls in front two more Tollgates, Green (2) and Red (3) lead to a Time Boost.

Behind you, a Passthru Wall leads over a Switch (holding a Haste Boost) down a corridor lined with Bombs, over a Haste Minus, and on to the Exit.

Almost out of sight at the top of the screen is a passage lined with Switches for detonating the Bombs; a Catdragon to the left is released to run over these when the Switch inside the Passthru Wall is activated.

+-----+
| Tactics \

+-----+-----
The first problem is that you only start with five seconds on the main Level Timer... you'll need that Time Boost pretty quickly!

Second, however fast you run down the central passage, you get caught by the Bombs' blast just before you get to the Exit.

Have you noticed how the two Bombs near the Appearing Walls are placed?

+-----+
| Solution \

+-----+-----
To get through either of the Tollgates leading to the Time Boost, you'll need to visit at least one of the pens. The quickest and neatest way is (all done without pause):

Come left from the start, turning back to the right as you collect the end Yellow Gem. At the other end, head up at the end Blue Gem, through the Yellow Tollgate for the Green Gem within. Emerge and head left, nipping through the Blue Tollgate for the Red Gem. Come out to the left, round the back and through the Green Tollgate for the Time Boost in the middle -- you can now relax slightly. For completeness, come through the Red Tollgate to get back to the middle.

NOTE You only HAVE to visit the first pen before getting the Time Boost; if you're having trouble getting to the Time Boost before running out of time, leave the Red Gem until afterwards.

Run down through the Passthru Wall, triggering the Switch that initiates the Bomb detonation sequence, and picking up the Haste Boost. Turn to the right just as you pick up the Haste Minus -- you really need to be above the Appearing Walls. Head up a square and push the Bomb deeper into the side-passage on the right. Because you're under the effects of the Haste Minus, you'll need to press UP or DOWN before coming to the left (otherwise, you'll drag the Bomb back out). Push the left-hand Bomb deeper into its side-passage, then come towards the centre of the main passage and turn down the middle, then back up, then back down again. This should allow the nearby Bombs to explode harmlessly, leaving you free to run down the middle for the Exit.

NOTE Because of the Haste Minus, you'll need to turn earlier than normal to come down the centre of the passage.

+-----+
| Gold Gem \

+-----+-----
There's not a lot of leeway, but if you manage to get to the Time Boost in time, and avoid being blown up by the Bombs, you should be OK for the Gold Gem.

```

=====
W3L33      Bombs of Fury                Time 300      Unlock 1355
           (Zen Garden)                 Gold  26      Gems   5
.....

```

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. . . . .
|/                                     \|
|  Use the Bombs to get rid of the Gargoyles and   |
|  Foxes.                                           |
|\                                               /|
. . . . .

```

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+-----+
| Layout \
+-----+

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You start next to a Portal, with three Bombs around you. Across a wide path to the right are five Doors holding back ten Foxes. A switch in the middle, behind a Tollgate (5), opens the pens.

The Portal leads to the first of two otherwise inaccessible areas above and below the main section. The first leads down and around left to two Gems, and contains another Portal leading to the second area. This leads up and left to three Gems, and has a Portal back to the main area. Both of the paths leading to the Gems are guarded by Gargoyles.

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+-----+
| Tactics \
+-----+

```

As far as I can see, you need to use two of the Bombs to take out the Gargoyles; leaving just one for the myriad of Foxes.

NOTE Because of the way the Foxes are arranged, the back row is always on the move, following your movement. This means that occasionally they end up in an unfavourable position when you get to deal with them. Seems to be part of life -- start over.

The secret when you get to the Foxes is that you DON'T have to take them all out; you only need to clear a way through to the Exit behind them.

```

+-----+
| Solution \
+-----+

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A basic solve first; if you want the Gold Gem, see the next section.

Push the Bomb on the left up, right and down into the Portal, following behind it. Push it across left, into the passage where the Gargoyle is and retreat to the right-hand side while it explodes. Run down the passage and collect the Gems. Enter the Portal from the side (less chance of running into the other Gargoyle) and immediately re-enter to return to the first area.

Push the lower of the two remaining Bombs left and up into the Portal BUT do not follow it through. Instead, enter the Portal from the right-hand side. Come above the Bomb and push it down into the Portal but do not follow. Wait for the explosion, enter the Portal and head for the Gems. Return through the Portal to the main area.

Run right along the middle of the passage, through the Tollgate and onto the

Switch. Run back to the left, in front of the pack of Foxes, coming up above the final Bomb so that you can push it down one square to the middle. Push it right, onto the Switch, and retire two squares out of harm's way.

NOTE On occasion, you may find a Fox blocking the path ahead of the Bomb, or preventing you retreating two squares. You'll just have to start again.

When the Bomb blows, run forward through the Doors and on to the Exit.

NOTE You may occasionally find a left-over Fox in front of you; if you spot it in time, you can side-step it as you run for the Exit.

+-----+
| Gold Gem \

+-----+-----
For the Gold Gem, we'll need to ramp up the pace.

Come round to the left-hand Bomb and push it right, into the Portal. Follow it through, keeping RIGHT pressed, then reverse to the left. You should drag it away from the wall and back into the Portal. Reverse to go right through the Portal yourself, step right and reverse left back through the Portal to the first area.

NOTE You might need a little practice, but you should be able to do this in one continuous left-right-left-right-left movement. The Bomb ends up in the third area.

Push the lower of the remaining Bombs up, then left through the Portal, following behind. You should find it against the left-hand wall with the Gargoyle above it.

NOTE Very occasionally, the Gargoyle's not in the right position, and is still in the passage to the left; you'll just have to start over.

The Bomb prevents the Gargoyle chasing you, so head down the passage for the Gems. If you've been working quickly, you may need to pause just out of range of the blast as you return to the Portal. Go up through the Portal and head left for the third area's Gems. Try to enter the Portal from the left as you return, as this leaves you running right down the middle of the main area.

Clear the Foxes as above -- run on to the Switch, then come back and push the Bomb down and along the middle onto the Switch. Retire two squares and run through when clear.

NOTE There seems to be an increased chance of needing to side-step the last Fox with this method.

The timing's tight, but you should get the Gold Gem. While both these methods work (at least most of the time), they don't feel as obviously "correct" as for some other levels.

W3L34	Paw of the Puma	Time	60	Unlock	1410
	(Zen Garden)	Gold	25	Gems	2

.....
.....
|/ \ |
| Avoid the Puma with your stare and agility. |
|\ / |
.....

+-----+

| Layout \

The path ahead of you leads north over a bridge to the Exit, but is blocked by a Puma. Behind you, two more paths lead east and west, also over bridges, to the level's two Gems. Unfortunately, the entrance to each of these forces you to collect a Haste Minus, making Puma-avoidance much more difficult.

+-----+

| Solution \

Step down and left, onto the first Confusion, then press UP to face the wall; this will stop the Puma in its tracks.

THANKS I initially got nowhere with this level, because I assumed that you had to be directly facing a Puma to stop it (i.e. in a direct line). I therefore never thought to try facing the wall to stop it.

SORRY Unfortunately, I've lost the name of the person from GameFAQs who helped me solve this level. If it was you, and you happen to read this, please let me know so that I can give you proper credit.

Let the Confusion wear off, then run left down the passage and over the bridge. Collect the Gem, anticipating the about-turn to save time, and come back across the bridge -- the Puma should have stopped inside the passage.

NOTE We need to perform the first of many "loop around the Puma" moves. This basically involves drawing it down while you loop around the upper squares. You may need to practise a few times to get this right.

Come down on the first square of solid land and pause slightly for the Puma to come out of the passage and down level with you. Now quickly go: UP, UP, RIGHT, DOWN and RIGHT and you should enter the passage ahead of the Puma.

Run right, through the second Confusion Pickup, and as soon as you emerge from the right-hand end of the passage, go up and press LEFT to face the wall; if you've done it quickly enough, the Puma will stop just inside the passage. Wait again for the Confusion to wear off, then come right, pause slightly so the Puma can come out and up, then run down and left back down the passage.

When you get to the left-hand side of the middle section, pause until the Puma is about to pounce, then come down, right twice, up and back down the right-hand passage to collect the second Gem. You should just have time to turn and stare-down the Puma as it emerges from the passage.

Come back across the bridge and go down, up and left past the Puma, then up the middle passage and across the bridge for the Exit.

+-----+
| Gold Gem \
+-----+

This is very, very difficult... you need to shave every possible fraction of a second of the above procedure:

- o Set off to the left slightly before the first Confusion wears off: if you wasted no time collecting it, start moving shortly after the Level Timer ticks to 56 seconds. You need to freeze the Puma just after it has emerged from the passage.
- o Start moving just before the second Confusion wears off. Pause slightly after facing the wall and freezing the Puma, then come right and immediately press UP to stop from running into the Water. Come down and left as the Puma closes in.

```
=====
W3L35      Path Forbidden          Time 250      Unlock 1416
           (Zen Garden)           Gold  72      Gems    17
.....
```

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|/                                     \|
| Use the Slow Missile to keep your path clear. |
|\                                     /|
.....
```

+-----+
| Layout \
+-----+

You start above a line of three Small Traps, each containing a Gem; above and below this line are small patches of Quicksand. The area to the left, through a Tollgate (14), contains a Catdragon running along a fenced path with a Gem at either end. There is an entrance to the path near the left-hand end and Door controlled by a nearby Rollover Switch will isolate the very end square.

To the right of the starting area is a Switch that triggers the fuse of a Slow Missile and a Spore Trap. This leads to a path running to the Exit on the right (with a Stone Block, another Small Trap and a pool of Lava at the right-hand end).

Through a cunning arrangement of Appearing Walls and Portals, the Slow Missile triggered by the earlier Switch continually crosses the first part of this path in three passes. Gems lie along both the path and the Missile's route. Some Confusion Pickups are dotted between the Gems.

+-----+
| Tactics \
+-----+

You need to clear the Gems from in front of the Appearing Walls (WITHOUT triggering them) otherwise the Missile will explode en-route. Once it is moving freely, it will enable you to navigate the Small Traps in the area where you start. The Stone Block is needed both in the left-hand area (to keep the Catdragon trapped) and in the right-hand area (to bridge the Lava) --

you will therefore need to push it through the Small Traps twice (the Quicksand prevents it going above or below).

+-----+
| Solution \
+-----+

Come right and down into the Spore Trap and wait for it to recede. This will have triggered the fuse on the Slow Missile, so working quickly -- but nimbly -- grab the Gems from in front of all of the Appearing Walls while avoiding the Confusion Pickups.

NOTE Be extremely careful not to bump into any of the Appearing Walls -- if you "trigger" any of them, the Slow Missile will not pass through.

Come to the right, behind the Stone Block, and grab the Gem from on top of the Small Trap. Keep LEFT pressed and the Slow Missile will eventually release you. Push the Stone Block all the way to the left and into the Spore Trap. Although it may not look like it, there should be just enough time for this to recede and allow you to move into it before you get hit by the Missile.

When released, push the Block clear (it will stop at the Small Trap because of the Gem). Come down and run left to the FAR Small Trap and come back right through all three Traps, collecting Gems. Run back to the left and open the Tollgate, then come back to the right and push the Stone Block through all the Small Traps and to the end of the fenced-in path.

NOTE It's faster (by about five seconds) to collect the Gems from left-to-right rather than right-to-left, even allowing for having to run back to open the Tollgate. This is because of the order the Missile runs over the Switches.

Push the Block two squares down then left to just before the Switch. Run up to the opening in the fence, and just as the Catdragon turns to run right, nip in and collect the left-hand Gem. Come down for the Gem on the Switch, then push the Stone Block left onto the Switch so that you trap the Catdragon behind the Door. You can now run down the fenced path for the right-hand Gem.

Push the Stone Block back over to the right, up to the middle, and right through the three Small Traps, and into the Spore Trap. You should find that -- as it and you are released from the Spore Trap -- you can push the Block all the way across to the right, pausing at the final Small Trap, and into the Lava so you can get to the Exit.

+-----+
| Gold Gem \
+-----+

If you've not wasted any opportunities doing the above, you should get you the Gold Gem by a couple of seconds.

=====

W3L36	Dojo Mojo	Time	50	Unlock	1430
	(Zen Garden)	Gold	23	Gems	6

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.....

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|/
|  Get rid of the Catdragons with the Missiles.  |
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. . . . .
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+-----+

| Layout \

+-----+-----

You start at the centre of an asymmetric crossroads, with two short arms east and south, and two long arms north and west. The two short arms both hold a Missile, facing the two long arms, and there's an Invincibility Pickup nearby. Halfway along each of the long arms is room with three Gems; the entrances being guarded by Catdragons. A Portal at the end of the northern arm leads to the end of the western arm; a Portal there leads to another small room and the Exit.

+-----+

| Tactics \

+-----+-----

Because the Catdragons are to the side of the arms, the Missiles won't have any effect unless you're there to detonate them. To have any hope of doing this for both arms, you must be running up the northern arm when caught by the first missile (close enough to the entrance to get the Catdragon) then continue to the Portal so you can run east along the western arm and meet the second Missile head-on.

There's one more clue you'll need: you won't be able to get the timing right if you come behind the Missiles and give them a shove...

+-----+

| Solution \

+-----+-----

Come south, pushing the Missile against the wall, and then pull it away so that it's primed and facing north again -- this is quicker than coming behind and pushing. Come back to the start and push-and-pull the right-hand Missile so that it's primed and facing west. Return to the centre and grab the Invincibility Pickup on the way up the northern arm.

The first (southern) Missile should hit you just after the entrance to the side-room, taking out the Catdragon. Carry on to the end, enter the Portal and head east -- you should get hit by the second Missile just to the left of the second room's entrance.

Enter the room, collect the Gems, then carry on east back to the starting area and head up the northern arm again. Collect the Gems from its side-room and carry on up to the Portal. Step right-left as you emerge to get to the final room then up and left into the Exit.

+-----+

| Gold Gem \

+-----+-----

Fairly tight, but not impossibly so. You mustn't lose any time in push-pulling the Missiles at the start, nor in collecting the Gems at the end.

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=====
W3L37      Catdragon Path          Time 200      Unlock 1484
           (Zen Garden)           Gold  47      Gems   16
.....

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|/                                     \|
|  Don't put yourself in danger.      |
|\                                     /|
. . . . .

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+-----+
| Layout \
+-----+

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Just in front of you, to either side, is a pair of stationary Catdragons ahead of Switches that move them and Disappearing Walls. Two Stone Blocks are between them and a doublewide strip of Lava that divides the level.

To the south are two "pens" either side of the main path leading to the Exit. These pens are formed from an "anteroom" containing a Switch, and a main area that holds four Gems and a Stone Block. The two entrance/exits are Trailing Walls; the internal door between the main part and the anteroom of one pen is controlled by the Switch in the other. In addition, the southern door of each has a Tollgate (4) in front of it, and the northern door has a pool of Lava in front.

Across the strip of Lava you will find two more loose Stone Blocks and another pair of pens. These are the same as the first, except that they have no Tollgates nor Lava pools.

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+-----+
| Tactics \
+-----+

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The Tollgates by the southern pens mean you have to collect the Gems from the northern pens first. In each case, you need a Block on the Switch in one pen to be able to complete the opposite pen.

As far as I can see, the Catdragons are of no use whatsoever.

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+-----+
| Solution \
+-----+

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Step left and move up to push the Stone Block ahead up one square. Push it right, in front of the second Block, then push both up to bridge the Lava. Push the first of the Blocks on the far side two squares left, then up, through the Trailing Wall. Come back down and push the second Block two squares right and up through the other Trailing Wall.

Come up, between the two enclosed areas, and enter one from the north. Collect the four Gems, then push the two Blocks down, until the first is on the edge before the Lava. Push both blocks across two squares to the centre-line, then run back up to the other area. Collect the Gems from here and push the Blocks down until you are clear of the Trailing Wall.

NOTE When collecting the Gems, you may find it quicker to push the Block on the lower-middle square down first; you can then run around for the Gems more easily.

Pull the upper Block away from the tree, then push it up and across to the centre. Come behind the lower block to push it across, up and across to the centre.

NOTE You should now have two Blocks ready to bridge the Lava, a gap, and two more Blocks ready to be pushed over the first.

Push the lower pair of Blocks into the Lava then come back up and push the second pair over the first two. Keep pushing them down until the lower one is level with the enclosed Switches on either side.

Push the lower Block through the Appearing Wall so that it activates the Switch then run down and into the OPPOSITE area where you can collect the four Gems and push the Blocks north to escape. Push the second Block in the middle down, onto the other Switch, and clear out the other four Gems. Leave to the north as before, then run south down the middle for the Exit.

+-----+
| Gold Gem \
+-----+

The above should get the Gold Gem quite comfortably.

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W3L38	Puma's Demise	Time	60	Unlock	1486
	(Zen Garden)	Gold	20	Gems	8

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.....
```

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.....  
  |/  
  |  When reaching the second Dot, let Haste Boost       |  
  |  run out before changing to the correct direction.   |  
  |\                                                        /|  
  .....
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+-----+
| Layout \
+-----+

Quite a large, spread-out level, that you don't really have a chance to explore properly; instead you have to discover it by chance.

You start ahead of a Puma, facing Haste Boost and Confusion Pickups at the start of a long stretch of Quicksand. This heads north across the whole level, where it divides to form symmetric halves. In each half, it heads to the side, then down past four Gems, and then back in toward the centre, where you'll find another Confusion Pickup before it heads up again to meet the original division point.

+-----+
| Tactics \
+-----+

The key to this level is "smooth transitions"... at a number of places, many on Quicksand, you will need to smoothly adjust to gaining or losing the effects of a Confusion Pickup. Doing so smoothly will not only save time (if you're going for the Gold Gem), it will stop you sinking into the Quicksand if

you get the timing too far out.

+-----+

| Solution \

+-----+-----

Head up to collect the Haste Boost and the Confusion; pressing DOWN as soon as you do so that you continue moving north, away from the Puma.

NOTE You should aim for a completely smooth transition as you run over the Confusion, especially if you're going for the Gold Gem. You don't want an "up-down-up" jerk as it will waste time.

TIP Because you're Haste Boosted for a while, you don't need to hold a direction key, and I found it best not to.

Speed up across the Quicksand and three Appearing Walls will come into view. Turn right (press LEFT) to turn just in front of them. (As the level is symmetric, you can do it either way; I started by going right so I stuck with it). You need to turn south (by pressing UP) one square before the end of the horizontal passage, so you may need a few goes to get the timing right.

Come down the right-hand side, collecting four of the level's eight Gems; you should reach the bottom still under the influence of both the Haste Boost and Confusion, so press RIGHT to head left, back towards the centre. As you near the centre, you'll cross the "second Dot" mentioned in the Hint, and see a second Confusion Pickup in the corner.

NOTE The Dot is NOT safe to stop on; it is treated as normal Quicksand.

Despite the Hint's wording, I found that if you made a smooth transition into Confusion at the beginning, and haven't wasted any time at the turns, the Haste Boost and Confusion runs out just past the Dot.

The best way is to hold down LEFT just after you pass the Dot, then DOWN just as you reach the corner (because of the Confusion). Because you are now at normal speed, you must remember to keep the direction key pressed, otherwise you'll come to a halt and sink.

Keep DOWN pressed as you come up the new line of Quicksand; as the three Appearing Walls come back into sight, hold down RIGHT to turn left and pass immediately below them. As before, you need to switch to UP just before the end so that you turn down into the side passage.

NOTE The confusion will wear off just after you make the turn. About one or two squares down, release UP and then press DOWN. If you don't release UP in time, or press DOWN too soon, you will end up attempting an about-face and thus sink.

Come down the left-hand side, collecting the other four Gems, then press RIGHT at the bottom to head back towards the centre again. There's a third Confusion Pickup in the corner, so press DOWN as you reach it to head up. Press LEFT and UP as you get to the end of the wall to your right so that you come back down the central passage of Quicksand.

NOTE Try not to go higher than necessary when turning right -- the end of the wall overhangs the turning somewhat. Not only does

this save time, it makes the final confused-normal transition easier.

Come back down the Quicksand where you started. If you've down the second half without any undue delay, you should just get to solid ground before the Confusion wears off. When it does, switch to DOWN to complete the run south to the Exit.

+-----+
| Gold Gem \
+-----+

The above should get you a second or so inside the Gold Gem time.

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=====
W3L39      Fox Will Rok You          Time 200      Unlock 1490
           (Zen Garden)              Gold  31       Gems   3
.....
           . . . . .
           |/                               \ |
           | Use the Fox to guide the Rok.   |
           |\                               / |
           . . . . .
```

+-----+
| Layout \
+-----+

You begin at the centre of a small area with a Fox behind you and a Rok below the Fox. Near the corners are four Switches set in pools of Lava: the Switch in the southeast corner controls a pair of Doors leading to the Exit (in the southeast corner); the other three Switches control Small Traps in their respective corners, each of which contain a Gem.

+-----+
| Tactics \
+-----+

As the Hint suggests, you need to use the Fox to usher and coerce the Rok to step from Switch to Switch, so that you can get the Gems and escape from the Small Traps. At first, it will seem very hit-or-miss about how you achieve this, but once you (slowly) home in on a working solution, you WILL find a repeatable set of steps that allows a consistent solve. (Honest!)

+-----+
| Solution \
+-----+

Run across and up onto the spot. Wait for the Rok to begin going up on the right-hand side of the Fox, then -- keeping pace with the Rok -- move up two squares. As the Rok gets to the Switch, step left, then run up (to the wall) and right, into the Small Trap for the Gem.

NOTE The Fox should be against the upper wall, and the Switch should be the lower-right square of the Rok's path.

When the Rok releases you, step down, then left three times (without running

+-----+
| Layout \

+-----+-----
You start in a wide passage between two rooms; the passage is blocked to the north and south by Appearing Walls. Rollover Switches in front of the Doors to each room need to be activated to allow entry (and also make getting out again an "interesting problem").

The right-hand room contains several partitions, three Gems, a Fox, a Catdragon and a Switch behind a Trailing Wall that opens the Door to get out. The left-hand room has the last two Gems, two more Foxes and a Rollover Switch that (a) opens the Door back to the passage and (b) opens another Door to the Exit.

+-----+
| Solution \

+-----+-----
Come right into the right-hand room, and come down just before the first partition. Stop on the Gem, and the Fox will come to a halt opposite you on the other side of the partition. Wait for the Catdragon to come down past the Fox and give it just enough time to turn and hit the Fox before heading up.

NOTE The Catdragon will disappear from view, turn left and attempt to come back up. However, it will hit the Fox, and so start moving horizontally. You need to allow just enough time for this to happen.

Head up, then right through the gaps in two partitions towards the Passthru Wall. Pause for the merest fraction (to ensure that the Fox comes through the gap in the last partition) then run up towards the two Gems. Nip left for the second one, then right and up into the corridor to the north.

NOTE You will just have enough time to get the Gems and run ahead of the Catdragon.

Loop around at the top of the corridor and come back down, turning to go through the Passthru Wall. After you come through, come one square left and one square up: the Fox should stay on the far side of the Passthru Wall, level with you.

As soon as the Catdragon comes up to just below the Fox (level with the Passthru Wall), come down one square and run left -- the Catdragon will turn to the right and activate the Switch to let you out. Carry on across into the left-hand room, and come down the inside wall to collect the Gem from the lower-right corner.

Come across to the lower-left corner to entice out the lower Fox, then run back to the lower-right corner and up the wall for the last Gem in the upper-right corner. Come back down against the wall, and cross to the left at the bottom of the partition, coming round behind to the Door leading to the Exit (the second Fox will be just above you, but can be ignored).

Keep right pressed so that as soon as the "free" Fox makes its way to the Rollover Switch on the far side of the partition the Door will open and let you through the Exit.

+-----+

| Gold Gem \

+-----+
With a little practice, you should get the Gold Gem comfortably.

()=====()
	D E S E R T O A S I S	
	World 4	
()=====()

Forty more levels; the common theme this time is basically Ancient Egyptian -- lots of undulating sand on the ground; tall, imposing columns and arches; Pharaohic Missiles etc.

=====
W4L01 Block Party Time 130 Unlock 249
(Desert Oasis) Gold 12 Gems 1
.....

.
|/ \ |
| Push the Blocks to clear a path to the Gem and |
| Exit. |
|\ / |
.

+-----+
| Layout \

+-----+
You start in the middle of a seven-by-seven area, filled with a chequer-board pattern of Blocks. Near the lower-right corner is the level's only Gem sitting on a Rollover Switch; near the upper-right is the Exit, behind a Door that only opens when the Switch is pressed.

+-----+
| Solution \

+-----+
You need to push Blocks to one side to get the Gem; push a Block over the Switch where it was (so the Door in front of the Exit is open), then push Blocks aside to get to the Exit. There are many ways of doing this, many of which will fairly easily net you the Gold Gem.

The following was the route that gave me my fastest time when everything "just worked" -- given simply as a set of directions to follow:

U, R, R, D, D, R, D, R (get Gem)
L, U, L, L, D, R, R (Block on Switch)
L, L, L, L, U, U, L, U, L, U, L (Exit)

=====
W4L02 Trigger Happy Time 300 Unlock 258

```

.....
. . . . .
|/                                     \|
|  Press the right Switches to open the Doors.  |
|\                                     /|
. . . . .

```

+-----+

| Layout \

The Exit is just above you, protected by a Tollgate (5). Five pens to the left hold the Gems, but they're blocked by closed Doors. Extending far to the right is a veritable minefield of Switches. Out of sight on the far right is a whole line of Catdragons just waiting for you to step on the wrong Switch before they charge you down.

+-----+

| Solution \

Dotted among the many Switches are five that release the Doors on the pens containing the Gems. You simply (!) need to find these, get the Gems and go through the Exit. Luckily, the Door-Switches are marked slightly differently from the Catdragon-releasing ones:

```

. x @ x . . . x . . . .
S x . x . x . x . x x .   Key:
? x . x . x . x . @ x .   . Bare floor
. . . x @ x . x . x x .   x Catdragon-releasing Switch
. x x x x x . x x x x .   @ Door-opening Switch
. . . . . (@) . . . . .   S Start position
. x x x . x . x x x x .   ? Hint
. . x x . x . . . @ x .

```

NOTE The Door-opening Switch in the middle of the level -- shown as "(@)" above -- must be crossed a second time on the way back from the right, which would re-close the Door it controls. Therefore, on one of your trips you must double back and activate it again (for a total of three times).

I found that pressing the Left Shoulder Button to rotate the view made navigating this level much easier.

+-----+

| Gold Gem \

The time is a little tight, so you can't afford to dawdle too much if you want the Gold Gem.

```

=====
W4L03    Ghost in the Trap                    Time    90            Unlock    259
          (Desert Oasis)                    Gold    13            Gems       6
.....

```

```

. . . . .
|/
| Stare at the Ghost to stop its movement. |
|\
. . . . .

```

+-----+

| Layout \

-----+-----
You're on a path surrounded by Water. To the right is a GHOST lurking in the shadows. To the left, a series of three Earth Traps before you get to the Exit. The six Gems are on and between the Traps.

+-----+

| Solution \

-----+-----
Fairly simple; rush to the first Earth Trap and turn to face the Ghost as soon as you get caught. As soon as the Earth Trap releases you, rush to the next one and repeat.

+-----+

| Gold Gem \

-----+-----
There's enough time to get the Gold Gem, so long as you don't wait too long after an Earth Trap has released you before moving to the next -- the danger is that if you move too soon, the Ghost will get you.

TIP Watch closely as the walls of the Earth Trap recede -- there is a small upward movement at the end, signalling that you are free.

```

=====
W4L04    Portal Combat                    Time 300        Unlock 260
         (Desert Oasis)                   Gold 24         Gems 14
=====

```

```

. . . . .
|/
| Avoid the Portals and open the Tollgate. |
|\
. . . . .

```

+-----+

| Layout \

-----+-----
Another maze-like level; this time the walls are formed of Portals. Dotted around are the fourteen Gems you need to open the Tollgate in the middle of the right-hand wall. This leads to the only Portal you should step on, as it takes you to the Exit. To spice things up a little, there are a number of Haste Boost Pickups -- avoid these, otherwise you will careen uncontrollably into a Portal.

+-----+

| Solution \

-----+
 Taking things steady it is not difficult to weave your way among the Portals.
 If you do grab a Haste Boost by accident, just stay on the spot until it wears
 off. The map below allows you to plan your route:

```

x x x x x x x x x x x x x
x G . . x H G x G x . G x
x . x . . . . . x . x x
x . x x x x x x . . . G x
x ? x G . . . . . x x x x
x . x x . x x x . . . @
x S . . . x G . . x x x x
x x x x . G H x . . x G x
x G . . . x x x . . x . x
x H . x x x . . . x x . x
x x . . x . . x . . . . x
x G . . . G x x . x H G x
x x x x x x x x x x x x x
  
```

Key:

- . Bare floor
- x Portal - don't touch!
- H Haste Boost - don't touch!
- G Gem
- @ Exit Portal
- S Start position
- ? Hint

-----+
 | Gold Gem \

-----+
 To get the Gold Gem you don't have to run non-stop, but you do need to be
 reasonably light on your feet. The route that I found best is to go up to the
 corner, along the top of the maze to the top-right, then back to the Gem two
 squares right of the Question Mark. Work your way down to the lower-left
 corner, then across to the lower-right, then back up to the Tollgate (don't
 forget the Gem in the very middle).

```

=====
W4L05      Puma Pursuit                Time 60      Unlock 265
           (Desert Oasis)              Gold 17      Gems   5
.....
  
```

```

. . . . .
|/                               \|
| Survive the Puma by looking at him. |
|\                               /|
. . . . .
  
```

-----+
 | Layout \

-----+
 You start near the western end of a path that extends east; initially over
 solid land, then Quicksand, to the Exit. There is a Stone Block and small
 pool of Lava first, then five Gems in a line just before the transition.
 There are two Haste Minus Pickups on the Quicksand: one at the start, one two-
 thirds along. The main path is just a single square wide, although there are
 niches top and bottom along its length. Two squares behind you is a PUMA --
 this will run to attack you unless you turn to face it.

-----+
 | Tactics \

-----+
 The Haste Minuses on the Quicksand, and the inability to stop and turn around

mean that you will never be able to out-run the Puma -- you must get rid of it.

+-----+
| Solution \

+-----+-----
Run to the east, pushing the Stone Block into the Lava so you can cross. When you get level with the second niche following the Lava, turn to face the Puma. The aim is for the Puma to stop on the Stone Block in the Lava; ideally, you'll be level with the niches (having "skidded" one square further before doubling back). Wait for the Lava to consume the Block and Puma and head as quickly as the Haste Minuses will allow to the Exit.

+-----+
| Gold Gem \

+-----+-----
The above should get you home inside the Gold Gem time without problems. For the best time, try to slightly anticipate the destruction of the Block and Puma.

=====					
W4L06	Slow Train	Time	26	Unlock	271
	(Desert Oasis)	Gold	27	Gems	3
.....					
				
	/				
	Grab all the Gems and keep moving.				
	\			/	

+-----+
| Layout \

+-----+-----
This level is all about travelling along railed-in paths... To the right is a Switch which will ignite the fuses of a trio of Slow Missiles -- you can see them two "tracks" above you. Beyond the Switch are level's three Gems. To the left of the start is a Tollgate (3) and a length of track leading to a Portal. The Portal brings you out on to the track below you, leading to another Tollgate and Portal. In all, there are four sections of track. At the start of the fourth section is another Switch that releases a full-speed Missile to bring up the rear, while at the end of the fourth, a stationary Catdragon awaits -- luckily, there is a side turning to the south just before. The Exit is just past the Catdragon.

On top of the Switch, and scattered at other points around the level, are some Haste Minus Pickups... these prevent you pulling ahead of the Slow Missiles (you can just keep pace with them).

+-----+
| Solution \

+-----+-----
Head east, over the Switch, and collect the Gems. Because you're moving slowly, anticipate the turn before you get to the last one so as to not waste time. Head back to the west and keep moving constantly through the Portals

and along the tracks. When you get to the Catdragon, head down to the end of the side-path, letting the three Slow Missiles blow up the Catdragon and each other. Go back north and west to the Exit before the normal speed Missile catches up with you.

This is the only level so far where total time allowed is actually reasonably tight -- there'll only be a couple of second left on the main timer when you finish. This isn't a problem, though, providing you don't stand around looking at the scenery in the southern side-path,

+-----+
| Gold Gem \

-----+-----
It's impossible not to get a Gold Gem if you complete the level -- the Gold Timer is one second LONGER than the Level Timer!

```
=====
```

W4L07	Statue Catch U	Time	200	Unlock	290
	(Desert Oasis)	Gold	36	Gems	1

```
.....
```

```
.....  
|/ |  
| Use the Crates to get to the Gem and Exit. |  
|\ |  
.....
```

+-----+
| Layout \

-----+-----
A broad, three-laned walkway heads south; the lanes being divided by two rows of statues and Stone Blocks. The middle land is blocked off at the end, but the outer two lead into a large pool of Water. In the middle of the pool is the only Gem, on an island, and the Exit on the southern side; fenced off so that you can only get to from the Water. This fence continues all around the Water and the walkway, except for the northern edge. There are four Appearing Walls set into the fence; two adjacent to the Exit, and one halfway down each side.

+-----+
| Tactics \

-----+-----
The secret to this level is knowing/realising how the Appearing Walls work. If you attempt to go through one, it pops-up and blocks your path (or that of anything you try to push through). However, in its UNTRIGGERED state, you can pass other objects (e.g. Stone Blocks) through them.

+-----+
| Solution \

-----+-----
NOTE I work on the left-hand side of the level, but as the level is symetric, you can use the right-hand half if you wish -- just reverse my left/right directions.

Go down the middle lane and push the first Block on the left against the fence. Come back out the top and push the same Block one square down. Go down the right-hand lane and push the first Block over so it's above the one you just pushed down. Carry on down the right-hand lane and push both the middle Blocks out through the blue Appearing Wall into the outer corridor. Come back to the middle lane, drop down and push the lower-left Block against the fence (there should now be three Blocks against the fence in the left-hand lane).

Go back up to the top, then down the outside path on the left. Push the left-hand Block down, just past the corner of the Water, then across and up through the blue Appearing Wall into the Water. Go back to the other Block, push it down into the corner, then pull it away from the fence to the left. Push it up one square (so you can get above it) and push it down, around the corner, and up onto the first Block.

Now return to the left-hand lane of the inner area and push the three Blocks you prepared earlier south into the Water, so they join up with the stacked Blocks you've already placed. Push the top Block off to the east, joining the island to the exit. Get the Gem and leave.

+-----+
| Gold Gem \

+-----+-----
The above route, taken at a steady pace, and without any big mistakes, should get you the Gold Gem.

W4L08	Jinx	Time	90	Unlock	592
	(Desert Oasis)	Gold	18	Gems	4

.
|/ \ |
| Keep the Crates on the Rollovers. |
|\ / |
.

+-----+
| Layout \

+-----+-----
You start in long, wide, east-west area. To the east a line of three Small Traps bar the way to the Exit. To the west is a smaller area with a small island surrounded by Quicksand and one patch of Water. On the Island are the level's four Gems, three of which are hidden under Crates. Also under the Crates are three Rollover Switches that when activated will disable the Small Traps.

+-----+
| Tactics \

+-----+-----
You have to manoeuvre the Crates around to get at all the Gems, ensuring that you leave all three Rollover Switches covered so that you can get to the Exit. The single square of Water just complicates things.

+-----+
| Solution \
+-----+

Run west into the room with the Crates. The first thing you have to do is grab the free Gem so you've got some space to work with.

TIP The trick here is to then realise that while all the Rollover Switches must end up being covered, they don't have to be covered by their original Crates.

Push the upper-right Crate left onto the empty square. Then push the lower-right Crate up onto where it was. Next, push the lower-left Crate across to the right, and finally push what is now the upper-left Crate down to cover the last Rollover Switch. Leave the room and run across to the Exit.

+-----+
| Gold Gem \
+-----+

You shouldn't find too much difficulty in getting the Gold Gem.

```
=====
W4L09    Missile Remove                    Time 100    Unlock 595
         (Desert Oasis)                    Gold 29     Gems 6
.....
```

```
.....
|/                                            \|
| Use one Missile to get to the Exit.        |
|\                                            /|
.....
```

+-----+
| Layout \
+-----+

You start surrounded by four "Egyptian-themed" Missiles (they look like Mummies) facing away from you. Two passages lead east and west to two small rooms, each guarded by a Catdragon and containing three Gems. A third passage leads south to the room with the Exit; as well as having a Catdragon on guard, the Exit is blocked by three Doors, opened by a Rollover Switch under the Catdragon.

+-----+
| Tactics \
+-----+

The Catdragons can only be dealt with by the Missiles; however, you also need to consider how to open the Doors leading to the Exit.

+-----+
| Solution \
+-----+

If you move one square east, north, west and south, you will prime three of the Missiles to shoot off and dispatch the three Catdragons. The Missile to the east will be the first to move, so get ready to follow after it and get

the Gems from the room at the end. Head over to the west room, get the Gems there, and return to the centre.

NOTE Looking to the south, you need to have the Missile step on the Rollover Switch while you're ready to enter the Exit through the Doors that protect it. To do this, you need run ahead down the passage, knowing the Missile will be following.

To engineer this, push the remaining Missile up, left and down, then quickly run around the now-burning Missile to run down the passage. As you batter against the Door, the Missile will appear on your tail, run onto the Switch and let you through.

+-----+
| Gold Gem \
+-----+

Providing you don't get snagged manoeuvring the final Missile into position, and then around it, you should be able to complete the level in the time required.

W4L10	Sand Storm	Time	200	Unlock	610
	(Desert Oasis)	Gold	65	Gems	17

.....

.

|/ \ |

| Get the Crate to push onto Rollovers. |

|\ / |

.

+-----+
| Layout \
+-----+

One of the larger levels in the game so far that will take around a minute to complete. Either side of the start are two passages; the left-hand one contains a Catdragon, preventing you entering, a Switch, a Missile triggered by the Switch and a Crate. The right-hand passage contains a Switch for another Missile, a Passthru Wall preventing you entering further, the Missile triggered by the Switch and another Catdragon. The ends of each passage are linked by Portals.

A larger area opens to the south with three rooms leading off to the west, south and east. Entry to the latter two is prevented by Doors controlled by two Rollover Switches.

The west room contains a row of five Wall Traps and two Rollover Switches: one deactivating Traps 1, 3 and 5; the other Traps 2 and 4. The southern area contains four columns of three Gems with two columns of Catdragons between them. The eastern area simply contains a Bomb, a Switch to detonate it, and the Exit.

+-----+
| Tactics \
+-----+

You'll quickly realise, as the Hint says, that you'll need to get the Crate from the left-hand passage to help with the rest of level. Also, a few painful experiments will soon reveal that you cannot get any of the Gems from the southern room without being attacked by a Catdragon.

+-----+
| Solution \
+-----+

You don't have a lot of choice to start; all you can do is activate the right-hand Missile's fuse by standing on the Switch at the opening of the passage. Retire to a safe distance (against the right-hand wall, just above the corner to the main area below) and the Missile will shoot across taking out the left-hand Catdragon. You can now step on the left-hand Switch to ignite that passage's Missile; stand clear to take out the Catdragon on the right. You can now push the Crate left, through the Portal, to emerge in the right-hand passage, on through the Passthru Wall and then south to the main area.

First push it two squares into the room to the west, then up, then loop over the top to push it right onto the upper Rollover Switch. Grab the Gems from the first, third and fifth Traps, then push the crate down onto the lower Switch. Grab the second and fourth Gems then push the Crate out, around the pillar in the main area, and onto the right-hand Rollover Switch.

Enter the eastern area and push the Bomb out, AVOIDING the Switch -- you don't want the Bomb detonating early! Push it up against the southern Door, then manoeuvre the Crate over to the lower Rollover Switch. Push the Bomb through so that it's in the centre of the room (all Catdragons must be inside its blast-radius). Push the Crate back over the right-hand Switch so you can re-enter the eastern area and ignite the Bomb's fuse. While this is burning, push the Crate back onto the lower Switch -- you can now re-enter the southern room to collect all the Gems.

Finally push the Crate back onto the right-hand Switch for the third time and run east for the Exit.

+-----+
| Gold Gem \
+-----+

A fairly tough one if you're going for the Gold Gem -- first, the time allowed isn't that generous and second -- and probably more important -- you have to keep up near-perfect manoeuvring for much longer than previous levels (especially when going back and forth between the two Switches in the main area).

```
=====
```

W4L11	Triggering Push	Time	200	Unlock	621
	(Desert Oasis)	Gold	63	Gems	17

.....

```
.....  
|/  
| Get rid of the Catdragons with the Bombs. |  
|\  
.....
```

+-----+
| Layout \

+-----+-----
Another level with quite a lot to do. Behind you is a Bomb surrounded by four Crates, each hiding a Gem underneath; at bottom-left is a Switch that detonates the Bomb. Ahead of you are three Catdragons lolloping on the edge of a large body of Water; the far side of which contains another Bomb on a small spit of land and a small island with the Bomb's Switch and a Gem.

To the right, behind a Tollgate (4), is a small room with a square of four Crates, surrounded by 12 more Gems. Finally, on the left, behind a Tollgate (16) is another room with large pool of Water, bisected by a strip of land leading to the Exit and guarded by a Catdragon. There are four more Crates in the lower-right, a third Bomb in the middle of the strip of land, and a small island with the Bomb's Switch on it.

+-----+
| Tactics \

+-----+-----
The main job -- apart from having to work quickly -- is working out which Catdragon(s) to get rid of with each Bomb, and where to use the Crates to bridge the Water.

+-----+
| Solution \

+-----+-----
First, we want the Gems under the Crates and to free the Bomb they enclose. I suggest pushing the upper Crate right once, the right-hand line of two up once, the southern Crate right once, the Bomb up twice and then the last Crate into the line of four. You can now push all four Crates into the Water to form a bridge to the second Bomb. Return to the shore, push the Bomb under the middle Catdragon and then walk onto the Switch to trigger its fuse. While burning, head over to the right-hand room.

Circle the room to collect the Gems, the push the upper pair of Crates two squares towards the open door. Push the other pair of Crates up, then all four of them out and across to just short of the left-hand Tollgate in the main area. You need to use them to reach the island above, so begin pushing them one by one into the Water. Leave the last one for the moment, since we'll need to position the second Bomb first.

Open the Tollgate to the left-hand room then in the main room, run up the right-hand side of the Water. Push the Bomb down, over the Crate bridge and through the Tollgate so it's next to the Catdragon. Complete the second Crate bridge and run on to the island to get the last Gem and to detonate the Bomb. Return to the right-hand room.

To reach the Switch you need to build a third bridge, extending from the right-hand bank where the isolated Crate is. Cross it to reach the Switch, then head across the strip of land to the Exit.

+-----+
| Gold Gem \

+-----+-----
As with the last level, getting the Gold Gem is fairly hard, because there's so much more that you have to do with little or no mistake compared with earlier levels.

```

=====
W4L12      Missile Defense          Time  60      Unlock  627
          (Desert Oasis)           Gold  36      Gems   3
.....

```

```

. . . . .
|/                                     \|
|  Keep the Missiles away from the Catdragon.  |
|\                                     /|
. . . . .

```

```

+-----+
| Layout  \
+-----+

```

To the right, a Catdragon runs round and around a tombstone. Below you are four short passageways; all have a closed Door that is opened (briefly) as the Catdragon runs over a Rollover Switch in its path. The first three passages have a Gem behind the Door, sitting on a Switch; behind the last Door is the Exit. In addition, the last three passages have Tollgates that prevent you accessing them in the wrong order.

The Switches ignite the fuses of three Missiles: these emerge from the top-left corner, cross the top of the room into a Portal, emerge to the left of where you start and head over to where the Catdragon is. A Door lies in the path to the Catdragon, but it is normally down; the Rollover Switch to your right will raise it, blocking the path.

```

+-----+
| Tactics \
+-----+

```

You will soon discover that if left to their own devices, the Missiles will take out the Catdragon, thus preventing you completing the level -- as the Hint says, you must protect the little blighter!

```

+-----+
| Solution \
+-----+

```

You need to enter each of the passages, starting with the rightmost (the only one open) and wait for the Catdragon to let you in as it runs over the Switch. As well as getting you a Gem each time (and thus opening the next passage's Tollgate), this will release the next Missile. When the Catdragon lets you back out, you must rush to the Switch in the centre of the room to raise the Door and detonate the Missile before it reaches the Catdragon.

NOTE Be careful when approaching the entrance to the third passage; the "natural" line would take you into the Portal and off in the wrong direction.

```

+-----+
| Gold Gem \
+-----+

```

Once you've worked out what to do, and so long as you don't waste any of the Catdragon's Door-openings, you should comfortably get the Gold Gem.

```

=====
W4L13      Lava Bombs                Time   75      Unlock  644
          (Desert Oasis)             Gold   18      Gems   10
.....

```

```

. . . . .
|/                                     \|
|  Push some of the Bombs into the Lava.  |
|\                                     /|
. . . . .

```

```

+-----+
| Layout \
+-----+

```

You start in a small, crowded room. From the south, there is a row of three Gems, a row of three Bombs and then you. Going north, there is a Crate in the middle and two Switches to either side (either Switch ignites all three Bombs). Beyond is another row of three Gems and a strip of Lava. Only the middle is narrow enough to cross using the Crate, but a Catdragon waits where you would land on the far side.

Beyond the Catdragon are four more Gems and a length of Water leading to the Exit. Lining the sides of the Water are three Bombs and three Crates. Under the Crates are Switches that will ignite the Bombs' timers if you run over them (i.e. if you push a Crate). Appearing Walls prevent you following the Crates onto the Water.

```

+-----+
| Solution \
+-----+

```

Come around to the left and go up to grab the three Gems next to the Lava, then head down to the bottom-right of the room. Grab the first Gem and push the Bomb in front of it into the Lava. Cross to the left and push the left-hand Bomb into the Lava.

Push the middle Bomb, and then the Crate, into the Lava so the Bomb rests on top of the Crate. Quickly run onto one of the Switches and move a square south to avoid the explosion (waiting in the centre will be even better). Before the Crate disappears, run across to where the Catdragon was and collect the four Gems in front of you.

NOTE Pushing the outside two Bombs just to the edge of the of the Lava will work -- provided you stand one square further back when the middle Bomb goes off -- and should shave a fraction of the overall time.

The "safe" way of completing the level is to push all three Bombs into the Water, followed by the Crates, then you can walk safely to the Exit.

```

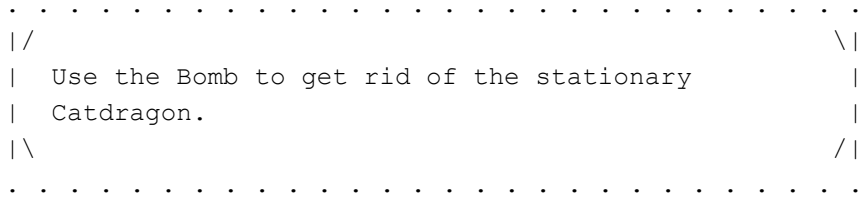
+-----+
| Gold Gem \
+-----+

```

However, this can take too long for the Gold Gem. Instead, we need to use a short-cut. Run down the left-hand side and push the top-left Bomb into the

Water; come south and push the bottom-left Bomb in as well. The next bit needs to be done quickly: push the left-hand Crate up, then to the right into the Water. Quickly run over it and dive into the Exit before the remaining Bomb explodes -- the timing is tight, but you can get to the Exit in time.

```
=====
W4L14      Symbolic Gates          Time 120      Unlock 661
           (Desert Oasis)          Gold  51      Gems  14
.....
```



+-----+
| Layout \

-----+-----
To the north, a passage -- forming a loop -- contains four Green Gems, four Tollgates and a Crate. A Yellow Tollgate (4) blocks the right-hand passage; here you'll find a Catdragon (trapped between another Tollgate and a closed Door), a Switch to control the Door, and a Missile (it's ignition Switch is behind the second Tollgate). The Missile faces right, towards a Portal that leads to the passage on the left. From the main area, this left-hand passage contains a closed Door, the Exit, a Switch to open the Door and the target Portal.

South, through a Green Tollgate (4) a strip of land is bordered by Lava on the left and Water on the right. An island in the Lava holds four Blue Gems and a Confusion Pickup, and is patrolled by a Rok. To the right of the Water are two more Blue Gems and an Invincibility Pickup. A Blue Tollgate (6) leads further south.

In the southern area you'll find a Catdragon running back and forth, hemmed in by a Bomb. A Toggle Switch below the Bomb controls a series of Doors leading down a passage to the left with a Gem at the end -- half the Doors will be closed at any one time, the Switch controls which ones. On the right is a Switch that will ignite the Bomb's fuse, and a Tollgate blocks a passage on the right with a stationary Catdragon and another Gem.

+-----+
| Solution \

-----+-----
After you collect the first Green Gem in front of you, the placement of the other Gems and Tollgates means you have to keep running back and forth between the two before you're able to get to the Crate. Push it down the right-hand side and all the way to the southern wall. Open the Tollgate next to it, then push the Crate through the door and halfway down the next room (level with the Invincibility Pickup on the right).

The next bit will require some pretty nifty finger work: run across to the right to become Invincible, then down for the lower-right Gem and up for the upper-right one. Cross over to the line in the middle of the Lava (don't worry about the Rok -- you're Invincible) and head down.

Halfway down is a Confusion Pickup -- as you land on that square, remember to switch directions (press UP to continue collecting the Gems and LEFT to return to the central ground). Head south (UP) through the Tollgate at the end and into the next room.

TIP Make sure you turn for middle ground ON the last Gem, otherwise you'll get caught behind a pillar -- with directions reversed, you're unlikely to get around it in time.

NOTE As an alternative to dealing with the effects of the Confusion Pickup, you may want to try dodging around it on to the Lava. Because this takes slightly longer, there's a greater danger that the Invincibility will wear off too soon, but it does mean you're fully in control for the next part (the Confusion will last several seconds into the next room).

TIP Unless you're going for the Gold Gem, you may want to pause in the southern room (or on the middle bit of land) until the Confusion wears off.

Get on the left-hand side of the Bomb and push it two squares to the right -- if the Catdragon's turning when you do this, you shouldn't get hit. This now frees the Catdragon to run over the Switch that controls the Doors in the left passage -- head down this to collect the Gems. Cross over to the right-hand side of the room and open the Tollgate. Push the Bomb into the passage (next to the stationary Catdragon) and run over the Switch in the main room to detonate it. Run down the passage for the room's final Gem.

Return north, past the Lava, to the starting room. Open the Tollgate on the right, and move in and down onto the Switch -- this will let the Catdragon above run back and forth. Move off the Switch and back on again to trap the Catdragon to the right of the Door. You can now safely run up and through the Tollgate to ignite the Missile's fuse.

Leave the area and cross over to the left; the Missile will shoot through the Portal, land on the Switch and open the Door to the Exit.

NOTE You must be standing at least one square away from the Door while waiting, otherwise you'll get caught by the blast.

+-----+
| Gold Gem \
+-----+

The Gold Gem time is pretty tight -- as with a couple of earlier levels, there's a lot that you have to do with pretty much no false moves if you're going to beat the timer. A couple of tips for saving precious time:

- o In the first room, after you collect the last Green Gem from the right-hand passage, come further south than needed to open the Tollgate into the next area before going back up the left-hand passage to push te Crate free.
- o For me, dodging around the Confusion Pickup got me a better time, since I could go straight into solving the room to south with the controls "normal".
- o In the passage to the east of the southern room (with the Doors opening alternately), if you're quick, you can sometimes come through the last Door, get the Gem and return through the Door before it closes.

```

=====
W4L15      Fun Push Sun                Time  120      Unlock  832
          (Desert Oasis)                Gold   46      Gems   20
.....

```

```

. . . . .
|/                                     \|
|  There are Gems across the big lake.  |
|\                                     /|
. . . . .

```

```

+-----+
| Layout  \
+-----+

```

You start on a beach at the edge of a lake. Across the lake to the south is an island with eight Gems. To the north is a broad walkway leading to a patch of Quicksand, covered in Gems and surrounded by Crates. In the middle of the walkway is a Bomb, and two Roks circle pillars south of the Crates.

To the east of the walkway's columns is a fenced strip of Water with a couple of Gems at the end. Further east is a large fenced area with a Droplet in the middle and an Invincibility Pickup to the south. The west side of the central path is an exact mirror image of the east.

The Exit is to the north of the Quicksand.

```

+-----+
| Solution \
+-----+

```

Head north and push the Bomb up, to where the middle Crate is (knocking the Crate into the Quicksand). Step back a couple of squares and the Bomb will take out the Roks.

TIP If you want, after pushing the Crate in, you can pause a second or so, then head either east or west to entice in one of the Droplets. If you get the timing right, you can dispatch three Monsters at once. Unfortunately, I've not been able to get both Droplets in this way.

Push one of the Crates from below the Quicksand down, past the statue/pillar and into the centre. Head back up, collect the remaining Gems from the Quicksand, and push the Crate below down and into the centre below the first. Head up one side of the Quicksand and push one of the lines of three Crates down as far as they'll go. Push the lower two into the centre -- you should now have four Crates in a line.

Push them all south, out onto the beach and on into the lake. Cross the bridge to find eight Ges on an island; collect them and return to the main area. Just inside the entrance to the main walkway, turn right or left along the lower wall.

TIP If you snared one of the Droplets with the Bomb earlier, head to the OTHER side first; if you didn't, then it doesn't matter which way you go.

Come along below the strip of Water and up the far side. Nip between the pillars (three squares up) and come down on the far side to collect the Invincibility Pickup. With this, you can ignore the Droplet and run up, across and down the Water for the two Gems at the end.

TIP If you took out a Droplet earlier, run straight across at the top end of the Water to the other side, as it will be Droplet-free. If the other Droplet is still there, come down to the bottom and run along inside the lower wall.

Either way, repeat the process with the Invincibility Pickup and the Gems on the Water. When done, head up the side of the Quicksand and through the Exit.

+-----+
| Gold Gem \

-----+-----
The Gold Gem time is very tight, but it IS possible to obtain the Gold Gem using the method above.

TACTICS It seems somewhat wasteful having to wait for the Bomb to explode, and you may be tempted, as I was, to try to use the time more profitably. You cannot begin arranging Crates, so the only thing you could try is getting the Invincibility Pickup and the Gems on the Water. While this can be done, I invariably found that it drew the Droplets out into the centre area, which made getting the Crates into order all but impossible.

If there WAS a reliable way of getting the Water-Gems but keeping the Droplets out of the way, it should shave a few seconds off the time -- suggestions welcome.

```
=====
W4L16    Preserve a Missile                    Time    30            Unlock    838
         (Desert Oasis)                      Gold    14            Gems      4
.....
```

```
.....
|/                                            \|
| Clear the path for the Slow Missile.     |
|\                                            /|
.....
```

+-----+
| Layout \

-----+-----
You start just in front of a Slow Missile, with a Gem between you and its trigger Switch in front. Stretching away to the right are several pools of Lava, three Gems on solid ground between them, and Stone Blocks above and below the path to fill in the Lava pools. At the far right is a Catdragon and the Exit.

+-----+
| Tactics \

-----+-----
You should quickly realise that you need to use the Blocks to fill in the

path, so that you, and the Slow Missile can cross safely. You need to collect the Gems as you do; the Missile is needed to take out the Catdragon.

There is a catch though -- if you set off too quickly, the Blocks will dissolve before the Slow Missile can make use of them.

+-----+
| Solution \
+-----+

Grab the Gem on the left then head right, triggering the Slow Missile's fuse. Come down and below the first Stone Block and wait about a second or so -- if you don't, the Block will disappear before the Slow Missile gets to it.

After the pause, push the Block into the Lava, step on it and grab the Gem to the right. Come up and repeat the procedure for the next three Blocks (no pauses though). After you've pushed the last Block in, retreat up and left one square (to be out of the blast range). If you paused for long enough, the Missile will come drifting through and take out the Catdragon. Run across the Stone Block and into the Exit.

+-----+
| Gold Gem \
+-----+

You should have no trouble doing this within the Gold Gem time.

```
=====
```

W4L17	Hazard Puzzle	Time	30	Unlock	848
	(Desert Oasis)	Gold	14	Gems	9

.....

```
. . . . .
|/                               \ |
| Push the Crates and Blocks accordingly. |
|\                               / |
. . . . .
```

+-----+
| Layout \
+-----+

A small, five by six square mess of land, Water, Lava and an assortment of Crates and Blocks. Many of the Crates and Blocks hide Gems beneath them. The layout is:

?LCWcL	Key: L - Lava pool	G - Gem
WbWcBW	W - Water pool	S - Start
.BWCLC	B - Block	E - Exit
WWC.BL	C - Crate	. - Ground
GWSBLE	b/c - No hidden Gem	

+-----+
| Solution \
+-----+

There are probably a few ways of doing this; all are likely to be fiddly, requiring fairly precise movements. The following works well for me, and has

the advantage that there's only one fairly time-critical bit at the end. I will give the solution as directions (U, D, L, R). Start slowly at first, just memorising the route, then build up speed.

```

U, U, R, L, L, U, U, R, R, R,
D, D, L, L, D, D,*R, U, R, R,
U, U, L, U, L, D, D, D, R, D,
L, L, L, L, R, R, R, R, R.

```

You can take the first bit slowly if you want; from the marked move (*), where you knock a Block into the Lava next to the Exit, you have to move pretty quickly since you need to get back across the Block to the Exit before the Block disappears.

```

+-----+
| Gold Gem \

```

Once you've got the manoeuvring down to second nature, you shouldn't have any trouble finishing the level within the Gold Gem time.

```

=====
W4L18      Felines                      Time 220      Unlock  877
          (Desert Oasis)                Gold  84        Gems    8
.....

```

```

. . . . .
|/                                     \|
| Use the Bombs to get rid of the Pumas. |
|\                                     /|
. . . . .

```

```

+-----+
| Layout \

```

After the last two short levels, and with a Gold Time of 84 seconds (nearly a minute and a half), you know this is going to be a long level...

You start in a walled area with two Rollover Switches that open outside Doors leading to two sets of three Gems -- one set Yellow the other Blue -- access to these is blocked from the inside. A doorway to the south leads to a passage that runs all around the wall and contains two Catdragons -- two Doors prevent them circling around and around. Outside the east and west walls of the outer passage are two more passages: each has a Red Gem to the north, a stationary Catdragon below it, and a Rollover Switch to the south -- the two Switches open the Doors that block the first two Catdragons.

Coming south, across a stretch of Water, leads to a much larger area. Two Red Tollgates (2) on the southern wall lead to two rooms with a Crate in each; Blue and Yellow Tollgates (3) to the east and west lead to two similar rooms, each containing a detonatable Bomb. Above these are two passages with Portals at the end that lead to the Exit area -- see below. Moving north (up either side; the place is symmetric) you find a Slow Missile behind some pillars. Further north, between two pillars, is access to the passages holding the Red Gems.

In the far northern corners are two Toggle Switches, each protected by two

Catdragons -- the Switches release the stationary Catdragons below the Red Gems (to run forward on to the Switches that open the Doors that are blocking the first two Catdragons!)

A passage linking these two corners contains a final Switch -- this detonates the two Bombs that are behind the Blue and Yellow Tollgates. You can also see the Exit from here, between the two Portals and with a pair of Pumas patrolling.

+-----+
| Solution \
+-----+

The basic solve is not technically difficult, although it is long if you do everything "correctly" -- even when I knew the layout it was taking about 120+ seconds. However, as can be seen for the Gold Gem solution, there are several shortcuts that can be made.

Come south, across the Water and turn east and north, hugging the outside wall until you're near the Slow Missile. Come behind and push it two squares left (towards the centre), up (against the wall) and across right to the fence. Give it a final nudge up so it's pointing north and leave it to its own devices (it will take out the northeastern pair of Catdragons).

Come back around the south of the Water to the other Slow Missile on the other side and repeat the process, except this time, push it a few squares north. Come to the side and go north towards the corner; stop just out of blast range and wait for the Slow Missile to arrive. Press the Switch in the corner, then cross to the northeast corner and do the same -- these release the Catdragons below the Red Gems so that they shoot forward onto the Rollover Switches, opening the Doors in the path around the centre.

NOTE If you're doing things "properly", avoid treading on the Switch in the middle of the top passage as you cross from the northwest to the northeast -- it detonates the two Bombs you'll need later.

Come down the east side and in next to a pillar to get the first Red Gem. Come in again and around the northern section of the path to get the other Red Gem on the left (watching out for the two Catdragons that are now circling freely). Come back in to the circular path and head south and out across the Water, and through one of the two Red Tollgates. Push the Crate out, and up across the Water to the inner area (where you started) and manoeuvre it onto the left-hand Switch -- this will open the Door to the Blue Gems on the left.

NOTE The really "proper" way is to go back and push the other Crate, from behind the other Red Tollgate, onto the other Switch. You can now enter both areas and get both sets of Gems. Alternatively, you can collect the Blue Gems now, then return to the centre and pull the first Crate out and across to the right-hand Switch so that you can get the Yellow Gems. The choice is yours.

For the "official" solve, you must now head back south. In turn enter both the Blue and Yellow Tollgates, push the Bomb out, north around the pillars, down the narrow passages to the east and west, and through the Portals at the end. Now head all the way north to the cross-passage between the two northern corners and tread on the Switch: this should detonate the Bombs, take out the Pumas and allow you to come through one of the Portals and get to the Exit.

+-----+
| Gold Gem \

As suggested, there are a number of shortcuts in the "official" solution that you can make -- indeed, must make, if you want the Gold Gem. The first, and most important, is to realise that you don't need to use the Bombs at all -- despite what the Hint says!

Follow the basic steps above, with the following differences:

- o As you come across the top of the map from the northwest to the northeast corner, don't bother about avoiding the Switch -- we don't want the Bombs anyway.
- o As you cross, you'll see the two Pumas around the Exit follow you to the right-hand side -- keep this in mind for later.
- o Use just the one Crate to operate both Switches in the central area -- I found it quicker than going back for the second.

As soon as you've got the second set of Gems (Yellow), come out through the gaps on the right, down the outside, and head down the narrow passage on the right. The Portal will bring you out on the left of the Exit, with the Pumas (remember them?) over on the right. As you're facing them, they won't move, and you can walk straight into the Exit!

+-----+
| Speed Run (70.37s) \

When I first saw it, I never thought I'd be adding a Speed Run section for this level. However, there are a couple of tricks for improving the time:

- o Push the second Slow Missile quite away down the left-hand side of the level. You need to make sure you stop before the fuse burns out and it takes off under its own steam, but as you push faster than it moves, every square pushed is a fraction of a second saved. (You should be able to get level with the side entrance).
- o If you do the early part well, I found that you can push the first Crate onto the left-hand Switch and JUST nip around to the Blue Gems ahead of the circling Catdragons -- you won't need to wait several seconds for them to pass.
- o When returning from the Blue Gems to the centre, and from there to the Yellow Gems, do your best to avoid waiting for the pair to pass. If you're careful, you can even slip between the two of Catdragons.
- o Head straight through the Portal and onward to the Exit -- you don't need to worry about the Pumas.

=====

W4L19	Team Work	Time	90	Unlock	881
	(Desert Oasis)	Gold	50	Gems	4

.....

.

|/ \|

| Help the Slow Missile reach the Fox. |
|\ |/
.....

+-----+

| Layout \

+-----+-----
You start in front of a Slow Missile -- its trigger Switch is just in front of you. Away to the right stretches a three-square-wide corridor between gravestones. Along the middle of the path is a Rollover Switch followed shortly by a Small Trap containing a Gem -- the Switch deactivates the Trap. At the right-hand end, a Portal takes you to the left of a similar path directly below the first. In all, there are four path segments (giving four Gems), varying only in the relative positions of the Switches and Gems. At the end of the last segment is a Passthru Door, a Fox, and the Exit.

+-----+

| Tactics \

+-----+-----
The main thing to realise -- as hinted in the title -- is that you need help from the Slow Missile to free you from the Traps as you collect the Gems, and you need to help it, by deactivating the Traps as it passes over them.

+-----+

| Solution \

+-----+-----
Run right, over the Switch and into the Small Trap. Hold UP and as soon as the Slow Missile goes over the Switch and frees you, head back left and stand on the Trap until the Missile has passed over it. Follow the Slow Missile through the Portal on the right.

NOTE Be careful not to run back into the Traps as you leave the
 Switch -- run along above or below the centre of the passage.

On the second section, you need to rush ahead of the Slow Missile to get to the Trap/Gem before it gets to the Switch, but otherwise do the same as before. The third section is the same, except that after the Slow Missile passes over the Trap, you MUST rush ahead and beat it through the Portal -- if you don't, in the fourth section you'll find it next to impossible to get to the final Gem before the Slow Missile runs over the Switch.

After the Slow Missile has passed over the Trap in the fourth section, follow at a safe distance; it will blow up and take out the Fox, leaving a clear path to the Exit.

+-----+

| Gold Gem \

+-----+-----
You won't beat it by much, but getting the Gold Gem shouldn't be too hard -- just don't stay too far back when the Missile explodes.

=====

W4L20	To the Desert	Time	100	Unlock	890
	(Desert Oasis)	Gold	35	Gems	6


```

.....
|/ \
| Use the Catdragons to open the Doors. |
|\ /
.....

```

+-----+

| Layout \

You start in the left-hand half of a room that is divided down the middle by Appearing Walls -- Portals on the far left- and right-hand sides lead between the two halves. Both halves contain a handful of Stone Blocks and two Rollover Switches within Trailing and Appearing Walls, and both have a Catdragon running amok. In addition, the right-hand half has a Toggle Switch (behind a Tollgate), and two more Portals (behind Doors controlled by the Switches in the left-hand half of the room).

The Portals lead to a symmetric second area: both targets are on isolated pieces of land surrounded by Lava (so you'll die if you just walk through); across from each patch of Lava is a Door leading to a strip of land with three Gems and a Torch. The two Doors are controlled by the pair of Switches in the right-hand half of the original room.

Both strips of land lead to another Portal, behind Doors operated by the Switch behind the Tollgate. The final Portal deposits you on an island in Water with the Exit to the north.

+-----+

| Tactics \

The secret with this level -- at least if you want the Gold Gem -- is to NOT solve it by what might be called the "correct" or "expected" way... think "outside the box" and you'll save a whole bunch of time!

+-----+

| Solution \

After a first few experimental blunders, you should find that judicious moving of the Blocks will allow each of the Catdragons to run back and forth between the pairs of Switches in each half of the room -- thus (periodically) allowing access both to the Portals and the Doors from the Lava.

NOTE If you're stuck, push the block below where you start to the right; in the right-hand half, push the one above the Portal up against the wall.

By this stage of the game, you should be able to work out the "expected" route through the mini-problems and their solutions:

- o Can't cross the Lava; need stone Blocks. You'll need to get some of them from the left-hand half. (Hint: the Portal ISN'T the only way).
- o Collecting both sets of Gems will open the Blue Tollgate. Pressing the Switch behind it will open the Doors to the second area's central Portal.

- o Since the Blocks wear out, you'll need another pair to re-cross one of the pools of Lava now the central Portal is open (hence you'll need ALL the Blocks from the left-hand half).
- o It's probably quite dark by the time you get through the last Portal -- to get to the Exit, move up, towards the centre and up.

Unfortunately, doing the "expected" thing will miss the Gold Gem by miles.

```
+-----+
| Gold Gem  \
```

```
+-----+-----
```

The main time drain is going across the Lava for all the Gems, back to the first room to press the Switch behind the Tollgate, and back across the Lava for the Portal to the Exit (and all the Block manoeuvring this necessitates). So:

Come to the bottom of the Block you start above and push it up once and right twice: it slides through the Appearing Wall and on to the Switch! Once the implications of this sink in, push the upper Block across to the right and through the Appearing Wall. Give the Wall a nudge afterwards (making it "appear") so that later you can pull the Block free from the other half of the room.

Come through the Portal from above to get to the right-hand half of the room. Push the Block you moved as you came through across to the left, in line with the Portal. Come above the Block that's top-left of the Portal and push it down and across so that it is in line with the Portals. Pull the Block above away from the wall and push the remaining Block on the right in line with the others.

Push two Blocks through each Portal; follow the first pair through, collect the Gems and return. Push the second pair through, get the Gems and carry on to the Portal at the centre. Go through then up, in and up to the Exit.

NOTE When arranging Blocks, DON'T push the first one through until both are ready -- it's liable to disappear into the Lava before you're ready!

```
+-----+
| Speed Run (15.07s) \
```

```
+-----+-----
```

And shortly after perfecting the above, I suddenly realised that you don't need to use two sets of Stone Blocks... with the Switch behind the Tollgate permanently activated, you can pass through the middle of the area with the Gems to get the other set, so:

As before, come below and push the Block you start above onto the Switch behind the Tollgate. Ignore the other Blocks and enter the Portal from above. Come around to the right of the Block you displace as you emerge and push it across three squares so that it's above the Portal. Run back and push the Block northwest of the Portal up one, so the Catdragon can get into position. Come down and push the lower Block in line with the first, then push both through the Portal and follow through for the first set of Gems (there's a slight pause before you'll enter the Portal, but I don't think there's a quicker way).

Instead of returning across the Lava, head right through the central Portal.

Go up, left, and down to return, then head right for the second set of Gems.
Come back through the Portal and go up, right and up for the Exit.

```
=====
W4L21      Block Flood          Time 200      Unlock 898
           (Desert Oasis)        Gold 37      Gems   3
.....
```

```
.....
|/
| Find the Exit real fast when you get
| Invincibility.
|\
.....
```

```
+-----+
| Layout \
```

```
+-----+-----
It normally takes a while to work out what's where on this level -- luckily, I
save you the bother. It's essentially a Water world, with small islands
dotted around. Crates are obviously going to play a major part here -- the
trick is working out which to use where!
```

You start facing north; to the right you can see one of the level's three Gems and a Crate. Due north, but out of view across the Water, is the Exit. South, through a grand arch, you'll find three Crates; on two small islands adjacent are the other two Gems. There are three more Crates across a narrow stretch of water to the west (the island they're on is south of the one with the first Gem).

To the south is another island; this has three Crates and a Slow Missile. Going west (along the Slow Missile's path) is an island with two Catdragons and a small blob of land with an Invincibility Pickup.

```
+-----+
| Tactics \
```

```
+-----+-----
As the Hint suggests, there's no time to lose once you've got the
Invincibility -- you must head directly for the Exit. Therefore, you must
have collected all the Gems beforehand. The trick is in finding the correct
order to use the Crates.
```

```
+-----+
| Solution \
```

```
+-----+-----
Come south and push the Crate two squares down. Next, push the left-hand
Crate down one square, then push the middle Crate across into the Water.
Cross it, and push the to Crates on the right down twice. Come left and push
the other Crate up and across the bridge. As soon as there's room, come
around to the left-hand side of it and push it back across the bridge to the
right-hand side of the island. Push it up one square then return across the
bridge again.
```

Push the left-hand Crate left, through the Appearing Wall -- it's needed later to bridge the two islands. Push the remaining Crate across to the right, then

up and across the bridge so that it's below the Crate already there. Push both Crates up, into the Water, and cross to get to the Gem from the island above.

Push the Crate all the way down, across the island, and into the Water below (together with the left-over Crate from earlier). You'll land on the trigger Switch for the Slow Missile next to you. Head immediately left and begin pushing the Crates: the first forms a bridge, the second will work their way onto the next island, as the Catdragons move out of the way.

NOTE Be careful you don't push the Crates too far -- when one of the Catdragons moves out of the way, you'll suddenly shoot forward. You need the Crates on the first two squares of the island, but no further. The bridge should be empty.

Runn back right and down a square to get out of the Slow Missile's path. As it passes, you can go up and left one square but no further until it has exploded. Cross on to the island and push the nearest Crate up into the Water so you can get the remaining two Gems from their islands. Come back and push the final Crate left to reach the Invincibility Pickup.

As soon as you collect this, head straight up -- you'll pass between pyramids and the arch. Turn as soon as you pass another pyramid on the right to (hopefully) get to the Exit just before the Invincibility wears off.

+-----+
| Gold Gem \
+-----+

The Gold Gem time is fairly tight, but not unbearably so. You will have to be nimble with the early Crates though.

```
=====
```

W4L22	Puma Luvs U	Time	100	Unlock	902
	(Desert Oasis)	Gold	17	Gems	60

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.....
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. . . . .
|/                               \|
| Look at the Puma when you're on the Dots. |
|\                               /|
. . . . .

```

+-----+
| Layout \
+-----+

There's a massive total of 60 Gems to be collected in this level -- nearly all of them dotted in lines across Quicksand in four rooms and one narrow passage. Making this more complicated than just a simple stroll across the sand is the presence of a Puma, just waiting to leap on you should you let it. The rooms are separated from each other by Passthru Walls, so you need to make sure not to forget a Gem when you leave a room.

+-----+
| Solution \
+-----+

Most of the time, it's just a case of following the lines of Gems and keeping the Puma at bay. Despite what the Hint says, I rarely found it worth bothering to stop and face the Puma -- it just seemed better to carry on and finish as soon as you can. A few specific hints that may be of use:

- o Follow the arrows at the start, then loop around the outside for the Gems. As you come up the left-hand side, remember to perform a right-up-left loop to collect the Gem above the island of land. Head through the left-hand Passthru Door.
- o In the second room, just follow the line of Gems; again going through the left-hand Passthru Wall.
- o In the third room, follow the Red Gems first: up the left-hand side, right for the first three then down onto the island. Go up the right-hand side, cross back to the left while getting the Yellow Gems and go through the left-hand Passthru Wall.
- o Don't try anything "clever" -- just run up the left-hand side, cross at the far end and come down the right-hand side. Nip into the middle lane over the top square of the island and run straight north through to the Exit.

+-----+

| Gold Gem \

+-----+-----

Given that you pretty much need to keep moving all the time, if you can manage to solve the level at all, it shouldn't be much harder to do it within the Gold Timer.

=====

W4L23	A Mazing	Time	240	Unlock	908
	(Desert Oasis)	Gold	47	Gems	1

.....

.
|/ \ |
| Find the Gem and return to the Exit. |
|\ / |
.

+-----+

| Layout \

+-----+-----

You start in the middle of the level, with a Ghost and the Exit opposite. Immediately surrounding you are mostly Appearing Walls, with a small number of Disappearing Walls thrown in to allow you access to the outer stages: a complicated maze of passages that I've not even attempted to map, let alone represent as ASCII!

Hidden in the depths of the maze is a single Gem: as the Hint says, you must find this and return it to the Exit.

+-----+

| Tactics \

The first job is to find the Gem: after a bit of blundering around, you should spot it way over in the northeast corner of the level. The second problem is working out how to get to it. Oh, and remember to keep out of the Ghost's way!

+-----+
| Solution \
+-----+

From the start, come out and around the corner-block, then head left just above the line of Appearing Walls. Go through a Disappearing Wall straight ahead, then go up and first left down the main part of the maze. Follow the passage down, right down, then go straight left, ignoring the southern opening. At the end head north, zig-zagging to the right and back to keep to the left-hand edge of the maze.

Apart from a couple of "wiggles", you have little choice but to follow the main passage: right, up, left, up and right, all along the top of the maze to the Gem in the top-right corner.

Once you've got the Gem, basically reverse the process: left, down, right, down, left, down (zig-zag to hug the left wall) then right as soon as the passage opens. As you come up at the end (into a slightly more open space), you're liable to encounter the Ghost. With a little luck, assuming you've done everything so far without significant pause, you should be able to slip past.

Come left and down, back through the Disappearing Wall, then up and right to the Exit.

NOTE There are two Trailing Walls south of the Start/Exit area; you will have come through the left-hand one at the beginning, so use the right-hand one to get to the Exit.

+-----+
| Gold Gem \
+-----+

Once you've found the route, and practiced a couple of times, you shouldn't have any great difficulty getting the Gold Gem.

W4L24	Droplet Demise (Desert Oasis)	Time 120 Gold 44	Unlock 1152 Gems 2
.....			
		
	/		\\
	Get some Droplets to stay on the Rollovers.		
	\		/

+-----+
| Layout \
+-----+

You begin at the southern end of a long hall, containing many Crates, two Gems and three Droplets. Two side chambers, about halfway down, each contain a

Toggle Switch in the middle that controls three Doors surrounding a Rollover Switch. The two Rollover Switches (one each side) control Doors near the Exit, which is across a stretch of Water to the south of where you start (and near where are lurking another pair of Droplets).

+-----+
| Tactics \

+-----+-----
The secret -- as the Hint alludes -- is to get two of the Droplets to remain on the two Rollovers so that they keep the Doors by the Exit open. To keep them there, you need to shut the Doors around the Rollover Switches, using the Toggle Switch in the middle of each room. (This has the additional advantage of keeping the Droplets from under your feet).

+-----+
| Solution \

+-----+-----
For a basic solve, things aren't too difficult, once you've got used to the lay of the land.

NOTE You may find using the Shoulder Buttons (to rotate the view) helpful on this level; particularly when you first head into the room on the left (tapping the Left Shoulder Button may help). I'll describe the route from the original starting perspective; adjust the directions accordingly if you rotate the view.

Cross to the left wall and head up and into the room on the left (the entrance is level with the white square where the second Droplet starts). Pause just inside, to make sure you don't leave the Droplet behind (but not for too long, you don't want both of them to enter the room). Come down a square and head left to the wall, below Rollover Switch (make sure you don't tread on the Toggle Switch in the middle of the room).

Just before the Droplet gets to you, step up onto the Rollover, then come back right over the Toggle Switch and you should trap the Droplet behind the Doors. Leave the room and stand in the middle of the corridor outside -- the other Droplet should be resting just below the room's entrance.

Collect the Gem just above as you wait for the Droplet to start moving. Enter the room, step up, and move over to the right-hand wall. Wait as before for the Droplet to advance; at the last minute, step down onto the Rollover Switch then head left onto the Toggle Switch to trap the second Droplet.

With two of the Droplets out of commission, you have a fairly straightforward job to finish the level. Start by manoeuvring the Crates at the southern end into the middle of the corridor and then into the Water (remember to pick up the Gem near where you started in passing).

TIP Remember, you can only push four Crates at a time, so make sure you push them into the Water regularly.

Work your way to the north of the corridor, where the last Gem and the last Droplet are waiting. If you leave the northern three Crates to last, you should be able to push them into line and down the middle whilst evading the Droplet.

As you push the last of the Crates into the Water, follow them across and you'll be able to dive through the Exit -- the two Droplets near the Exit

shouldn't cause you any problems.

+-----+

| Gold Gem \

To get the Gold Gem, you basically follow the same route as above, but you'll probably need to shave a few seconds off here and there. In particular:

- o At the start, come to the RIGHT, push the Crate there up one square, then in to the middle. As you cross back to the left-hand side, collect the Gem near the start.
- o When you're waiting outside the first room for the Droplet to come to life, try and push one of the Crates into the middle lane -- but DON'T waste time once the Droplet starts to move, otherwise it may stop before it gets to the Rollover Switch.
- o Be as fast as possible in lining up the remaining Crates to push down the middle.

```
=====
```

W4L25	Catdragon Rescue	Time	120	Unlock	1153
	(Desert Oasis)	Gold	40	Gems	5

```
.....
```

```

. . . . .
|/
| Make yourself an invincible barrier to keep the |
| Catdragon alive. |
|\
. . . . .

```

+-----+

| Layout \

A very "fiddly" level. You start between two Passthru Walls: the one on the left blocks access to a Portal, through which a number of Missiles will shortly be emerging; the one to the right helps hem in a Catdragon. The other end of the Catdragon's run is a Tollgate (3) which leads down a fenced-in path to a Spore Trap, a Switch, a Bomb triggered by the Switch and the Exit.

Below you are three areas: the first is open, the second and third are initially blocked by Tollgates. Each area has a Switch just inside that ignites the fuse of one of three Missiles. Each also contains a mini-maze of Haste Minuses and an Invincibility Pickup. The last (right-hand) area also contains two Gems (green, the same colour as the Invincibility).

+-----+

| Tactics \

If you think the ending through, or ignore the Help and let the Catdragon die, you'll soon realise that you must keep the Catdragon alive so it can trigger the Bomb near the Exit. Since you have no Crates, you must become a "human shield" (or, depending on which character you use, a "Meeper shield") and place yourself in each Missile's path, before it gets to the Catdragon. In

each case, there is barely enough time from walking over the Switch that triggers the Missile to collect the Invincibility and get back to a blocking position -- don't dare step on a Haste Minus!

+-----+
| Solution \

+-----+-----
Come down and left to the first area -- for the first few attempts (there'll be many), pause before the Switch and take stock. Weave your way left, down and to the right for the Invincibility, then make your way back out to get between the Passthru Walls before the Missile arrives. Start making your way right as you wait for the Missile.

TIP I found discrete taps on the direction buttons best for the down-right-down-right bit -- you have much more control than trying to do it on the run, and with a bit of practice, the timing isn't TOO tight.

 In fact, unlikely as it seems at first, if you start heading right, you can be TOO quick, and end up with the Missile exploding close enough to the Catdragon to kill it!

Come down through the middle Tollgate, over the Switch to ignite the second Missile's fuse, then over to the right and back for the Invincibility in the bottom-left corner. As before, retrace your steps and get between the Passthru Walls to stop the Missile.

Come across to the right-hand Tollgate and go through and over the Switch as with the others. Don't be fooled by the Gems -- the Invincibility is in the bottom-right corner, so come down and across for it. Retrace your steps and block the Missile -- you may find that you don't make it back the first couple of attempts, due to the distance you have to traverse.

As soon as the Missile blows, come right, and quickly nip into, and out of, the last Tollgate -- you don't want to go down it yet yourself, but you must clear the way for the Catdragon to detonate the Bomb. While it's doing this, return to the right-hand area and collect the final two Gems. Return to the Tollgate and run for the Exit once the Spore Trap releases you.

+-----+
| Gold Gem \

+-----+-----
Very tight. A few pointers:

- o Once the Missile's Switches have been triggered, as long as you get to block the Missile, the time taken doesn't really matter. It's much more important to trigger the Switches as quickly as possible than it is to race for the Invincibility.
- o With this in mind, move to the right while waiting for the first Missile, so you can set off for the second Switch as quickly as possible. After the Missile explodes, go through the right-hand Passthru Wall and straight down through the Tollgate -- this should shave a fraction off the time, compared with "dog-legging" around the Wall.
- o It's important to open the last Tollgate at the first opportunity -- if you miss the first chance, and have to wait for the Catdragon to go back-and-forth again, you'll miss the Gold Gem.

- o Watch helplessly as the Spore Trap robs you cruelly of valuable seconds!

```

=====
W4L26      Ghost Maze                      Time 300      Unlock 1159
          (Desert Oasis)                  Gold  42       Gems   23
.....

```

```

. . . . .
|/                                     \ |
| Find all the Gems and escape the Ghost. |
|\                                     / |
. . . . .

```

```

+-----+
| Layout \
+-----+

```

Another Ghost-in-a-Maze level. For your convenience, the layout is:

```

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xG....Ex.axh.xg.gx....Tx.x      Key:
x.xxxxTx.xx..x.x.x.xe..x.x      . Floor
x.xllx.x.xI..x.x.x.xx..x.x      x Wall
x.x.xx.x.xxx.x.x.x..x.x.x      S Start
x.x.xk.x....S.....x..f.x      E Exit
x.x.x..xxxix?...x.xx.xxxxMx     G Gem
xG...G..jx.x...x..xG..Gx.x     a. Gems
xxmxxx.xxx.x.xxxx.xxxx.x.x     T Trap (Spore)
xG.....Gx..bxI.cxd.GxIx        M Haste Minus
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx ? Hint

```

and the Ghost starts in the top-right corner.

```

+-----+
| Solution \
+-----+

```

Very tricky, especially if you want the Gold Gem. I've found a route that works -- most of the time -- for the Gold Gem, but can lead to you being caught by the Ghost if everything doesn't work "just right" -- a small pause in the wrong place can alter the Ghost's path significantly. I will describe the Gold Gem route here, with a couple of notes about where you can sacrifice time for safety if you only want the basic solve.

NOTE Unless otherwise noted, do all the following at full speed, anticipating turns and about-faces.

Come left and up for Gem (a). Return to the Start and come down over the Question Mark for Gem (b). Return again to the Start and come left and down for Gem (c) and the Invincibility Pickup. Return to the centre and come down the next passage for the Gems leading to (d). You should be able to return to the centre and just pass the Ghost as it phases through the walls nearby.

This is the point where you're most likely to get caught: Come up from the centre and across one square (diagonally up and left of Gem (e)); wait for the Ghost to come into line below you and for it to start to move upwards. Head right and down for Gem (e), then right, down, right for Gem (f). You may want

to pause here slightly so that the Ghost is clear of the left-hand side of the passage. Come back up, left, and down towards the centre.

NOTE If you're not bothered about the Gold Gem time, carry straight on and down past Gem (f) -- despite the Haste Minus, you'll pickup another Invincibility and be able to get back past the Ghost safely.

Once back in the middle of the maze, head up and around the loop for the two Gems (g), then up the passage to the left for Gem (h) and the second Invincibility Pickup. Come down to the lower-left quadrant, over Gem (i), followed by Gems (j) and (k), and the two Gems you pass over to get to them.

The next bit can be tricky -- you want the two Gems (l); you should be able to get up to the right-hand one OK, but the Ghost is probably blocking the way out. Luckily though, the Ghost prefers horizontal movement, so pause slightly; the Ghost should pass into the wall below you, giving you a chance to come back down the passage.

Come down through Gem (m) and then get the Gem in the very lower-left corner. Come across to the right, just past the gap where (m) was and wait for the Ghost to slide over to the right as well. You can now nip back through the gap (m) and come up the left-hand passage for the last two Gems and the Exit.

+-----+
| Gold Gem \
+-----+-----
See above.

W4L27	Wrath of Rok	Time	200	Unlock	1181
	(Desert Oasis)	Gold	19	Gems	3

.....

.....
|/ \ |
| Get the Gems in this room first then the |
| Catdragon room. |
|\ / |
.....

+-----+
| Layout \
+-----+-----
Quicksand behind you, Quicksand ahead; indeed, Quicksand for most of the level! On the Quicksand ahead are Confusion and Haste Minus Pickups -- there are more of both dotted around, and you'll spend most of this level under the influence of both, so get used to it!

Beyond is a pillar with circling Rok -- you'll want to go anticlockwise around it to avoid being caught. To the east is a roomful of Catdragons, with a snaking path of Quicksand leading to a Gem. To the north is a U-shaped corridor behind a pair of Passthru Walls (you have to go in at the left and out at the right) that contains two Gems. To the west, behind a Tollgate (3), is the Exit.

```
+-----+
| Tactics \
```

```
+-----+-----
The Quicksand, Rok and Catdragons mean you cannot wait for the effects of
Confusion or Haste Minus to wear off -- you'll have to do everything with
controls reversed.
```

```
+-----+
| Solution \
```

```
+-----+-----
Press UP to step onto the Quicksand and collect the Confusion Pickup. This is
the one and only time that you move the same way as the controls, so you may
want to savour the moment. On second thoughts, don't -- you'll sink into the
Quicksand! Press DOWN to continue moving north and collect the Haste Minus.
```

TIP From now until nearly the end of the level, you'll be under the
 influence of Haste Minus, so you only need tap a direction key
 when you need to change direction (remembering to use the
 opposite one from where you want to go).

Avoid the Rok by skirting around the right-hand side of the pillar (that's
LEFT, DOWN, RIGHT) then continue over to the left-hand Passthru Wall and press
DOWN to go through. Complete the circuit (LEFT, UP) and come back out of the
other side with your Gems. Continue down and press LEFT to enter the room
full of Catdragons.

You just have to follow the path of Quicksand here: UP, LEFT, DOWN, LEFT, UP
then press DOWN to reverse direction just before you collect the final Gem.
Reverse your steps (RIGHT, UP, RIGHT, DOWN, RIGHT) to head back to the first
room.

NOTE The effects of the last Haste Minus should wear off roughly at
 this point; as you cross back to where the Rok is. If you've
 only been tapping the controls to change direction, you'll need
 to resume keeping them pressed to keep moving. The Confusion
 effects WILL still be active though.

Come around the top of the pillar and out the left-hand side (RIGHT, UP,
RIGHT). Just keep going left (pressing RIGHT) for the Exit.

```
+-----+
| Gold Gem \
```

```
+-----+-----
Although the Gold Gem time is a little tight, because you pretty much have to
be moving all the time just to stay alive, you stand a good chance of getting
the Gold Gem just be finishing the level -- just make sure the return to
normal speed at the end doesn't distract you.
```

```
=====
```

W4L28	Curse of the Fox	Time	120	Unlock	1186
	(Desert Oasis)	Gold	24	Gems	32

```
.....
```

```
| Use the dots for good waiting positions until |
| the Catdragons have stopped moving.         |
|\                                              /|
. . . . .
```

```
+-----+
| Layout \
```

```
+-----+-----
There is a central -- inaccessible -- area with a Fox surrounded by eight
Switches. These release various Catdragons dotted around the remaining rooms
to run from one location to another.
```

Around this central area is a square path with four Catdragons; initially one in each corner. From the centre of each side of this square are entrances to four identical rooms: each has four Gems along each side wall (for a total of eight per room) and a Catdragon in front of a Portal (that runs to the entrance as the Fox triggers the Switches).

The Portals from each room lead to a final area with the Exit. Note that you cannot get back from this area to the first part of the level.

```
+-----+
| Tactics \
```

```
+-----+-----
The secret to solving this level is to realise that as you move around the
square path, the Fox always moves towards you, treading on the Switches around
it as it does. When you are in, or level with, the entrance to one of the
four rooms, the Fox is on one of the side Switches. When you move either side
of an entrance, the Fox steps onto one of the corner Switches. The former
(side Switches) control the Catdragons between the Portals and the entrances;
the later (corner Switches) control the Catdragons around the square path.
```

If you're trying to work out the route for yourself, then the best method is to take things slowly at first: if you cause the Fox to re-trigger a particular Catdragon's Switch while it is still moving, the second trigger will have no effect.

Since all of the four rooms are replicas of each other, you essentially need to work out a plan for one room, and repeat the procedure (with directions suitably rotated) for all the others.

```
+-----+
| Solution \
```

```
+-----+-----
The instructions below, including several pauses, should give you the basic
solve.
```

Move up, but pause before you get to the corner until the Catdragon moves out of the way. Step into the corner and pause slightly before moving right to the Spot in the middle and up through the entrance to pause on the White Spot just inside the room.

NOTE If you don't wait in the corner, you'll get to the centre too soon, and the Catdragon won't begin to return to the left. If you wait too long before moving through the entrance, you'll bump into the Catdragon on its way back.

Once you're safely through the entrance, you MUST wait for the Catdragon to get to the left-hand corner (where it started). If you move from the White Spot before the Catdragon gets back to the corner, it will stay there and be out of sync for the rest of the level.

Once the Catdragon has returned to its corner, move inside the room to the bottom of the line of Gems on the left. Go up, collecting them all, then cross to the right-hand side and move down to collect the other four. Return to the White Spot in the centre and go south through the entrance to the White Spot in the square path.

NOTE During your Gem collecting, the Catdragon that started in the top-left corner should have crossed to the right and back again -- if it hasn't; the timing will be out for the rest of the level, and the best thing to do is start again.

Wait on the White Spot in the square path until a second Catdragon returns to the top-right corner -- as before, if you don't wait, the Catdragons will be out of sync.

Now you essentially repeat all the above procedure for the remaining rooms -- a slight difference is that the Catdragon in the corner will move as soon as you head towards it. Otherwise, move down and through the entrance and wait on the White Spot inside as above.

In the last (left-hand room), after you've collected the last Gem (from that room's top-right corner), come down below the centre line and head to the left. As you pass the Catdragon, move up and go through the Portal. Once through, come down and right for the Exit.

```
+-----+
| Gold Gem  \
```

```
+-----+-----
```

The Gold Gem time is very, VERY tight -- you have to do all the above: while you must wait long enough at each critical point, you absolutely mustn't wait longer than necessary, otherwise you won't complete the level in time.

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=====
```

W4L29	Timed Oasis	Time	30	Unlock	1209
	(Desert Oasis)	Gold	84	Gems	8

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.....
```

```
. . . . .
|/                                     \|
|  Get rid of the Catdragons to get the Time Boosts.  |
|\                                     /|
. . . . .
```

```
+-----+
| Layout  \
```

```
+-----+-----
```

Just above the start are the Exit, and a Blue Gem enclosed by four Red Tollgates (4). To the right is an area of Water with three strips of land crossing it. Each strip has a Catdragon near the end; the upper two guarding a Time Boost, the lower one guarding a Red Gem. Below the start are three

enclosed areas, each containing a Red and Blue Gem and being patrolled by a Rok.

To the left of the start are three similar sets of fences: a Switch behind a Blue Tollgate in each case will detonate a Bomb that is below in a U-shaped path guarded by a Red Tollgate. The top pair of Tollgates are (1); the middle pair are (2) and the lower one is (3).

+-----+
| Tactics \

-----+
You will see from the times above, that at the start, there is less overall time than is allowed for the Gold Gem. You must therefore collect the Time Boosts on the right to give you enough time to complete the level.

+-----+
| Solution \

-----+
Head directly left, two squares past a tree, then come down to the left-hand pen. Circle this clockwise to avoid the Rok whilst collecting the two Gems. Emerge and head north until you are level with northernmost Red Tollgate on the left (just before you pass a tree to the right).

TIP You always want to go through the Red Tollgates first, to get the Bombs; the Blue Tollgates second, to trigger their fuses.

Head through the Red Tollgate and loop behind the Bomb to push it over towards the right-hand side. As you are crossing the central area, push the Bomb one square to the north before carrying on to the right -- it will now be level with the uppermost strip of land.

TIP Because of the Bomb's blast-radius, you only have to push it on to the FIRST square of land surrounded by Water -- so there's a one-square gap between it and the Catdragon. When going for the Gold Gem, this will shave a little time off the total.

Leave the Bomb one square away from the Catdragon and return to the left-hand side, going up one square as you cross. This will leave you level with the Blue Tollgate -- enter and step on the Switch to detonate the Bomb. Return to the right-hand side (remembering to drop down one square) to collect the first Time Boost.

Repeat essentially the same procedure for the remaining two pens, Bombs and Catdragons. For both the second and third Bombs, they emerge level with the strip of land, so you simply push them straight across. You will have to go up two squares as you cross back to the left for the trigger Switch.

NOTE In the left and right pens, you need to go round clockwise; in the middle pen, you'll need to go round anticlockwise.

Instead of a Speed Boost, the last Catdragon guards the last Red Gem you need to open the set of Tollgates in the middle -- pass through these for the last Blue Gem and on to the Exit

+-----+
| Gold Gem \

The timing is tight, but not excessively so in this level. To make the most of the time available:

- o Remember to leave the Bombs one square short of the Catdragons;
- o After collecting the first Time Boost, turn south immediately after passing the tree near the strip of land -- this will be level with the right-hand pen's entrance.
- o After collecting the second Time Boost, turn south on the Question Mark -- this will be level with the middle pen's entrance (and remember to circle it anticlockwise).
- o After collecting the Red Gem from the lower strip of land, go up, then head left through the sides of the Red Tollgate and straight into the Exit.

```
=====
W4L30   Desert Torment           Time 200   Unlock 1212
        (Desert Oasis)           Gold  45   Gems   14
.....
```

```
.....
|/                                     \|
| Don't put yourself in danger.      |
|\                                     /|
.....
```

```
+-----+
| Layout \
+-----+
```

A difficult level to describe, so I'll barely try: it's filled with Trailing Walls (that you can only pass through once), Bombs, Missiles and activation Switches.

```
+-----+
| Solution \
+-----+
```

Come down and left to the Red Gem and pause a moment before stepping onto the Switch to the left. Go through the arch and head south through the other entrance -- the Missile behind you is getting ready to fire. In the area below, head for the line of Yellow Gems to the lower left; collect these (avoiding the Catdragon) and stand on the Switch to the left. If you paused for the right time on the Red Gem earlier, the Missile should shoot down and take out the Catdragon. Run over to the right to collect a Yellow Gem along the passageway (it's level with the Bomb, if you want to anticipate the turn for speed).

Come back left and down through the Trailing Wall. Come around to the right and step onto the Switch hemmed in by Trailing Walls -- this will start all the Bombs nearby burning, so don't dawdle! Move right, collect the three Green Gems and exit through the Trailing Wall in the lower-right, pushing the Bomb below it down to the lower wall. Push the Bomb a couple of squares to the left and retreat to the corner for safety.

After the Bombs have blown, move left through the lower Passthru Wall and collect the Stone Block, pushing it right, through the upper Passthru Wall.

Wait near (but not too near) the right-hand side for a Missile to come down (it was triggered by the Switch above the Bomb you pushed).

Push the Block all the way up the right-hand side until it hits a headstone, then manoeuvre it so you can push it along the passage to the left until it lands on another Switch. Working quickly -- you've just triggered the Missile -- push the Block down once, left once, then down the left-hand side of the level, so it's level with the Catdragon on the right. Nip a couple of squares below the Block and wait for the Missile to take out the Catdragon.

Follow the path where the Catdragon was, collecting the last six Gems, and you'll return to the right of where you started. Nip left and up into the Exit.

```
+-----+
| Gold Gem  \
```

```
+-----+-----
```

Although there's not much time to spare, the above should get you the Gold Gem without too much difficulty, providing you keep moving.

```
=====
```

W4L31	Walk the Droplet (Desert Oasis)	Time	300	Unlock	1355
		Gold	24	Gems	2

```
.....
```

.

```
|/ \
| -- none -- |
|\ /
. . . . .
```

```
+-----+
| Layout  \
```

```
+-----+-----
```

You start just in front of a Droplet at the beginning of a path that zig-zags diagonally around four sides of a diamond before heading right and up to the Exit. Bombs are placed up on high all around the route -- the Switches that detonate them are either side of the single-track path, ready for the unwary traveller to stumble on them.

The Exit is protected by a Door, controlled by a Rollover Switch to the left.

```
+-----+
| Solution \
```

```
+-----+-----
```

Simple in theory; trickier in practice: Walk ahead of the Droplet all around the path until you get to the Exit, where the Droplet will keep the Door open so you can get through.

Of course, it's a little harder than that. Some points of advice:

- o Never get too far ahead of the Droplet, otherwise it will take a shortcut across one of the Switches and you will die.
- o Never go too slowly, otherwise the Droplet will catch you and you will die.

- o Never stray from the path, otherwise you'll step on a Switch and you will die.

(Do you see a pattern here?)

- o The Droplet will/should stop at the very top-middle of the path to recharge itself. Don't be tempted to rush ahead; wait one square right and two down for it to start up again.
- o It will pause again at the bottom, before you head right. Wait as far right as you can on the same level as the Droplet (don't go up, or it will go straight onto the Switch above where it stopped).

As you approach the Exit, you need to keep the Droplet right on your tail, otherwise it won't step on the Rollover Switch for you. Once past the last Bomb-detonating Switch, step left, then up onto the Rollover Switch, then right and up into the Exit.

+-----+
| Gold Gem \
+-----+

Although the Gold Gem time is fairly tight, it's probably difficult to survive to the end of the level WITHOUT beating the Gold Timer.

```
=====
```

W4L32	Chamber Danger	Time	140	Unlock	1358
	(Desert Oasis)	Gold	28	Gems	8

```
.....
```

```

. . . . .
|/                                     \ |
| Use the Gargoyle to keep the Catdragon on the |
| Rollovers.                                     |
|\                                               /|
. . . . .

```

+-----+
| Layout \
+-----+

You are joined by a Catdragon and a Gargoyle in this level. The Catdragon's path across the middle runs over two Rollover Switches; these control Doors leading to small rooms to the east and west. North and south of the centre are two Toggle Switches; these release the Catdragon.

The two rooms behind the Doors each contain a Bomb, four Gems and release Switches for the Catdragon. The Exit is in the middle of the north wall.

+-----+
| Tactics \
+-----+

A tricky level. To solve it at all, you'll need to carefully coordinate the Gargoyle's "inactive" periods. For the Gold Gem, you have to combine this with spot-on movement.

+-----+
| Solution \
+-----+

This is a slow but steady way for the basic solve; there are a few "wait until the right time" moments, but is relatively undemanding.

Move directly to the right and stop under the hexagonal "table". Wait for the Level Timer to get to 135; just before it ticks to 134, head back left and go up at the middle of the room, between the two Rollover Switches. Pause before the northern Switch; when the Gargoyle is below you, go up onto the Switch and head left.

NOTE The Gargoyle should come to a halt in the very centre of the room, slap-bang in the middle of the Switches. If it stops short (below the middle), then make the "135" move slightly earlier; if it stops above the middle, move slightly later.

Come to the left and down so you're in front of the open Door, next to the Bomb. You need to complete this move BEFORE the Gargoyle recovers from its period of rest. Wait until the Level Timer ticks down to 121, then enter the room (pushing the Bomb left) and circle it, collecting the Gems in all four corners. Return to the Door -- if it's closed, it should open in a moment and go through.

The Gargoyle should be the far side of the gravestone; nip down to entice it out, then up and right to above the hexagonal "table". Step north one square, and wait for the timer to get to 113. Just before, or as, it ticks to 112, come right back onto the Toggle Switch to release the Catdragon across to the right. Come down and pause above the lower Switch until the Catdragon has come to a halt; when it has, step down onto the lower Switch and head right.

NOTE As before, the Gargoyle should come to a halt in the very middle; adjust the "113" pause as before if it doesn't. In addition, you need to leave the Catdragon on the right-hand Rollover Switch. You might need a few attempts to get all this in place.

Come across to the right, and up next to the open Door and the Bomb. As before, you need to do this before the Gargoyle comes back to life. Wait until the Level Timer gets to 98, then enter the room (pushing the Bomb right) and circle the four corners to collect the last Gems. Return to the Door, wait for it to open if necessary, then head for the Exit in the north wall.

+-----+
| Gold Gem \
+-----+

To get the Gold Gem, you need to cut out the "dead time" before entering the two side rooms. This makes the timing of your movements more critical, which is why I've left the previous solution in (it took a while before I got this solution).

Start as above; come right to below the hexagonal table and wait until the Level Timer is just about to tick from 135 to 134. Come back to the middle and go up to just below the upper Switch. As soon as the Gargoyle is directly above the lower Switch, move up onto the Switch to release the Catdragon then move left, down and straight through the Door, pushing the Bomb to the left. Immediately head around the four corners for the Gems and dive back through the Door (which should still be open).

part as one flowing motion if you're to avoid the Droplets and get the timing right.

Come down one square, to wake the Droplets up, then go left and up, pushing the second Stone Block from the left up one square. Push it left, so that it's above the first Block, then come around and down the left-hand side of the pair. Push both Blocks up, into the Lava and carry on straight across. Keep going up, then head right for the Gem before pushing the Crate over to the left and back down towards the Lava.

NOTE At this point, the Droplets should have come to a halt; the first should be on one of the Stone Blocks and the other should be on the first square of "shore". If they're not, you might want to start over.

Push the Block down until it hits the Droplet, then push it right, into the small inlet of Lava, and cross to the right-hand side. Come up and back left for the second Gem, then push the Stone Block below over to the right and down, giving you the chance to cross back to the main area. The second Droplet should be left isolated on the far side of the Lava.

TIP Before heading for the Haste Minus, you might want to do a little Block-arranging; this will save a few seconds if you're going for Gold. Push the remaining two Blocks once to the left, then push the right-hand one down twice and across to the centre.

Head down to the arch at the bottom and collect the Haste Minus. If you're not bothered about the Gold Gem, you can let it wear off; if you are, and you've arranged the Blocks, it's quite easy to grab the lower Block and begin pushing it south while slowed (just remember to over-anticipate turns). Push the Block all the way south and get ready for an "at speed" bit.

Push the Block into the Lava on one side and run across. The arrows on the floor show you how to get the lower Gem: come in from the side and go straight down the side wall. Loop up the middle for the upper Gem and around again to avoid the Droplet and head back across the Stone Block before it dissolves in the Lava (you might need a few goes to get the right looping movement).

NOTE Try to leave the Droplet as high as possible in the side-room before you dash back across the Block, then head up as soon as possible -- you don't want the Droplet following you across the Block.

Return through the arch for the remaining Stone Block and repeat the above manoeuvre on the other side-room. As you leave, head for the Exit in the middle of the south wall.

```
+-----+
| Gold Gem  \
+-----+-----
```

If you start your Block-pushing while still under the influence of the Haste Minus, you shouldn't have too much trouble doing all the above within the Gold Gem time.

```

.....
|/
|  Manage the Crates to get the Gems and Exit.  |
|\
.....

```

+-----+

| Layout \

-----+-----
You start in the middle of a cross-shape of Portals, each leading to separate areas where Crates have to be pushed into pools of Water to reach Gems (or, in one case, the Exit):

```

+-----+
| ~ ~ G ~ ~ |           | ~ ~ ~ ~ E |
| ~ G ~ ~ ~ |           | ~ ~ ~ ~ ~ |
| G ~ ~ ~ . #####      ##### . ~ ~ ~ ~ |
| ~ ~ ~ . . . #         # . C C . ~ ~ ~ |
| ~ ~ . . C C . #       # . C C C . ~ ~ |
+-----# . C @ . #       # . @ C C #-----+
      # . . . . ### = ### . . . . #
      ##### . @ . #####
      # . |_|_|_ . #
      = @ _ S _ ?@ =
      # . .|.|. . #
      ##### . @ . #####
      # . . . . ### = ### . . . . #
+-----# C . @ . #       # . @ C C #-----+
| ~ ~ . . C . . #       # . C C C . ~ ~ |
| G ~ ~ . . C . #       # . C C . ~ ~ ~ |
| ~ ~ ~ ~ . #####      ##### . ~ ~ ~ ~ |
| ~ ~ ~ ~ ~ |           | ~ ~ ~ G ~ |
| ~ ~ ~ G ~ |           | ~ ~ ~ ~ G |
+-----+

```

Key:

- . Ground
- # Wall
- |_ Fence
- C Crate
- G Gem
- S Start
- E Exit
- = Grinder
- ~ Water
- ? Hint

The Portals lead you through a cycle; the Portal to the east (next to the Question Mark) takes you to the southeast area; its Portal returns you to the southern Portal in the centre. That Portal leads to the southwest area and so on... alternating back and forth between the centre and one of the four areas, always moving around in a clockwise fashion.

WARNING Be careful how you enter the Portals when returning to the centre area -- you don't want to emerge into one of the Grinders! Remember, you emerge travelling in the same direction as you enter.

+-----+

| Tactics \

-----+-----
As the Hint suggests, the key to this level is in managing your supply of Crates... there ARE enough of them to do the job -- despite what you might think after the first few attempts -- but only just, and you have to move some from one area to another to win.

NOTE When planning how to solve an area, you should start by looking for a pattern of Crates that allows access to all the Gems (or

the Exit) using the minimum number of Crates. However, things aren't that simple. In all areas except the southwest, you won't be able to push Crates into this minimum-Crate configuration -- you will need to use extra Crates to get the main ones into position.

The following paragraphs give observations for each area; the actual solutions are in the next section.

A quick inspection of the southwest area should convince you that it needs one more Crate to solve it... each Gem needs two Crates to reach it, and there's no possibility of sharing Crates.

Slightly less obviously, you should see that five Crates are necessary for the northwest area -- four are needed to reach the Gems, and the fifth is needed during construction. This means you need two Crates from elsewhere.

Therefore, we need to "steal" a total of three Crates from the two eastern areas.

In the southeast area, of the seven Crates available, only five are needed to get to the two Gems. The only "secret" here is that you need to collect the first Gem before reaching the second. Thus two of the three "spare" Crates are provided for.

The northwest area, where the Exit is, was the hardest for me. I knew I needed one spare crate, but it took quite a while to work out a way of getting to the Exit without using all seven Crates. Suffice to say, you only need six Crates here.

```
+-----+
| Solution \
+-----+
```

Start by heading east, over the Question Mark and into the southeastern area: you land on the Portal because the Crates block your path. The first thing to do is to clear some space: press RIGHT then LEFT to pull the Crate to the right back through the Portal. Next, come to the bottom-left corner and push the lower two Crates once to the right. Push the Crate above you up into the Portal for later use. Come back down and resume pushing the lower two crates so that the first drops into the Water and the second rests atop it [a]. Next, push the leftmost Crate up (next to the Portal) and the lowest Crate across into the Water [b]. Come around above the Portal and push the right-hand Crate down two squares (next to the Crate on a Crate) and right two squares (so it now sits on top of the crate it was next to). Come above that Crate and push it down to reach the first Gem [c]. Collect this, then push the final Crate the same, over the (now vacant) island so that you can get the second Gem [d].

```
#####      #####      #####      #####      #####
#...#      #...#      #...#      #...#      #...#
#.xCC#--+  #.@.C#--+  #.@CC#--+  #.@C.#--+  #.@.#--+
#.CCC.~~|  #..CC.~~|  #....c~|  #....c~|  #....c~|
#.CC.~~~|  #...2~~|  #...2~~|  #...CC~|  #...CC~|
###.~~~~|  ###.~~~~|  ###.~~~~|  ###.~~c~|  ###.~~c~|
|~~~G~|    |~~~G~|    |~~~G~|    |~~~G~|    |~~~.~|
|~~~~G|    |~~~~G|    |~~~~G|    |~~~~G|    |~~~cG|
+-----+  +-----+  +-----+  +-----+  +-----+
[start]    [a]        [b]        [c]        [d]
```

Return to the Portal and enter it from the right. You'll return to the central area, but because of the Crate you pulled through earlier, you'll remain on top of the southern Portal. Repeat the "pull" trick, pulling the Crate on your left through the Portal to the southwest area. Go back left into the Portal to get to the southwest area.

Push the Crate in front of you down, to form a line of two, then come around behind the Portal to push the rightmost Crate down to the corner [a]. Push the upper pair of Crates all the way left into the Water, so that you can collect the first Gem [b]. In turn, pull each of the remaining Crates to the left, and down into the rightmost bit of Water so you can get to the second Gem [c].

```

#####      #####      #####      #####
#....#      #....#      #....#      #....#
+--#Cx@C#   +--#..@.#   +--#..@.#   +--#..@.#
|~~..C..#   |~~.CC..#   |cc....#   |cc....#
|G~~..C.#   |G~~..CC#   |G~~..CC#   |.~~....#
|~~~~.###   |~~~~.###   |~~~~.###   |~~~~.###
|~~~~~|     |~~~~~|     |~~~~~|     |~~~~c|
|~~~G~|     |~~~G~|     |~~~G~|     |~~~Gc|
+-----+   +-----+   +-----+   +-----+
[start]     [a]         [b]         [c]

```

Return to the Portal and enter it from above, so you emerge back in the central area below the western Portal. Go up into it, emerging in the northwest area by pushing a Crate up. Push the Crate to your left one square left, then the one above you two squares left (so they're in line). Come around the bottom of the portal and push these two Crates up, so the first drops in the Water and the second sits atop it; push that crate left [a]. Push the remaining Crate up twice and left twice, so that it falls in the Water below the other two [b].

```

+-----+   +-----+   +-----+
|~G~~|     |~G~~|     |~G~~|
|~G~~|     |~G~~|     |~G~~|
|G~~.###   |G~cc.###   |G~cc.###
|~~~..C.#   |~~~....#   |~~c....#
|~~..Cx.#   |~~.....#   |~~.....#
+--#.C@.#   +--#.C@.#   +--#..@.#
#....#     #....#     #....#
#####     #####     #####
[start]     [a]         [b]

```

Enter the Portal from above, so you return to the central area below the northern Portal. Go up into this, emerging on the Portal because the Crates stop you going further. Pull the Crate on your right back left into the Portal, then come around to the bottom right and push the end two Crates up and into the Water [a]. Come down immediately right of the Portal and push the two Crates above you up one square; then come around the Portal to push the single Crate above the Portal two squares to the right and the two Crates above one square right [b]. Push the right-hand two Crates on dry land up twice, so they sit atop the pair already in the Water; push the lowest Crate right, and the leftmost Crate up one into the Water [c]. Carry on up onto this crate and push the top Crate right into the Water. Come down and push the two remaining Crates up one; finally push the top of these across to the right to extend the line towards the Exit [d]. We'll leave the last Crate until we return, since it cuts out a little doubling back.

```

+-----+   +-----+   +-----+   +-----+   +-----+

```



```

|~~~E|   |~~~E|   |~~~E|   |~~~E|   |~~~E|
|~~~~~|   |~c~~~|   |~c~~~|   |c2~~~|   |cccc~|
###.~~~|  ###.c~~~|  ###Cc~~~|  ###x2~~~|  ###.c~~~|
#.CC.~~~| #.CCx~~~| #.xCC~~~| #...C~~~| #...C~~~|
#.CCC.~~~| #.CC.~~~| #...C.~~~| #.....~~~| #.....~~~|
#.xCC#--+ #.@..#--+ #.@..#--+ #.@..#--+ #.@..#--+
#...#     #...#     #...#     #...#     #...#
#####    #####    #####    #####    #####
[start]   [a]       [b]       [c]       [d]

```

Enter the Portal from the right, so that you emerge in the central area to the left of the eastern Portal. There should be a Crate to the left; push it across and into the western Portal. Go back to the eastern Portal and enter it to return to the southeastern area. Go up through the Portal here so you can push the remaining Crate up once to the very middle of the central area. We now need to cycle around the Portals to get to the right of this: down into the southern Portal, up to get north of the western one; across, up and right into the northern Portal, then left to emerge from the eastern one. Push the Crate across the central area into the western Portal and follow it through [c]. Push the left-hand Crate up three times and left twice into the Water; collect the Gems above and to the left [d]. Push the last Crate up twice, left twice and up twice; collect the final Gem [e].

```

+-----+   +-----+   +-----+
|~G~|   |~G~|   |~x~|
|G~~~|   |~.~~~|   |~.c~~~|
|G~cc.### ||.ccc.### ||.ccc.###
|~c....# |~c....# |~c....#
|~.....# |~.....# |~.....#
+--#CC@.# +--#.C@.# +--#..@.#
#...#     #...#     #...#
#####    #####    #####
      [c]       [d]       [e]

```

Return to the Portal and go through (any way but up) then enter the northern Portal to return to the northeastern area. Push the final Crate up twice, then along to the right so that you can dive through the Exit!

```

+-----+
| Gold Gem \
+-----+

```

Very hard -- you have to do an awful lot of Crate manoeuvring, without error or delay. However, if you persevere, the above WILL you get you the Gold Gem with a few seconds to spare.

```

=====
W4L35      From All Sides          Time   40      Unlock 1433
          (Desert Oasis)          Gold   35      Gems   1
.....

```

```

. . . . .
|/                                     \|
| Avoid them for 30 seconds, then grab the Gem. |
|\                                     /|
. . . . .

```

+-----+
| Layout \

You start at the centre of a large, open area; surrounding you are eight Gargoyles just itching to rend you limb from limb. In the middle of the north wall is the only Gem, behind a closed Door. The Exit is off the middle of the southern wall.

Through an unseen mechanism, the Door opens after 30 seconds.

+-----+
| Tactics \

THE most important thing about this level is the start: you need to find a sequence of moves that allows you to get out of the ever-closing circle of Gargoyles.

The OTHER most important thing is surviving long enough for the Door to open and permit access to the Gem.

Note that the eight Gargoyles can be divided into two sets of four: one set prefers to move vertically to close on you; the other prefers to move horizontally. This just helps to mix things up and makes finding a winning pattern much harder.

+-----+
| Solution \

A very "messy" level. With so many Gargoyles, some preferring to move up-and-down, some preferring left-and-right -- and all getting in each others' way -- it's almost impossible to repeat a set of moves and have them respond in exactly the same way. Instead, you have to look for "trends" in what how they move, and do a certain amount of "thinking on your feet".

It also means I cannot give you an exact solution; only some guidelines:

- o To break out of the circle of Gargoyles, do the following: RIGHT, LEFT, DOWN, LEFT and head for the left-hand wall.
- o Following more or less the edges of the area, come up, across to the right, down, along the bottom and part way back up the left-hand side. You should see the Gargoyles come to a halt for a few seconds.
- o Experiment with moves away from the walls, and brief pauses, to try and keep the Gargoyles in a pack as much as possible.
- o After their rest, running around the outside no longer works (you'll get trapped by a flank of Gargoyles).
- o Instead, switch to running from left to right and back across the area. Wait at each side for the Gargoyles to approach before setting back across. You'll need to keep moving up the screen, as the vertical-liking Gargoyles will trap you otherwise.
- o The Gargoyles will tend to get strung out in a line; keep an eye out for gaps in the line -- especially when they're paused -- as you will run out room going north/south otherwise.

- o As soon as the Level Timer hits 10 seconds, the Door in the north wall will open and you can get the Gem. Luckily, the Gargoyles should pause shortly after this happens, giving you an outside chance of getting to it safely. Unfortunately, you have to be quick, and lucky, to get down to the Exit once you've got the Gem.

+-----+
 | Gold Gem \
 +-----+

Unlike nearly every other level, I've only finished the level once (as I write), so I'm guessing rather than speaking with any authority. My time was one and a half seconds inside the Gold Timer, and -- while not guaranteed -- I suspect that if you actually manage to finish the level, you've a good chance of doing it under the Gold gem limit.

```

=====
W4L36      Friends Forever          Time 150      Unlock 1435
           (Desert Oasis)           Gold  41       Gems     6
.....
           . . . . .
           |/                               \ |
           | Use the Puma's help to get the Gems. |
           |\                               / |
           . . . . .
  
```

+-----+
 | Layout \
 +-----+

You start inside a three-by-three cell together with a Puma. One of the three Walls in each side is a Disappearing Wall; the others are Appearing Walls.

Areas to the north, east and west contain Gems; the area to the south contains the Exit. In many of these, you will need the help of the Puma to solve it.

- o The western area has a trio of Catdragons, controlled by a Switch near the entrance. There is one Gem on the far side.
- o The northern area has three Small Traps, each with a Gem on top, plus Rollover Switches to release them. You will need the Puma for this one.
- o The eastern area has two Gems and a whole set of Walls controlled by a Rollover Switch that only lets you get one at once. Again, you'll need the Puma's help.
- o The southern area holds the Exit, plus three Slow Missiles, whose fuses are ignited by a Switch just inside.

+-----+
 | Solution \
 +-----+

Come down and through the bottom Wall on the left, then up and left, trapping the Puma in the central cell. Run left over the Switch, immediately dropping down one square, then continue left and you should clear the Catdragons. Come up and left for the Gem, then return to the right, coming up to avoid the

Catdragons. Step on the Switch again, then retreat left and up out of the Catdragon's way. Once the Puma has come to the Switch, run right and down, through the entrance back to the central cell.

NOTE Make sure you don't leave the Puma trapped on the outside of the cell -- you'll need it inside for the next area.

Head through the leftmost section of the upper wall, making sure the Puma is following, then go right and up, over the Switch and into the first Trap. When the Puma steps on the Switch to release you, move north, ensure it gets trapped, then move to the right: this will release the Puma and get you the second Gem. When the Puma releases you the second time, come down, across to the left, and head for the left-hand Gem (make sure the Puma isn't trapped before you enter!) When released for the third time, make your way south, using the Switch if necessary to make sure the Puma is free.

Return to the centre and head through the lower section of the right-hand wall, again making sure the Puma is following. Step around the Switch and pillars and go to the right-hand side for the first Gem. Come back to the right of the Switch, and entice the Puma towards you so that it steps on the Switch. Grab the second Gem then loop around the Puma back to the centre.

Come through the middle section of the southern wall and step on the Switch. Turn to face the entrance (and the Puma) and advance slightly. Shortly after the first explosion, come to the side and down, around the Slow Missile moving north, and head for the Exit in the middle.

+-----+
| Gold Gem \
+-----+

With care, and maybe a little practice, the above should get you the Gold Gem. If you need to save time (or just want to shave some off), then in the southern area, try moving a couple of seconds before the first detonation; you should still be able to dodge around the Missiles without getting blown up.

```
=====
```

W4L37	Puma Dance	Time	120	Unlock	1452
	(Desert Oasis)	Gold	10	Gems	4

```
.....
```

.

/	
--none--	
\	/

.

+-----+
| Layout \
+-----+

You start in a small room, in the middle of four Earth Traps. The eastern, southern and western Traps have Rollover Switches within them, which control the corresponding Doors to the room (a fourth entrance, to the north, doesn't have a door). Beyond the western, northern and southern Earth Traps are three Pumas, ready to pounce.

A passage, accessible through all four entrances, runs around the outside of

the room; a series of Doors, also controlled by the Rollover Switches, leads from the north wall, over the level's Gems, to the Exit.

+-----+
| Tactics \

-----+-----
It should be immediately obvious that the only safe way to start is to come south. You'll then need to move out of the Earth Trap as soon as it recedes before one of the Pumas gets you.

Escaping, and getting part way to the Exit, isn't really the problem; you also need to ensure that the three Pumas are on the three Rollover Switches, so that all the Doors to the Exit are open.

+-----+
| Solution \

-----+-----
Come south into the Earth Trap; as the Trap recedes, watch for the slight upward surge that indicates you're about to be released. As soon as you are released, you need to move left, INSIDE the main room; you don't want to go out into the passage.

Make your way up the left-hand side and across the top of the room, making sure not to step into any of the Earth Traps, until you reach the square northeast of the centre (the northern and eastern Traps should be to the side and below you).

Two of the Pumas should be in the southern and western Earth Traps, with the third between them (diagonally opposite you). Wait for the Traps to recede, and as soon as the Pumas start to move to new positions (on the three Switches), run through the northern entrance and straight up, through the Doors, for the Exit.

+-----+
| Gold Gem \

-----+-----
So long as you don't hang around too long as the Pumas move onto the Switches, you shouldn't have any trouble getting the Gold Gem. It doesn't matter too much how fast you run up and across the room (since you'll be waiting for the Trap to recede) -- it just has to be fast enough to leave the third Puma trapped in the bottom-left corner.

+-----+
| Speed Run (9.00s) \

-----+-----
For the best time, the key Trap is the left-hand one -- when you're waiting in the northeast corner, start to move as soon as you see the upward surge at the end.

W4L38	Hot Paradise	Time	300	Unlock	1490
	(Desert Oasis)	Gold	15	Gems	5

.....

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|/ \ |
| Time your Blocks. |
|\ / |
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| Layout \

+-----+-----

You begin in front of an Invincibility Pickup, facing an expanse of Lava. There are two Stone Blocks on land to either side, and a bridge of land at the far side of the Lava holds three Wooden Crates. Two Gems are floating in the Lava either side of the Crates, and a third is beneath the middle Crate.

Across some more Lava on the far side of the bridge is a pool of Water. Beyond the northern edge is the Exit, and there are two more Gems on its left and right banks.

+-----+

| Tactics \

+-----+-----

It is tempting to try to just use the Invincibility Pickup here: grab it, go for the floating Gems, grab the one under the middle Crate, then run across the Water for the two either side before diving through the Exit. However, after several attempts, I am convinced that there isn't enough time to do this.

Since the two floating Gems are unreachable without Invincibility, the one to get first -- while "normal" -- is the one under the Crate.

+-----+

| Solution \

+-----+-----

Run up one of the sides and push the pair of Blocks up one square. Come around and push the upper Block across the bridge of land and into the gap in the middle. This will allow you to push the middle Crate south, into the Lava, and so get the Gem beneath it.

Run back to the start and grab the Invincibility Pickup. Now collect the two floating Gems, then run north, up one side of the Water for the fourth Gem, cross for the fifth, and dive for the Exit.

+-----+

| Gold Gem \

+-----+-----

With a little practise, you should solve the level in well under the Gold Gem limit.

W4L39	Room of Hazards	Time	120	Unlock	1502
	(Desert Oasis)	Gold	41	Gems	8

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| Use Invincibility and work fast. |
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| Layout \

+-----+

You stand on a Switch in the middle of a crossroads, with three Invincibility Pickups surrounding you. Down the path to the east is a Lava-filled room with two Rollover Switches, four Stone Blocks and two Gems. One of the Switches controls a Door leading to the Exit; the other controls Doors in the room to the west.

The path to the north leads to a Water-filled room containing nine Wooden Crates and four Gems (hidden under the two northernmost Crates and the left- and rightmost Crates). The path to the west leads to a Quicksand-filled room with two Gems and four more Invincibility Pickups -- two are inaccessible unless the upper-left Switch in the Lava room is activated.

The southern path leads through two closed Doors to another Quicksand-filled room. The first Door is controlled by the lower-right Switch in the Lava room; the second by the Switch at the middle of the crossroads. A Portal just inside the room transports you to the opposite side; the Exit is between the two Portals.

+-----+

| Tactics \

+-----+

Invincibility -- not, as Roy Castle used to say, dedication -- is the name of the game here. Although not strictly needed in the western area (at least when the Doors are open), it is needed everywhere else. Accessing the Crates in the Water room needs it, as does the Lava Room. Importantly, you will also need it to get to the Exit, since you must reverse on the second Portal to get to the Exit.

The key to solving the level is working out which order to complete the rooms in, and how many Invincibility Pickups to use for each one. Pause if you want to work it out yourself.

After a little experimentation, you should find that (a) you'll need a long spell of Invincibility for the Water room to the north, and (b) you need more than one dose of Invincibility for the Lava room to the east. Since completing the Lava room allows full access to the Invincibility Pickups in the Quicksand room, the correct order is east, west, south and then head for the Exit.

In the Water room, you'll need to get one of the Crates out, so you can push it over the Switch at the centre of the crossroads.

+-----+

| Solution \

+-----+

It should go without saying that you need to do all the following with as few pauses as possible.

Grab the Invincibility Pickup on the left, immediately reversing to head right to the Lava room. As soon as you enter, drop down a square (for the first

Gem) and push the two Blocks right, so that one sits atop the other. Come up and right to push the upper Block onto the Switch. Head up for the second Gem, then push the Blocks as below to cover the second Switch.

NOTE Be careful not to pull the Blocks back off the Switches as you move away. Try not to pause before reversing.

Head back to the centre, and on to the left for the Quicksand room. As soon as you enter, come down for the Gem in the corner, then hug the walls to collect the four Invincibility Pickups and the fourth Gem. Return to the centre and head up for the Water room (collecting the last Invincibility Pickup as you go).

NOTE You need most of the Crates to fill in the Water in the middle of the room, and back to the crossroads, so that you can push one of the Crates free. Oddly, for such a late level, you can "waste" one Crate and still solve the level.

Head all the way up the middle (pushing a Crate into the first patch of Water) then down the left-hand wall, pushing the Crate against the wall down into the bottom-left corner. Come back up, pushing the line of Crates to the right, so the middle Water is completely filled-in (and there's an extra Crate above the entrance).

Come around to the top-right, then go down, push the top Crate left, and pull the one below it up one square. Come down the middle, pushing the two Crates until the lower one drops into the first patch of Water leading back to the crossroads (leave the second by the entrance).

On your way back up, pull the middle Crate away from the wall, then come behind to push all three into the middle. Begin pushing all the Crates down; the first three will complete the path back to the centre, and the last will be used for the Switch. When it gets there, dodge around it then run down the southern passage, through the Portal, and go back up for the Exit.

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+-----+
| Gold Gem \
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+-----+-----
```

Because you have to complete the above while Invincible, you're pretty much guaranteed to get the Gold Gem.

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=====
```

W4L40	Upon a Riddle	Time	300	Unlock	1562
	(Desert Oasis)	Gold	160	Gems	18

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.....
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```

. . . . .
|/
| Start with the Blue Gems.
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. . . . .
```

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+-----+
| Layout \
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```

A complicated layout, so bear with me! You start in a rectangular room in the

centre of the level. Passthru Walls lead out through the middle of the two sides, and another pair lead in through the top and bottom walls. There are four Tollgates of different colours; these are above and below the Passthru Walls on the side walls. Each leads to a small area.

Behind the Tollgates are: Blue (top-left) leads to a Rollover Switch; Yellow (top-right) leads to a patch of Lava, two Red Gems and a Stone Block; Red (bottom-right) leads to another Rollover Switch; and Green (bottom-left) leads to the Exit.

To complete this part, four Roks circle around, coming in through the north/south entrances and leaving via the east/west ones.

A wide passage runs around the outside of the central room containing four Portals, one near each of the Passthru Walls leading to/from the centre (more on these below). A second, narrower, passage runs around the outside, forming a square. It is also accessed by Passthru Walls, only this time those to the north and south lead out and those to the east and west lead back in.

The outer passage contains two Yellow Gems, sitting in Wall Traps, in the northwest and southeast corners, and two Green Gems, in Small Traps, in the northeast and southwest corners. The Rollover Switch behind the Blue Tollgate disables the first pair of Traps; the Switch behind the Red Tollgate disables the second pair. Four Catdragons run along the four sides of the square.

Coming out of the middle passage (north or south entrance) forces you to collect a Haste Minus; just inside the east and west entrances area Haste Boost Pickups.

Now the Portals in the middle section: they each lead to L-shaped areas that are tucked between the middle and outer areas; the north and south Portals lead to one pair of areas that are the same (apart from being mirror images of each other) and the east and west Portals lead to a second pair of mirror-image areas.

The areas from the north/south Portals each contain two Blue Gems and a stone Block, as well as a pair of Confusion Pickups to make things interesting. The areas from the east/west Portals are filled with Quicksand, contain three Yellow Gems apiece, and both have a Gargoyle on guard.

```
+-----+
| Tactics \
+-----+
```

As befits the last level (if you're playing in the "natural" order), this is a complicated level to understand (though perhaps not as bad as "Bridge"), and I suggest using a few practice runs just to get a feel for where everything is, where the Portals lead, etc.

In essence it should be simple: the Exit is behind the Green door. To get the Green Gems you need to disable the Small Traps using the Switch behind the Red Tollgate. To open that, you need the Gems from behind the Yellow Tollgate. To open that, you need the Gems from the two areas of Quicksand AND from the NW & SE corners of the outer path. To get those Gems, you must disable the Wall Traps using the Switch behind the Blue Tollgate. To get there, you must get the Blue Gems from the two areas beyond the north and south Portals.

```
+-----+
| Problems \
```

+-----+
The problem I had when trying to put the above theory into practice is with the Roks. They start out nicely roaming the corners of the central room, and if left in peace, will stay there. However, as you progress, they get disrupted -- opening the Tollgates alters their paths, they bump into each other, etc. -- and eventually they make it into the outside path (where the Trapped Gems are). Initially, the Catdragons there aren't difficult to avoid (they run the full length of one side, you just wait for them to retreat). However, once the Roks are loose, they can (and do) cause the Catdragons to turn around ahead of schedule... it's VERY easy to be running down the outside path and suddenly meet the Catdragon running towards you!

It probably took me about 100 attempts just to complete the level for the first time -- luckily about two seconds inside the Gold Gem time! It's probably not the best route; it relies on being in the right place at the right time (so you pretty much cannot make mistakes, and cannot stand around wondering what to do next). But -- having found it -- it has got me two or three "repeat solves" in the next half-dozen attempts, so it does seem to be repeatable.

+-----+
| Solution \
+-----+

As I mention above, when the Roks spread to the outside path, they add what amounts to random behaviour to the last stages. If you follow this route closely, you SHOULD avoid them safely for a Gold Gem solve. If you diverge from my route and timing during the earlier part of the game, you won't necessarily not be able to finish, but you will have to be very alert for Roks and reversing Catdragons when collecting the Gems in the outer path.

To try and keep you "on track", I will give "checkpoints" at various key places during the solve: these are the amount of time left on the main Level Timer (top right of the screen). If you miss these, it's up to you whether to press on and take your chance, or to start over.

Unless otherwise stated, pretty much everything should be done without undue pauses.

Come left, out through the Passthru Wall and head towards the western Portal. It's Quicksand within, so you have to move quickly without stopping. As soon as you go through, press UP and RIGHT -- you need to be coming back just above the Portal. Press DOWN and RIGHT to head towards the top pair of Gems. Come down in front of the Gargoyle for the third Gem and immediately press LEFT. Press UP to come back through the Portal and return to the main area.

NOTE At normal speed, you HAVE to get the Gem in front of the Gargoyle this way round; if you approach head-on and turn up, it will get you. The Speed Boost to the left of the Portal in the main area could help, but I found it caused other problems later on.

Come straight up to the outside corner, then come right two squares, up two, and right towards the northern Portal. As soon as you come through, press UP otherwise you'll push a Stone Block just inside too far.

NOTE There now follows some nifty manoeuvring around the Grinders that will involve a Confusion Pickup -- be alert, as you need to do it reasonably quickly. I'll give the directions as KEY presses, not necessarily the direction you're character moves!

Press RIGHT (x2), DOWN, RIGHT, UP (Confusion kicks in), LEFT (1st Gem), RIGHT, UP and then keep pressing RIGHT until you push the Stone Block through the Portal. Then press UP, RIGHT (x2) and keep UP pressed until you come down to the bottom. You should still be confused, so press: RIGHT (another Confusion), UP (2nd Gem), DOWN, LEFT, and keep DOWN pressed until you're back level with the Portal. Hold LEFT to go right, through the Portal, and on to the corner to wait for a passing Rok.

CHECK If you've done this fairly quickly, you'll need to wait briefly for a Rok to come up from the right and amble past. It should pass with around 284 seconds left on the Level Timer. If you're a few seconds behind, you should be OK -- just carry on with the next bit.

Depending how quick you've been, any effects of the Confusion Pickup still in effect will wear off soon, so be ready to adjust as they do. Ideally, you will still be Confused, so press UP, LEFT and UP to zig-zag around the corner and come down towards the eastern Portal, but DON'T enter while Confused -- pause briefly if needed before going through.

Another area of Quicksand, the mirror image of the western Portal. As soon as you pass through, turn LEFT, UP and LEFT for the first two Gems, then UP and RIGHT for the Gem in front of the Gargoyle. Come DOWN when you reach the Portal and continue in the main area.

Come down to the corner and zig-zag around so that you head left, into the southern Portal. This is the mirror-image of the northern Portal, including the Confusion Pickups; as before, the KEY presses are: DOWN, LEFT (x2), UP, LEFT, DOWN (Confusion), RIGHT (1st Gem), LEFT, DOWN, LEFT until you push the Stone Block through the Portal, DOWN, LEFT (x2), DOWN until you get the top, LEFT (more Confusion), DOWN (2nd Gem), UP, RIGHT, DOWN until you're level with the Portal and RIGHT to pass through it back to the main area.

Again, any Confusion will be wearing off soon, so be ready to adjust directions if necessary. While still Confused, press UP, LEFT (x2), DOWN (pushes Block up), LEFT, DOWN, RIGHT (pushes Block left, above the Portal), UP, RIGHT (enter Portal). The Confusion will probably wear off as you emerge; so come down, right and up through the Portal, back to the main area. Push the Stone Block up into the central room.

NOTE You may have to pause as you're pushing if there's a Rok just ahead.

Push the Block all the way up to the Passthru Wall in the north wall, then nip to the left to open the Blue Tollgate. Come round to the right of the Block and get ready to push it left.

CHECK Ideally, you should have about 260 seconds on the Level Timer and a Rok is about to try coming in through the blocked Passthru Wall. Wait for it to try before moving the Block.

Push the Block left, into the corner of the anteroom, then come above and pull it away from the wall. Come back below and push it up, onto the Switch -- this will disarm the northwest and southeast Wall Traps in the outer path.

Come back out and leave through the right-hand Passthru Wall. Head up (passing the Rok that tried to come through the blocked door) and left, coming above the northern Portal. Push the Stone Block down once and right once (so that it is just below the Portal) then come up, around the Portal, and step

through the Passthru Wall leading to the outer path. As you do, you will pick up a Haste Minus.

CHECK There's a little bit of leeway at this checkpoint, so if you've been running a bit slow, there's a chance to catch up. We want to be heading for the northwest corner, so we need the Catdragon that's running back and forth along the top to pass us, heading right.

The passing of the Catdragon that we're aiming for should happen with about 244 seconds left on the Level Timer. If you've been fairly quick so far, you can get here around 248 seconds, just in time to see it head left.

As soon as the Catdragon passes, head up and left, collecting the Yellow Gem in the corner. Step back as soon as you've got it, and wait for the Catdragon to come up the western side. Follow close behind it and halfway down step into the entrance around the Passthru Wall.

NOTE If you're right on the tail of the Catdragon, and come immediately down after getting the Gem, you can come down and nip into the entrance JUST before you meet the left-hand Catdragon on the way up. However, if you want to play it safe, wait for the Catdragon to appear.

NOTE There's a Haste Boost just inside the Passthru Wall which you're forced to collect -- this makes the next bit a little tricky, as you DON'T want to enter either of the Portals.

Use short stabs RIGHT followed immediately by DOWN to zig-zag down towards the southern Portal and the southern Passthru Wall below it. Come through the Passthru Wall (you'll collect another Haste Minus) and immediately press RIGHT to stop against the wall of the opening (keep out of the main passage).

CHECK We'll be heading right (to the southeast corner), so we want the Catdragon to pass us going left. A slightly tricky checkpoint, as you'll probably arrive only just before the Catdragon heads left, and because of the southern wall, the view is obscured. You could try rotating the view if you want, but I found using the Level Timer, and what you can see sufficient.

The Catdragon should head left at around 228 seconds left on the Level Timer.

NOTE If you waited at the top-left corner for the left-hand Catdragon to come into view before following it down, then you'll probably arrive here just in time to go straight down and right. If you nipped ahead of the Catdragon, you will have a few seconds to catch your breath (it's best to wait just below the Passthru Wall, as this gives a better view of the passage).

Head right, collect the Yellow Gem from the lower-right corner, then step back out of the way. Wait for the Catdragon in the east passage to come down, then follow hot on its heels, diving left into the opening halfway up.

NOTE Again, you can just get to the side-entrance if you go straight up after collecting the Gem, but you may feel safer waiting for the Catdragon to appear.

As before, there's a Haste Boost just inside the Passthru Wall, so nudge LEFT

and immediately press UP to zig-zag up to the top of the level and shoot through the northern Portal.

NOTE It's probably best to let the effect of the Haste Boost wear off before continuing.

Come around so you're above the Portal, then go down through it, back to the main area. This will push the Stone Block into the central room. As soon as you're inside, nip right to open the Yellow Tollgate, then manoeuvre the Block up and right, into the Lava pool in the anteroom's lower-right corner. Come around for the Gems, then push the Stone Block down, through the Appearing Wall, then out, into the central Room.

NOTE For both the above, and the next bit, you've got to be on guard for roving Roks. They're not too difficult to avoid; just keep track of whether they are circling clockwise or anticlockwise, and be prepared to step out of their way.

Come down and open the Red Tollgate (bottom-right) and push the Stone Block into the anteroom. As before with the Blue Tollgate, pull the Block away from the wall and push it onto the Switch -- this will disarm the two Small Traps in the northeast and southwest corners of the outer path.

Leave through the left-hand Passthru Wall and come down, below the southern Portal and through the southern Passthru Wall.

NOTE Because you've already been through all the outer Passthru Walls, you don't have to worry about the Hast Minuses and Haste Boosts this time around.

CHECK We want the lower-left corner, so we need to let the Catdragon pass us, heading right. Depending on how fast you've dealt with the Blocks in the central room, you could get here with just over 190 seconds on the Level Timer. Safe times to head to the bottom-left are around 190 and 182.

NOTE In later replays, I was getting here much sooner (I think I dealt the Blocks in the centre more efficiently). I've not tried all permutations, but anytime the Catdragon heads to the right should be OK for you to go left (but keep your eyes peeled!)

Come along to the lower-left corner and grab the Green Gem, then you SHOULD be able to come straight up the left-hand side without pausing. Come back to the middle area through the Passthru Wall halfway up, then make your way up to the northern Passthru Wall and out. Again, you should be able to head straight over to the right for the last Gem: if in doubt, wait for the Catdragon to head left. Come straight down the right-hand passage, in through the Passthru Wall halfway down, and come around to the bottom of the central room.

Enter through the Passthru Wall and turn left, through the Green Tollgate, and go down for the Exit.

```
+-----+
| Gold Gem  \
+-----+
```

Luckily, the first time I solved this level was a couple of seconds inside the Gold Gem time. If it hadn't, I would probably have defenestrated my PSP (go look it up). A little refining to get the technique above should see you

comfortably within the Gold Gem time.

```

()=====()
||
||          S N O W Y   D A Z E          ||
||                World 5                ||
||                                          ||
()=====()

```

For some reason, there are only 25 levels in this world; its theme is snow, ice and generally all things cold, with an abundance of iron railings.

```

=====
W5L01      Icy Nicy                      Time  90      Unlock  290
          (Snowy Daze)                   Gold  14      Gems    2
.....

```

```

.....
|/
| Use the Crates to walk over the Water. |
|\
.....

```

```

+-----+
| Layout \
+-----+

```

You start in an Icy courtyard, with a Portal and the Exit to the east. Heading west, there is a pair of Crates, a Gem and a small pool of Water leading in to an area enclosed with railings. The Water is divided by a Tollgate (2). Inside the railings is the target spot for the Portal and the level's second Gem.

```

+-----+
| Tactics \
+-----+

```

You're going to need to get a Crate in the Water either side of the Tollgate.

```

+-----+
| Solution \
+-----+

```

Go up one square, over to the left and push the second Crate down one square. Collect the Gem, then push the other Crate across into the Portal -- it'll appear inside the railings. Come back west and push the first Crate underneath the second square of Water -- the one next to the Tollgate. Push it up into the Water (to form your exit) and run into the Portal.

Grab the Gem to your left, then push the Crate into the Water and cross it to go through the Tollgate. As you come through, go UP or DOWN straightaway, otherwise you'll drown! Make for the Exit behind the Portal on the right.

```

+-----+
| Gold Gem \

```

+-----+
The Gold Gem shouldn't prove too difficult on this level.

```
=====
W5L02      Snow Angel          Time  95      Unlock  293
          (Snowy Daze)         Gold  37      Gems   16
.....
```

```
.....
|/                                     \|
|  Move the Crates from your path.    |
|\                                     /|
.....
```

+-----+
| Layout \

+-----+
You start in the middle of a rectangular walled area with a number paths marked out by railings. Two paths -- separated by more railings -- run around between the outside of the main area and an outer enclosing wall. Access to the outer path is through an arch on the right; access to the inner path is initially blocked by a Tollgate (4) to the left.

Inside the main area, railings define four zig-zag paths that weave across Quicksand towards the four corners; at the end of each path is a Wooden Crate. Between the two northern paths is a triangular area containing the Exit.

There are four Gems scattered around each of the two perimeter paths, and the zig-zag paths have another two each.

+-----+
| Tactics \

+-----+
You cannot get the Gems on the zig-zag paths to start with, because the Crates at their ends force you to turn around on the Quicksand and so sink. You cannot push the Crates free because of Gems on the inner perimeter path.

+-----+
| Solution \

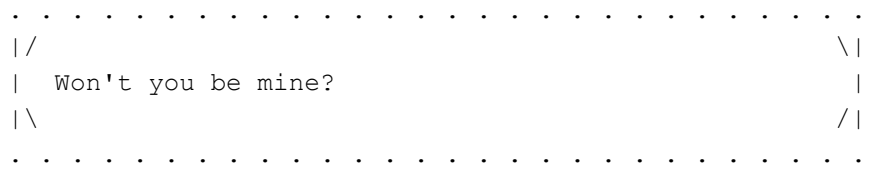
+-----+
Run right through the arch to the outer perimeter path; run all the way around to collect four Gems, then cross back over the starting position to the Tollgate on the left, which you can now open. Run around the inner perimeter, collecting four more Gems and -- more importantly -- allowing the Crates to be moved. Part way round there's a Portal; just go straight through this.

Now the Crates have been freed, go down each zig-zag path in turn and push the Crate at the end; these reveal a spot of solid land that allow you to turn around and re-cross the Quicksand. With all Gems collected, jump through the Exit.

+-----+
| Gold Gem \

So long as you complete the route without any unnecessary pauses, you should get the Gold Gem.

```
=====
W5L03      Luv-O Luv-O           Time  12      Unlock  296
           (Snowy Daze)          Gold   11      Gems   24
.....
```



```
+-----+
| Layout  \
+-----+
```

A heart-shaped arrangement of Blocks is surrounded by Gems. Lumbering around the inside -- where you start -- is a sextuplet of Roks. The Exit is to the north of the heart.

```
+-----+
| Solution \
+-----+
```

The first job is to break out of the ring of Crates. I found the best way was to move right then left; this starts the Roks moving without them immediately grabbing you. Now move up and push the single Crate at the bottom of the heart's indentation from left to right. Escape through the gap and manoeuvre around the outside to collect the Gems and get to the Exit.

TIP As soon as you come out through the gap, there's a Gem to the left and right. I found that getting the left-hand one, then the right-hand one, then carrying around the outside in a clockwise direction was best for me.

Unfortunately, you only get twelve seconds to do all this in -- it's one of the few levels where you have to struggle just to complete it in time, let alone going for the Gold Gem.

```
+-----+
| Gold Gem \
+-----+
```

The "good" news is that getting the Gold Gem is only slightly harder than successfully completing the level (11 vs. 12 seconds); the bad news is that just completing the level is hard enough already, so to get the Gold Gem you need an almost perfect traversal of the heart.

```
=====
W5L04      Centi-Dragon          Time  45      Unlock  312
           (Snowy Daze)          Gold   8       Gems   4
.....
```



```

|/ \
| Easy one. Just a question of timing. |
|\ /
. . . . .

```

```

+-----+
| Layout \
+-----+

```

You begin just south of a train of a dozen or more Catdragons that are criss-crossing the level. Thanks to an arrangement of Passthru Walls down the left-hand side and railings on the right, the Catdragons drop down a row each time they cross -- in a manner oddly reminiscent of Space Invaders.

Beyond the Catdragons, at the top of the area, a path leads around the left-hand side, past four Gems, to the Exit.

```

+-----+
| Solution \
+-----+

```

The Question Mark just about says it all: Timing really is the key here. A quick inspection of the area to the south will show that there's no clever way of hiding from the Catdragons to let them pass, so all you can do is gird your loins, wait for just the right moment, and plough through them all to get to the Exit!

If you step forward one square, pause just slightly longer than a smidgen, and then run non-stop up, left and down to the Exit, you should be able to do this level in around three seconds.

```

=====
W5L05      Snowmen Freeway          Time  60      Unlock  336
           (Snowy Daze)              Gold  23      Gems   2
. . . . .

```

```

. . . . .
|/ \
| Avoid life in the fast lane. |
|\ /
. . . . .

```

```

+-----+
| Layout \
+-----+

```

You start in a small area enclosed by railings. Ahead of you is a Switch and two Spore Traps (with a Gem on each) and a Passthru Wall. Beyond is a four-lane highway down which you will soon see hoards of Missiles -- camouflaged as snowmen -- stream past from left-to-right. At the right-hand end, a gap in the northern wall leads through to another highway where the snowmen-Missiles run from right-to-left. The Exit is in the left-hand end of the northern wall.

```

+-----+
| Solution \
+-----+

```

Press UP and keep it pressed; you'll move over the Switch and get caught by

the two Spore Traps. While in the second one, you'll see the snowmen-Missiles start to shoot across ahead of you. When released, and without pause, cross to the fourth lane and head right.

NOTE In the first half, always keep heading right; you'll change lanes occasionally, but always want to be moving right. Similarly, in the second half, you'll always be heading left, no matter which lane you're in.

Almost immediately a Missile will pass below so drop down a lane; when a Missile passes above you, return to lane four. You should now get to the gap in the northern wall safely.

Head through the gap, up to the second lane, and go left. As soon as a Missile passes above you, go up to the third lane; when another Missile passes above, go up to the fourth (top) lane. Almost immediately, a Missile will pass below; drop down to lane three; go back up when another Missile passes above. You should now be close to the left-hand end, and can dive into the Exit in the north wall.

+-----+
| Gold Gem \
+-----+

The above should get the Gold Gem without problem.

```
=====
```

W5L06	Ice Symbols	Time	120	Unlock	661
	(Snowy Daze)	Gold	51	Gems	2

```
.....
```

```
.....  
|/ \ |  
| Look around for the secret. |  
|\ / |  
.....
```

+-----+
| Layout \
+-----+

You start on an island of ice, in the shape of a person, surrounded by Water. Above its right arm (as you look at it) is a gap, and then a thin, winding path leading to the Exit. Although there is a Crate on the end of the arm to bridge the gap, a Catdragon on the other side of the Crate prevents it being used. However, the Catdragon does appear to be sitting on a submerged Bomb. Along the way to the Exit are a couple of Gems and a couple of Confusion Pickups.

A few squares off the bottom of the person's left foot is a button in the middle of the Water -- this will detonate the Bomb under the Catdragon. Finally, to the east of the left arm -- reachable using a Crate -- is another person-shaped island with many Crates on it.

+-----+
| Solution \
+-----+

Move up, across and down the left arm, pushing the Crate to make a link to the other island. Run around the outside of the body to push the line of four Crates to the right; keep pushing them until the gap is bridged and the leading Crate sits at the top of the first island's left leg. Run back up the arm, down the body, and push this Crate down the leg by one square.

Return to the second figure and push the upper of the two remaining Crates down once, then left once. Push the lower Crate up once, so the two are in an east-west line. Run around behind the Crates and push them west, picking up the single Crate and pushing it one square over.

Repeatedly run back and forth, pushing the growing line of Crates down the left leg; when all four Crates are in a line, push them off the end of the leg -- the last will land on the isolated Switch and detonate the Bomb under the Catdragon.

Head back up the leg, and then along the right arm. Push the Crate into the Water and start to head across -- beware though! There's a Confusion Pickup just the other side.

NOTE If you're just trying to beat the level, and aren't bothered about the Gold Gem, then the simplest thing is to just stand on the spot and wait for the Confusion to wear off. If you're going for the Gold Gem, see the next section.

Make your way around the spiral of ice, picking up the two Gems along the way. There's another Confusion Pickup on the corner near the original Crate -- just sit it out as before then continue to the Exit.

+-----+
| Gold Gem \
+-----+

Apart from having to be almost perfect in manoeuvring the Crates, if you want to get the Gold Gem, you're going have to become adept at running non-stop while Confused.

For the first Pickup you'll need to run up (pressing DOWN), along the top (pressing LEFT) and most of the way down the right-hand path (pressing UP) while Confused.

Similarly, with the second Pickup, you'll need to get as far as collecting the Gems while still confused; you can probably pause at the corner below the Gems to make the final dash with normal controls.

```
=====
```

W5L07	Fire and Ice	Time	60	Unlock	664
	(Snowy Daze)	Gold	33	Gems	8

```
.....
```

```
. . . . .
|/                               \|
| Start with the Crates.        |
|\                               /|
. . . . .
```

+-----+

| Layout \

You start in the middle of a complex of walls and railings. North and south are Ice(?) Blocks and small pools of Water; east west are small Lava pools, Crates and Invincibility Pickups. Each corner contains a pair of Passthru Walls -- one in, one out. Each of the four Block/Crates hides a Gem beneath it.

The complex is set in a courtyard with areas to the north and south, separated by two more small pools of Lava. The southern area contains the Exit, behind a closed Door; the northern area has four more Gems and a Switch to open the southern area's Door.

| Tactics \

A little experimentation will show that the Invincibility Pickup won't give you enough time to enter the northern area, collect the Gems and trip the Switch, and return across the Lava.

The secret of the level is to work out what you can do with each of the two types of Crate/Block.

The Blocks to the north and south just sink in the pools of Water and don't form bridges; however, they will provide (temporary) bridges across the Lava pools. Conversely, the Crates to the east and west sink without trace in the Lava, but provide permanent bridges across Water.

| Solution \

Push the southern Block into the Water (to collect the Gem beneath it) then leave the centre through lower-left Passthru. Come around to grab the left-hand Invincibility Pickup, then return through the lower-left Passthru to the middle and cross the Lava to push the left-hand Crate out two squares. Cross back over the Lava before the Invincibility wears off.

NOTE If it wears off before you can get back to the centre, don't worry; just push the Crate further out. You'll just have a little bit more Crate-manipulation to do.

Come back outside the inner complex and manoeuvre the Crate around to the north and push it down into the northern pool of Water. Return to the centre (via the upper-right corner is best) and push the northern Block over the Crate-bridge and on up into the Lava in front of the northern area. Cross, collect the Gems and trip the Switch and return to the courtyard.

Come down the right-hand side, pick up the second Invincibility and push the final Crate into the Lava behind it to collect the last Gem. Continue round to the south to cross the southern pool of Lava and get to the Exit.

| Gold Gem \

Once you've worked out what to do with the Crates and Blocks, the Gold Timer isn't too tight on this level.

```
=====
W5L08      Zaggyness                      Time 100      Unlock 674
           (Snowy Daze)                   Gold 16       Gems   4
.....
```

```

. . . . .
|/                                     \|
| Just your basic Catdragon patterns. |
|\                                     /|
. . . . .
```

+-----+

| Layout \

+-----+

You start on the left of a large, open area with many Catdragons to your right zipping up and down the screen. There's a Gem level with your start position towards the right-hand side, and a Portal in the upper-right corner.

Through the Portal is a smaller area with more Catdragons. There are no Gems here; just another Portal on the right-hand side.

The third area consists of concentric paths of railings. You start in the outer path; there are three Gems around to the top-left, and a Catdragon running back-and-forth between them and the top-right corner. A gap, two squares in from the top-right corner, leads through to the next path. The second path has four Catdragons following themselves around in a clockwise direction. The entrance to the centre is in the middle of the bottom side and leads to a three-by-three area with four Roks circling the Exit.

+-----+

| Solution \

+-----+

As you may guess, timing is the key to this level; I'll do my best to describe what worked for me, but there's bound to be many ways of dodging the Catdragons.

Move up one square and immediately across two lanes; pause a fraction, then across another two lanes. Pause, and go across one lane; pause, across two lanes; zig-zag across and down to get the Gem and rush to the safety of the right-hand side. Head up into the Portal.

In the second area, head to the top of the screen and more-or-less run straight across as the first Catdragon is turning around to head south. Dive into the Portal if you make it across.

Come round the lower and left sides to grab the first two Gems. Before getting the third Gem, wait for the Catdragon to be turning around on the other side of the Gem -- follow behind and dive down through the gap in the railings (check there's a gap between the Catdragons). Run around clockwise, keeping pace with the Catdragons and dive straight up from the middle of the bottom side (hopefully) between two Roks and through the Exit.

TIP If you're having trouble grabbing the third Gem and following behind the outer Catdragon to go through the gap in the railings, you may have better luck by coming back around the outside path and approaching the gap from the right. However,

you won't get the Gold Gem this way.

+-----+

| Gold Gem \

+-----+-----

If you can beat each of the three areas, you should be able to get the Gold Gem by just stringing everything together:

- o From the first room, keep running up as you pass through the Portal until you get to the top of the second room. Pause briefly until the first Catdragon is turning south.
- o Similarly, keep running down as you pass through the second Portal, and blend it into the "running around the outside" part of the third area. Pause before getting the third Gem for the Catdragon to be turning then shoot through the gap and around to the southern gap in one movement.

=====

W5L09	Downtown Uptown	Time	60	Unlock	690
	(Snowy Daze)	Gold	16	Gems	4

.....

```

. . . . .
|/                                     \|
| Use the Haste Boost to help you complete the |
| level.                                       |
|\                                             /|
. . . . .

```

+-----+

| Layout \

+-----+-----

Behind you, a walled passage heads south to a Haste Minus Pickup. A cross-passage below that contains two Gems, isolated by small pools of Lava. Looking in a line north, you'll see a Catdragon running back and forth between two Gems; a second Catdragon is trapped on the spot by the second Gem, a Stone Block to the north, and railings either side. Further north still is the Exit, with another small pool of Lava in front of it.

+-----+

| Tactics \

+-----+-----

The way the northern Catdragon is trapped means you can neither push the Block clear, nor grab the northern Gem, without being killed... at least, not while travelling at normal speed. The problem is, of course, that you can't easily control your character at Haste speed!

It took me a long time to get the Gold Gem on this level -- the key is to avoid the southern Gem after you pick up the Haste Boost.

+-----+

| Solution \

+-----+-----

The first manoeuvre is tricky on this level -- controlling your character at


```

.....
. . . . .
|/                                     \|
| Run. As. Fast. As. You. Can.      |
|\                                     /|
. . . . .

```

+-----+

| Layout \

You start just to the left of a large, open area, threaded with many streams of Water. Just behind you are a troop of Catdragons that will begin chasing you down once you start moving. Along the only path available are strategically placed Crates to allow you to bridge the Water; a dozen Gems; and both a Haste Minus and Haste Boost Pickups. The only other noteworthy feature, apart from the Exit at the end of the trail, is a Bomb off to one side as you come down the right-hand side near the start.

+-----+

| Solution \

This level pretty much solves itself: just follow the path around, and Crates will fill in Water as needed to let you continue. You'll need a few practice runs -- to learn when to anticipate changes of direction -- but that's basically it. The only thing you need to remember is to nudge the Bomb you pass early in the trail: this will take out the leading bunch of Catdragons, which would otherwise overwhelm you when you are forced to grab the Haste Minus a few turns later.

+-----+

| Gold Gem \

As you have very few opportunities to pause (without being overrun by Catdragons), you're highly likely to get the Gold Gem the first time you manage to complete the level.

```

=====
W5L11   Ski Patrol           Time  38   Unlock  911
        (Snowy Daze)         Gold  28   Gems    4
.....

```

```

. . . . .
|/                                     \|
| Help clear the path of the Slow Missiles. |
|\                                     /|
. . . . .

```

+-----+

| Layout \

It's all very simple... you start in the middle of four Slow Missiles facing south. In front of you is the trigger Switch for the Missiles' fuses and a

Spore Trap -- neither of which you can avoid. Stretching away south are many Disappearing Walls in the Missiles' paths.

At the southern end are four pens (two either side of the Exit). Just inside the entrance of each pen (formed from a Trailing Wall) is a Switch. These Switches release a Catdragon from the southern end of each pen that is protecting a Gem. Each pair of pens has a gap in their common fence to allow you to get from one to the other.

+-----+
| Solution \
+-----+

Very simple -- in principle. Move over the Switch and into the Spore Trap. When free, simply(!) run ahead and nip through the Disappearing Walls to leave the way clear for the Slow Missiles.

TIP You don't have to bother with any Disappearing Walls in the MIDDLE lane -- only worry about the two lanes on either side of the centre, where the Slow Missiles are travelling.

Assuming all four Slow Missiles make it, they will enter the pens, release the Catdragons and blow each other up (make sure you stand clear when this happens!)

For each pair of pens, enter through one of the Trailing Walls, collect the Gem from the bottom, switch to the other pen through the gap in the fence (two squares down from the entrance), collect the second Gem and leave through the second Trailing Wall. Head for the Exit in the middle when done.

+-----+
| Gold Gem \
+-----+

Providing you don't waste too much time clearing the pens of Gems at the end, you shouldn't find getting the Gold Gem too difficult (at least, not much more difficult than actually clearing all the gates).

```
=====
```

W5L12	Fox Wrangling	Time	120	Unlock	983
	(Snowy Daze)	Gold	19	Gems	6

```
.....
```

```

. . . . .
|/
| Git along little doggies...
|\
. . . . .

```

+-----+
| Layout \
+-----+

You start in the middle of a large, open area, with a pack of Foxes arrayed behind you. Facing you to the east is a line of Spore Traps, concealing Switches, and an entrance to a line of Gems leading to the Exit and separated by Doors.

+-----+
| Tactics \

+-----+-----+
You need to get the Foxes to trap themselves on the Switches so that the Doors to the Exit are open.

+-----+
| Solution \

+-----+-----+
Come east, then keeping inside the black surround, head south, west and north -- the Foxes will follow you in a pack. Pause slightly at the northern side of the central area, then come east and run down just to the left of the Switches and Spore Traps. At the bottom, move one square to the right (so you're below the line of Traps) and, if the Foxes are behaving themselves, they should all trot into the Traps. Come down the line of Gems and dive through the Exit.

+-----+
| Gold Gem \

+-----+-----+
Once you've got the hang of trailing the pack of Foxes behind you, getting the Gold Gem should be pretty straightforward.

```
=====
```

W5L13	Security Code	Time	120	Unlock	988
	(Snowy Daze)	Gold	25	Gems	8

.....

```
.....
|/
| Nine Crates, nine buttons, nine doors... |
|\
|
.....
```

+-----+
| Layout \

+-----+-----+
Above you is a line of eight Gems leading to the Exit, separated by nine Doors, and enclosed in Appearing Doors. Below you is a 3x3 grid of Switches that toggle the Doors when pressed (also enclosed with Appearing Doors). Lying around the outside of the Switches are nine Crates.

+-----+
| Tactics \

+-----+-----+
It's obvious (or should be) that you need to get all the Crates onto the Switches. What isn't immediately obvious is that you have to think carefully about how to do this, since if you push a Crate off one Switch onto another, the first Switch will now be off. Since you have to perform this manoeuvre to get a Crate onto the centre Switch, you cannot ignore this puzzle.

+-----+

You begin in a central walled area; to the north, the Exit is behind a fence with a Catdragon on either side. To the south, a Slow Missile points to the Exit from within three Tollgates (8) on the far side of a small pool of Lava. In front of you is a Stone Block, and behind, to either side, are a pair of Rollover Switches.

The outside is the same on the left and right; the upper areas each have a Rok, pacing round and round a lamppost. The lower areas each have four Gems: these are walled off, and entry and exit is controlled by two Doors. Each Rollover Switch opens one Door on each side; Trailing Walls ensure you can't use the same Door to get in and out.

+-----+
| Tactics \

+-----+-----
To get either set of Gems, you need to use both Rollover Switches -- thus the single Block on its own will not help -- you need to enlist one of the Roks. To do this, you need to encourage it to wander elsewhere with the Stone Block.

+-----+
| Solution \

+-----+-----
Manoeuvre the Stone Block out through the right-hand gap in the wall as far as it goes (you could just as easily use the left; I happened to start with the right). Push it up so that it doesn't pass the lamppost, then across one square to the right (the lamppost should be at the northeast corner of the Block). Quickly run round the top, and as the Rok is crossing the southern face of the block, push the Block left one square. Push it a second time, and the Rok should end up walking south down the wall between here and the central area.

NOTE If you get the timing of the pushes wrong, the Rok will be left pacing around four squares. Simply push the Block back at it, and you should recover.

Push the Stone Block south after the Rok, then back in through the gap in the wall and over to the far side: you want to leave it just inside the left-hand wall so that the Switch is at the Block's northeast corner. Quickly run back out of the right-hand gap and around the outside to the south to get on the far side of the Block.

Assuming you beat the Rok (which has been wandering around up near the Exit), wait for it to come down inside the wall, and as soon as it steps on the Switch, push the Stone Block back across and up onto the right-hand Switch, leaving the Rok walking around four squares, including -- crucially -- the left-hand Switch.

Leave through the right-hand gap and south and head to the southeast corner of the walled-in Gems. The Stone Block will be holding the Door open, so enter, collect the Gems and leave to the lower-left (when the Rok opens the Door for you). Run across to the left go up into the second walled area for the remaining four Gems.

Head up and -- avoiding the Rok -- go back into the centre. Cross to the Stone Block and manoeuvre it outside, down and left into the pool of Lave. Run behind the Slow Missile and give it a push to get it going. Come back inside and head north -- wait in the top-right corner for the Missile to take out the Catdragons and dive into the Exit.

+-----+
| Gold Gem \
+-----+

The above should comfortably net you the Gold Gem.

```
=====
```

W5L15	Snowy Zoo	Time	100	Unlock	1002
	(Snowy Daze)	Gold	28	Gems	19

```
.....
```

```
.....  
|/ \ |  
| Be wary. Enjoy your day at the zoo. |  
|\ / |  
.....
```

+-----+
| Layout \
+-----+

You start between two lines of "cages" extending east and west. Nearly all contain Gems; most of the top row also contain Monsters of various descriptions (including a flying insect that chases you down and hits you over the head with a mallet!)

The Exit, and the "cage release" Switch are to the left; on the right is the detonation Switch for the Bombs either side of the start.

+-----+
| Tactics \
+-----+

You won't be able to take out ALL the Monsters with just two Bombs -- the trick is to work out which are the most important.

+-----+
| Solution \
+-----+

I've not tried every possibility, but the following allows the Gem-collection phase to proceed without pause, so should be reasonably fast:

Push the left-hand Bomb left so that it is midway between the two lampposts (directly under the PIXIE -- looks like a fly with a mallet). Push the right-hand Bomb along to the right until you come to a lamppost: go up the gap between cages that is just to the right of the lamppost, leaving the Bomb under the Gargoyle's cage.

Carry on right above the cages and follow the path down to the Bomb's trigger Switch. Step on it and run back. Come down gaps between both lines of cages so that you're running along the bottom; run onto the Switch at the end to open the cages and double back along the lower line of cages collecting Gems.

The last Gem in the line is Yellow -- get ready as you approach and run north to the upper line, turning left. You might look as though you'll hit several monsters, but if everything has been done at full speed, you'll miss them all.

At the left-hand end, dive south into the Exit.

NOTE The above "works" if you do everything at full speed -- the Monsters just miss etc. If you're having trouble doing this, then there is a safer but slower method. Move the first Bomb as before, but push the second one further -- just this side of the second lamppost (i.e. one square short of the corner formed by the cages).

This will clear more Monsters, making timing slightly more forgiving. The main thing to watch for is that it leaves a stationary Catdragon near the right-hand end of the upper row that you must dodge around on the way back to the Exit.

+-----+
| Gold Gem \

-----+-----
The above route should comfortably get the Gold Gem. Even the "safer" approach above should get it without problem.

```
=====
W5L16      Pumasions          Time 120      Unlock 1244
           (Snowy Daze)       Gold  31       Gems   2
.....
           . . . . .
           |/                               \|
           | Keep the Puma alive.          |
           |\                               /|
           . . . . .
```

+-----+
| Layout \

-----+-----
You start in a small courtyard with a Puma in front of you. Behind you, through an arch, is a Wall Trap leading to the Exit. A Switch directly under the arch deactivates the Trap.

To either side are identical setups: a Switch directly to your side triggers a Bomb that blocks a passage leading to a Confusion Pickup, a Switch, and a Gem sitting on another Wall Trap. Beyond these, through an arch, is a Spore Trap around a second Switch. Both Switches deactivate the Wall Trap.

+-----+
| Tactics \

-----+-----
As the Hint suggests, you need the Puma to free you from the Wall Traps.

+-----+
| Solution \

-----+-----
Reasonably straightforward, if a little fiddly to start with, if you only want a basic solve.

Move up one square, then across to the left wall. Step down onto the Switch (igniting the Bomb) then retreat up to the corner, across to the middle (in front of the arch) and down the middle of the area. Cut left just past the Switch and you should come to rest with the Puma on the Switch and you on the square to the south; a fence protecting you from the Puma.

Now go and collect the Confusion Pickup and just let the effects wear off. Come back to the fence in front of the Puma and side-step to the right so that it starts following you. Head back past where the Confusion was and into the Wall Trap for the first Gem.

Keep LEFT pressed, and as the Puma catches up, you will be released to go through the arch and into the Spore Trap. Continue to keep LEFT pressed, and when the Trap resets, you will be released and the Puma gets trapped. Run round the Trap and return to the centre.

With the Puma temporarily out of the way, you can detonate the second Bomb with the Switch on the right (keep out of the blast area though) and also grab the second Confusion Pickup (again letting the effects wear off before continuing).

By this time, the Puma will have been released from the Spore Trap, and will again be caught in the Wall Trap. Return to the Switch in front of the Trap to free the Puma, leading it across to the right-hand side. Repeat the procedure above -- enter the Wall Trap, keeping RIGHT pressed; the Puma will free you and you'll enter the Spore Trap. When free, come around the trapped Puma and go back to the far side of the Switch.

When the Puma gets caught in the Wall Trap, free it, then run back to the middle, through the arch and into the last Wall Trap. The Puma will bring up the rear, freeing you to enter the Exit.

+-----+
| Gold Gem \
+-----+

For the Gold Gem, you'll have a much harder time -- you cannot afford the luxury of letting the Confusions wear off, and must pass through them with the Puma hot on your heels! Also, I'll take out both Bombs at the start, although it's easy to accidentally kill the Puma if you don't get your movement spot on.

Move to the right and double-back so you "skid" onto the right-hand Switch -- if you walk fully on it and turn, the Puma is likely to get caught by the blast. Return across the centre, over the left-hand Switch and head up to the corner. Pause briefly so the Puma comes towards you, out of the left-hand Bomb's blast range. Move across to the right and come down to the right of the centre-line (just to the left of the right-hand Switch).

NOTE The next bit can be difficult, and you'll probably need several attempts before you get it right. I know I did! You need to come back across to the left and enter the fences towards the Confusion AND have the Puma follow you -- you don't want it trapped on the Switch above the Appearing Wall as in the previous strategy.

TIP You might find coming south and looping around the Question Mark helps.

Head for the Confusion Pickup on the left, being careful to change direction

at the right time so you carry on (pressing RIGHT) over the Switch and into the Wall Trap. Keep RIGHT pressed, and you'll head into the Spore Trap as before. If the timing's OK, you should be able to keep RIGHT pressed to emerge from the left of trap just before the Confusion wears off. Circle around as before (with controls back to normal) and wait on the far side of the Switch for the Puma to get caught in the Wall Trap again.

NOTE Wait at least ONE SQUARE past the Switch -- if you stand next to the Switch, you won't be able to turn around before the Puma gets you.

Release the Puma and let it follow you across to the right-hand side. As before, collect the Confusion Pickup and press LEFT this time to continue to the right into the Wall Trap and beyond into the Spore Trap.

NOTE I found it more likely than not that the Confusion Pickup on the right-hand side wears out BEFORE you escape the Spore Trap -- you may be needing to press RIGHT to get out alive.

Once free, circle around and head back past the Switch (by at least one square). You need to free the Puma so that it can chase after you as you head for the Exit beyond the arch, and release you from the last Wall Trap.

```
=====
W5L17   Island Hopping           Time 120   Unlock 1252
        (Snowy Daze)             Gold  51    Gems   25
.....
        . . . . .
        |/                               \ |
        | Don't stop moving.             |
        |\                               / |
        . . . . .
```

+-----+
| Layout \
+-----+

You start at the bottom-left of a five-by-five grid of islands, separated from each other by a doublewide stretch of Water. Each island (except the last) contains two Crates that must be used to cross to the next (the last, in the top-right corner, contains the Exit). Also present on each island is one of the 25 Gems you need to collect.

Oh, I almost forgot: there are countless Ghosts, Droplets and Pixies roaming around, so -- as the Hint says -- you don't dare stop.

+-----+
| Solution \
+-----+

The path is dictated by the layout of the Crates -- simply(!) head left across the bottom five islands, up on the right-hand side and back right for the next five and so on. You'll end up crossing to the right over the top five islands towards the Exit. A few pointers:

- o To start, step right (onto the Question Mark) and down; pause for the Ghost to start coming down and run up the left-hand side of the island and

across for the Gem and to push the first pair of Crates.

- o There's a lot of "zig-zagging" from where you land on an island to where you need to collect the Gem and push the Crates to the next. Choosing the right point to turn can be critical in avoiding the assorted Monsters.
- o Along the bottom row of islands, turning along the Water's edge seems best. For the second row -- heading left -- you want to be one square inland to avoid the Pixies.
- o DON'T be distracted by the Portal -- you don't want to do the first ten islands again!
- o As you move up to the third row (from the island with the Portal), the island ahead has a Droplet that you'll need to step around to avoid.
- o On the last island, come all the way over and up the right-hand side to get the Gem and the Exit in one move.

```
+-----+
| Gold Gem \
```

```
+-----+-----+
Pretty much guaranteed if you can complete the level, since any mistakes that would waste time will usually kill you first!
```

```
=====
```

W5L18	Cat Mine Field	Time	60	Unlock	1268
	(Snowy Daze)	Gold	8	Gems	8

```
.....
```

```
.....
|/                                     \|
| Watch your step!                    |
|\                                     /|
.....
```

```
+-----+
| Layout \
```

```
+-----+-----+
A seven-by-seven area, almost totally taken up by Switches -- those squares that don't have a Switch have a bouncing Catdragon, ready to run you down! Eight gems are scattered here and there, and the Exit is off the middle of the right-hand wall.
```

```
+-----+
| Tactics \
```

```
+-----+-----+
None -- trial and error to find a solution that works is bad enough; to find one that beats the Gold Timer is even trickier! The only advice I can give if you're trying to find your own path, is that while you mostly want to be on the move all the time, it sometimes helps to pause and let the Catdragons settle down.
```

```
+-----+
```


Gems on either side keeping them hemmed in. The Exit is through an opening to the north.

+-----+
| Tactics \

-----+-----
One thing you'll soon notice is that it's almost impossible to grab a Gem (safely) if there's a Mallet-wielding Pixie next to it. Almost... but not quite. If you move "sideways" after the Gem, so you're diagonally adjacent to the Pixie, you'll be clobbered. However, if you move in-and-out, away from the Pixie, you'll be safe (providing you start running).

+-----+
| Solution \

-----+-----
Tricky... very tricky. The following has to be done at full speed: come down one square and nip right-left to collect the bottom-right corner Gem from in front of the lower Pixie. Run up the centre, one square past the top-middle Gem, then go right once and down to collect the remaining two Gems on the right of the start. Turn right for the Gem that was below the bottom Pixie, then up for the three Gems on the far right.

Turn left for the last Gem on the right-hand side and cross to the corresponding Gem on the left. Go up as you collect it and circle around the lamppost (up, left, left, down, down, right) to come down the leftmost line of three Gems. Turn right just past the last, to collect the bottom Gem, then head up the remaining line of three Gems.

Turn right as you grab the top one, come across two squares (so you are just to the right of the centre-line) then head up towards the Exit, stepping left and up at the fence.

+-----+
| Gold Gem \

-----+-----
The above will give you the Gold Gem automatically.

W5L20	Gemball	Time	120	Unlock	1374
	(Snowy Daze)	Gold	43	Gems	6

.....

.

|/ \ |

| Use the Portals to your advantage. |

|\ / |

.

+-----+
| Layout \

-----+-----
You start in the right-hand half of a large grassy area. Down the middle are two columns of Foxes facing each other; outside these are six Spore Traps holding Gems: two at the top, two in the middle and two at the bottom.

Mirroring your starting point is a Ghost.

In the middle of the left and right sides of the area is a pair of Portals. Through a complex of little sub-groups of Portals, going "head on" into these takes you to the opposite side; going up or down into them brings you out on the "spots" next to the upper and lower Spore Traps.

The Exit is behind a Tollgate (6) above the right-hand Portal.

+-----+
| Tactics \

To get the Gems, you're going to need to enter the Spore Traps... which means you need to avoid the Ghost while you're trapped, and ensure that the Foxes leave you a way out when you're released.

The first is simply a matter of facing towards the Ghost, which will freeze it in its tracks. To cope with the Foxes, you need to make use of the "side entries" into the Portals, so that you can get next to the upper and lower Traps while the Foxes are elsewhere.

+-----+
| Solution \

I'm afraid this is a bit hit-or-miss... half the time you get blocked by Foxes.

Step left into the first Spore Trap; you'll be facing the Ghost so there's no danger. When the Trap recedes, run right, then step up as you approach the Portal so that you enter it from above. This brings you out next to the top-left Spore Trap; nip up and right to get the Gem and face south to keep the Ghost at bay.

When released, run left and down, entering the Portal from below. This brings you out near the lower-right Spore Trap, so nip left and down for the Gem; facing north to keep the Ghost away. When free, run right and up, entering the right-hand Portal from below to get near the lower-left Spore Trap. Nip down and right into it, facing north for protection.

When released, run left and up, entering the left-hand Portal from above to come out near the upper-right Spore Trap. Nip up and left, facing south to block the Ghost. When released, run right, down, and directly into the right-hand Portal to emerge from the left-hand one. Hopefully, you can move forward to the middle-left Spore Trap; on release, run back through the left-hand Portal, emerging from the right-hand one. Come up and right for the Exit.

+-----+
| Gold Gem \

IF you manage not to get hemmed in by Foxes, it's fairly easy to do the above within the Gold Gem time limit.

=====

W5L21	Puma Fuma	Time	70	Unlock	1382
	(Snowy Daze)	Gold	20	Gems	4

.....

```
.....
|/                                     \|
|  Keep the Pumas on the other side of the Lava.  |
|\                                     /|
.....
```

+-----+

| Layout \

-----+-----
You start in a small area with Portal in the middle and a Puma roaming around. A closed Door to the right leads to a Gem and the Exit; on the left, a Stone Block stands in front of a small pool of Lava which leads to a Rollover Switch that opens the Door.

The Switch is east of a central tree; four similar areas (without the Exit) lie to the south, west and north of the tree; the Portals carrying you between them.

+-----+

| Tactics \

-----+-----
As the Hint suggests, you need to get the Pumas onto the Rollover Switches so that they keep the Doors to the Gems (and the Exit) open. To do this, you need to use the Stone Blocks to fill in the Lava, enticing them across long enough for the Stone to dissolve and strand them on the Switches.

Essentially, you have to push the Blocks into the Lava, then be in the opposite area at the right time so that the Puma is drawn over the Block and onto the Switch. If you're too quick in passing through, the Puma can escape back across the Block before it dissolves; if you're not quick enough, the Block will have gone before the Puma can cross. Getting the correct rhythm in passing through the areas is essential.

+-----+

| Solution \

-----+-----
As with the previous level, the solution is a little hit-and-miss, since small variations in the timing of your movements can affect the behaviour of the Pumas -- you'll almost certainly need a few attempts before it comes together perfectly. The following is my best attempt at a reliable method.

Loop around the top and right-hand side of the Portal, pausing for the merest fraction of a second in the bottom-right corner before heading left to push the Block into the Lava. You can normally come straight out into the Portal, but nipping up, across and down may help if you keep getting court.

In the southern area, come to one of the lower corners; as the Puma begins down that side of the area, run up the other to push the Block into the Lava; you should always be able to run south into the Portal, since the Puma will be on the far side.

In the western area, you should emerge below the Portal. Wait for the Puma to start towards you along the bottom, then circle around the left and top sides, pausing fractionally if needed at the top, before pushing the Block.

The northern area should be the reverse of the southern; step to one side to

entice the Puma then come down the other.

When you return to the first area, you hopefully will find the Puma trapped on the Switch. Pause slightly to ensure the Block in the western area has gone, trapping its Puma, then go through the Portal. Starting in the southern area, collect the Gems from behind the (hopefully) open Doors. When you return to the starting area, get its Gem and go through the Exit.

+-----+
| Gold Gem \
+-----+

If you can get the timing right to trap all the Pumas, you should also get the Gold Gem almost automatically.

```
=====
```

W5L22	Musical Missiles	Time	200	Unlock	1388
	(Snowy Daze)	Gold	14	Gems	2

```
.....
```

```

. . . . .
|/                               \ |
| Slow down the heartbeat...      |
|\                               / |
. . . . .

```

+-----+
| Layout \
+-----+

You stand behind a line of nine Missiles, facing north. On the left, a Door leads to a dead-end passage; on the right, a second Door leads to a Portal that brings you out near the left-hand Door. These Doors open and close at differing frequencies. To either side, against the back fence, are a pair of Bombs -- their fuses are ignited if you launch the seventh Missile (with an "!" against it). A closed Door in the middle of the back fence leads down a passage to the right to the level's two Gems and the Exit.

+-----+
| Tactics \
+-----+

You won't see how until you complete the level, but firing certain Missiles will slow down the speed at which the left and right Doors open and close. If you launch the right combination of Missiles, the Doors will come to a halt, and the one in the back fence will open, letting you get to the Exit.

Although it doesn't matter in which order you launch the correct Missiles; launching any of the wrong Missiles will prevent you from opening the back Door.

To determine the correct set of Missiles: launch the Missiles in sequence, waiting for them to detonate, until you find one that affects the speed of the Doors. Note this Missile down, restart the level, and re-launch all the Missiles you've noted down so far. Keep repeating this process and the rear Door will eventually open.

+-----+
| Solution \
+-----+

Assuming the order isn't random (I don't think it is) fire Missiles 1, 4, 5 and 8 (counting from the left) and the rear Door should open and you can run right for the Exit.

You will now be able to see how the level works: behind the passage to the Exit is a path with a Catdragon. A Switch on the right toggles the Doors, and the remains of four Doors along the path can be seen. Opening these (with the above Missiles) will increase the length of the Catdragon's travels, and so slow down the speed of the Doors.

With all Doors open, the Catdragon will run onto -- and get caught by -- the Small Trap on the left (the Switch beneath it opening the rear Door). If any incorrect Missile is fired before the Catdragon is caught, a Door blocks access to the Trap (and the rear Door's Switch).

+-----+
| Gold Gem \
+-----+

If you just push the Missiles in the order given (1, 4, 5 and 8) and then wait by the rear Door, you can just get to the Exit before the Gold Timer runs out.

+-----+
| Speed Run (13.23s) \
+-----+

If you push Missiles 4, 5 and 8, then go through the Portal and turn back to push Missile 1, you can shave 0.4s of the time.

```
=====
W5L23      Fox Town                Time  220      Unlock 1453
           (Snowy Daze)             Gold   85      Gems   6
.....
```

```
. . . . .
|/                               \|
| Use the Fox to assist you.     |
|\                               /|
. . . . .
```

+-----+
| Layout \
+-----+

You begin in a courtyard with areas off each side. A number of Switches and Doors dotted around the level will complicate progress.

The area to the south is open, and leads to the Exit. The Door to the northern area is controlled by the Rollover Switch just in front of the start; in it are five Foxes and two Gems.

The area to left is open; but the Doors to two anterooms off it to the north and south are closed. These anterooms, you will later find out, contain a Gem each, while the main area holds a Slow Missile and a Rollover Switch that affects Doors in the eastern area.

The right-hand area's Door is opened by the Rollover Switch in the left-hand area; that Switch also CLOSES the two Doors that lead north and south from here. The anterooms here also contain a Gem each; the southern one additionally has a Toggle Switch that will reverse the state of the three Doors here. The central area has two Slow Missiles and the Rollover Switch that opens the anterooms of the left-hand area.

+-----+
| Tactics \

+-----+-----
You will need the help of one of the Foxes later in the level, but you want to keep the rest at bay, and then get rid of them. The key to solving the level is working out which Switches affect which Doors at what time.

+-----+
| Solution \

+-----+-----
Head to the left-hand area and push the Slow Missile through the Trailing Wall and onto the Rollover Switch. This will (for a short while) keep the Door to the right-hand area open, so head over there quickly. Shortly after you arrive, the Missile will shoot off and release the Rollover Switch; closing the entrance Door, but opening the Doors north and south to the anterooms, so head to the northern one and collect the Gem, then to the one to the south for the Gem there.

NOTE In the southern anteroom, either don't step on the Switch at all, or step on it twice -- it toggles all three Switches off the area above.

Return to the centre and push the left-hand Slow Missile right and down so that it will shortly run over the Switch in the anteroom and toggle the Doors. Head left, and as soon as the Door opens, run down to the starting point, just below the Rollover Switch.

Step onto this briefly, so that it lets just one Fox out from the room to the north, then nip up ahead of it back into the right-hand area. Head across to the square immediately above the Rollover Switch, and wait until the approaching Fox moves off the centre-line. Drop down and head through the Trailing Wall, pushing the Slow Missile ahead of you, into the starting room. When you get it to the centre, push it up, so that it is facing towards the remaining Foxes in the northern area.

While its fuse is burning, dodge around the Fox and return to the right-hand room again, waiting once more above the Switch. You now need to entice the Fox onto the Switch, while you run out through the middle of the room.

NOTE This can be a little hit-and-miss, and may take a few attempts. The best approach is to wait above the Switch until the Fox comes close, then shoot down two squares, left and up so that it is trapped behind the Wall.

Head all the way across back to the left-hand area, visiting the two anterooms for the Gems. Return to the right-hand room and draw the Fox out, back into the starting area, and arrange for it to be trapped on the Rollover Switch.

NOTE Again this might take a few attempts to get right; because the Fox prefers horizontal movement, you need to get it down level

with below the Switch, then quickly run around to the top, ensuring you stay directly above the Switch, so the Fox will enter the "cage".

This keeps the northern Door open, so run up and collect the remaining Gems before running south, around the Fox, for the Exit.

+-----+
| Gold Gem \

+-----+-----
You should be able to comfortably beat the Gold Timer, providing you don't lose a lot of time persuading the Fox to stay where it's put.

+-----+
| Speed Run (54.93s) \

+-----+-----
As well as the two tricks below, to get the very best time you need to trap the Fox perfectly on each occasion (in the right-hand area and on the Switch in the starting area).

- o Waiting for the Slow Missile to release you from the right-hand area wastes time; as you come out of this area's northern anteroom, come left to push against the Slow Missile before entering the southern anteroom. If you do it perfectly, you just have time to nudge the Missile across and down before it takes off.
- o Pushing the Slow Missile across to get rid of the remaining Foxes, then going back to trap the Fox is a waste. It is JUST possible to combine the two:

After you first release the Fox, when you come through the Trailing Wall and push the Slow Missile, just push it ONE square, then loop back around to trap the Fox behind the Trailing Wall, then continue pushing the Missile. If you do this perfectly, you JUST have time to nudge the Missile upwards in the centre area before it takes off. You can then collect the Gems from the left-hand anterooms without having to return to the right-hand area.

```
=====
```

W5L24	Maze of the Fox	Time	120	Unlock	1459
	(Snowy Daze)	Gold	9	Gems	13

```
.....
```

```
. . . . .
|/                               \|
| Use the Trailing Walls to your advantage. |
|\                               /|
. . . . .
```

+-----+
| Layout \

+-----+-----
You start to one side of a five-by-five grid of cells formed from Trailing Walls. Just over half the cells contain Gems, one cell contains the Exit, and the rest contain Foxes.

+-----+
| Tactics \
+-----+

Run like crazy... you need to find a path that lets you run in and out and around and around to get all the Gems without hitting, or being hit by, the Foxes.

You CANNOT plan this one by making a move, looking where's clear, then making another move; any solution depends on you moving rapidly, and nipping into and out of squares where, if you lingered, you would be caught.

Finding a solution (I'm sure there are many) involves gradually adding to a series of moves, or backtracking if you really get caught in a dead-end situation.

THANKS I am deeply grateful to "jimafe" from GameFAQs for getting me started on this level. I tried many promising, but ultimately futile ways of starting before he pointed me in the right direction.

If you want a starting hint: come up the right wall, cross at the top of the grid and come three squares down the right-hand column of the grid before turning left and up...

+-----+
| Solution \
+-----+

The following diagram should show you where to go. There are bound to be many other solutions.

```
#####  
#.....#  
#..+..+..+..+..+..+..+..#  
#.....xxxxxxxx#  
#..+..+--+--+--+--+xx+..+xx#  
#....|xxxxx|xxxxx|xx|...xx#  
#..+..+xx+xx+xx+xx+xx+..+xx#  
#....|xx|EE|xx|xx|xx|...??#  
#..+..+xx+--+xx+xx+xx+..+xx#  
#....|xxxxx|xx|xxxxx|...SS#  
#..+..+--+xx+xx+--+--+..+..#  
#....|xxxxx|xxxxxxxxxxxx...#  
#..+..+xx+--+--+--+--+xx+..#  
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#..+..+--+--+--+--+xx+xx+..#  
#.....xxxxx...#  
#..+..+..+..+..+..+..+..#  
#.....#  
#####
```

Key:
.. Floor
+ Corners of squares
-- or | Trailing Walls
SS Start
EE End
?? Hint
xx Your path

Or in words: Up 3, left 2, down 3, left 1, up 2, left 1, down 3, right 3 (coming out of the grid), down 2, left 1, up 1 (back inside), left 4 (to bottom-right of grid), up 1, right 1, up 1, left 1, up 2 (to top-right corner of grid), right 1 and down into the Exit.

+-----+

| Gold Gem \

At full speed (which you pretty much have to be) this should comfortably get the Gold Gem (I can consistently do it in 6.60 seconds).

```

=====
W5L25      Ziggy to the Zag          Time 100      Unlock 1526
           (Snowy Daze)              Gold  28       Gems   20
.....

```

```

. . . . .
|/                                     \|
| Master the art of strategic pauses. |
|\                                     /|
. . . . .

```

+-----+
| Layout \

You start top-left, and a series of small rooms snakes right and left going down the screen. The rooms generally contain one Gem each, and one or more Catdragons, running around in various configurations. Often, seemingly far too close on each others' tails for there to be a way through.

+-----+
| Tactics \

For once, the Hint is absolutely spot on: the tightness of the Catdragons' paths is such that you'll never (except by extreme luck) slip between if you stand at the entrance to a room and try to time a charge across.

Instead, you need to run without pause through most rooms, relying on the fixed timing of the level to slip neatly between Catdragons. The catch is that every now and then you need to pause for just that long before proceeding. The hard part is working out when!

+-----+
| Solution \

Except when told to pause, everything should be at full speed, continuous and smooth (e.g. turn corners rather than hitting then end wall and starting moving again).

NOTE You'll have to experiment a bit to begin with to get the length of the pauses right; you basically just want to gently lift your finger slightly from the D-Pad and then carry on.

Start with the Gems around you: left, down, right, up, then head right, straight through the middle of the remaining three rooms on this row. Come down the right-hand side and through the first room of the second row.

- o Pause in the passage before the second room.

Run straight through the middle of the three remaining rooms on the second row, then start down the passage on the left.

- o Pause in the passage.

Run straight through the first room and on towards the second. As soon as you enter, come down, right and up to hug the lower fence, then leave to the right.

- o Pause in the passage before the third room.

Run straight through the remaining two rooms and start down the right-hand passage.

- o Pause in the passage.

As soon as you enter the first room of the fourth row, go up, left and down to hug the upper fence, then leave to the left and run straight through the middle of the second room and on towards the the third. As soon as you enter, go up, left and down to again hug the top fence. Leave to the right and run for the Exit!

```
+-----+
| Gold Gem \
+-----+
```

Once you manage to get all the pauses in the right place and for the right duration, and actually manage to finish the level, you're pretty much guaranteed the Gold Gem.

```
()=====()
||                                     ||
||           T H E   C H U B B C H U B B S !           ||
||                                     World 6                                     ||
||                                     ||
||                                     ||
()=====()
```

Again, there are only 25 levels in this World. It is based, apparently, on some film or cartoon series called ChubbChubbs -- the levels abound with structures that tend to be very rounded and "blob"-like; many levels contain "ChubbChubbs" which are small yellow creatures that shoot off in the direction they are facing when nudged. The finer details of the tie-in pass me by, but many of the levels are quite intriguing.

```
=====
```

W6L01	To the Ale E Inn	Time	60	Unlock	336
	(The ChubbChubbs!)	Gold	27	Gems	5

```
.....
```

```
. . . . .
|/                                     \|
| Enter the 'Ale E Inn' to get some Gems. |
|\                                     /|
. . . . .
```

```
+-----+
| Layout \
+-----+
```

You start in the middle of a futuristic-looking area; a pair of Tollgates lead off on either side to small islands surrounded by Lava, each containing a Gem, A Bucket ("a Crate by any other name would slide as sweet") and a Haste Boost. To the north, past a Gem and through a doorway patrolled by Roks, are another couple of Gems and the Exit.

```
+-----+
| Solution \
```

```
+-----+-----+
Move north, collect the Gem and approach the door. You'll probably have to pause to let the Rok step in and out, then nip in and pick up both Gems. Return to one of the lower Tollgates (the upper ones have Water behind them) and go through. Avoid the Haste Boost, as you'll be uncontrollable, while picking up the Gem and pushing the Bucket into the Water to get back out through the upper Tollgate (a Passthru Wall just inside the lower Tollgate prevents you leaving the way you came).
```

Repeat for the other side, then run back to the north and the Exit.

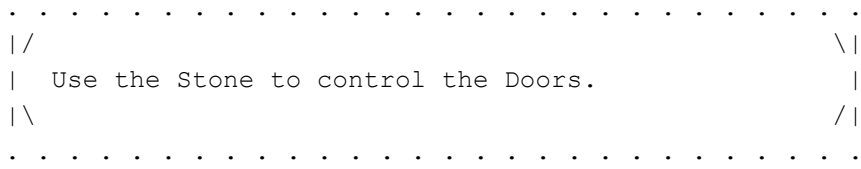
```
+-----+
| Gold Gem \
```

```
+-----+-----+
The Gold Time is tight, but quite achievable.
```

```
=====
```

W6L02	Chubbs vs. Boris	Time	80	Unlock	340
	(The ChubbChubbs!)	Gold	28	Gems	6

```
.....
```



```
+-----+
| Layout \
```

```
+-----+-----+
Just above you is an east-west strip of Quicksand supporting four of the level's six Gems and leading to the Exit on the left. However, access from the south is prevented by trees and Wall Traps, and progress along it is hampered by three Doors controlled by a Switch below you, almost surrounded by Lava and currently being tromped over by a Rok.
```

Below the Lava is another strip of Quicksand; below this on the right is Tollgate (1) with a CHUBB-CHUBB behind it and a Gem in front of it; across on the left-hand side is a Passthru Wall leading to Boris, another Gem and a Stone (like a Block but slightly different shape).

```
+-----+
| Solution \
```

```
+-----+-----+
Go right two squares and head south, past the Lava and across the Quicksand. Grab the Gem and nip through the Tollgate -- this will start the ChubbChubb's
```

timer, but it's now facing in the wrong direction, so nip around the foliage to the south and push it through the Tollgate so it is now facing to the left. Wait for it to shoot forward and take out Boris, then head left, through the Passthru Wall to collect a Gem and get at the Stone.

TIP For an "it's not supposed to be done this way" way to get a fast time, see the "Speed Run" section below.

Manoeuvre the Stone around the obstacles on the left so you can push it along the spit of land between the Lava and the Quicksand. Push it up the right-hand edge of the Lava and across on to the Switch.

NOTE You obviously need to avoid the Rok while you're doing this; you ALSO need to make sure that pushing the Stone on to the Switch will OPEN the Doors ranged along the Quicksand above (in other words, the Doors must be CLOSED before you push the Stone over the Switch). If not, you will need to let the Rok tromp around once more.

Head up to the top-right of the level to cross the Quicksand and collect the remaining Gems before diving into the Exit.

+-----+
| Gold Gem \

The Gold Gem time is fairly tight -- if you're having difficulty solving the level within the time available, you might want to try my "cheat" below.

+-----+
| Speed Run (22.83s) \

If you're careful, there's a trick you can exploit to save several seconds. After the ChubbChubb has taken out Boris, simply run through the Passthru Wall to get the Gem. Ignore the Stone (other than pushing it out of the way) and head straight for the top-right corner to stand by the Door to the Quicksand.

Wait for the Door to open, then JUST before you think it's about to close again, step on to the first square of the Quicksand. Pause briefly, and just before you sink step left on to the square with a Haste Minus. Again, pause briefly, then move left. The effect of the Haste Minus will mean you keep moving at half speed. The middle Door should drop as you approach, and -- if you're lucky and have timed things right -- so too will the end Door, allowing you to reach the Exit in super-quick time!

It might take few attempts to get this right, but it will shave several seconds of the time if you do.

W6L03	Boris' Break	Time	90	Unlock	342
	(The ChubbChubbs!)	Gold	32	Gems	6

.....

.
|/ \ |
| Use the ChubbChubbs to open Doors and get rid of |
| Boris. |

+-----+
| Layout \

+-----+-----
You begin adjacent to the Exit in an area potted with Lava pools and three areas of interest to the south, southwest and west. Below, a closed Door and a Tollgate (6) lead to a long, thin area containing two Gems, a ChubbChubb and the Switch that opens the Door. To the west, a Passthru Wall and a Tollgate (3) lead to another long, thin strip of land with two Gems, a ChubbChubb and Boris. The southwest area is open, and contains two Switches, both with Gems on top. One releases the ChubbChubb in the western area; the other, behind a Tollgate (3), releases the ChubbChubb in the Southern area.

+-----+
| Solution \

+-----+-----
Go to the southwest area and get the only available Gem, triggering the fuse on the ChubbChubb above -- you need to ensure Boris is on the bottom row of the western area, and that you're at a safe distance when the ChubbChubb hits. With Boris out of the way, go through the Passthru Wall to get the two Gems and so open the Tollgate out.

Return to the southwest area where its Tollgate will be open, allowing you to get the second Gem and trip the Switch that will release the southern ChubbChubb. This will shoot forward and trip the Switch that opens Door to the southern area; enter to collect the final two Gems before heading back north to the Exit.

+-----+
| Gold Gem \

+-----+-----
You shouldn't have too much difficulty completing the level within the Gold Gem time.

=====

W6L04	Chubbs Assist	Time	30	Unlock	347
	(The ChubbChubbs!)	Gold	11	Gems	2

.....

+-----+
| Layout \

+-----+-----
You begin in an enclosed area with two ChubbChubbs and two Rollover Switches. A closed Door -- which opens when either Switch is activated -- has a Spore Trap in front of it. Immediately behind the Door is a Haste Boost Pickup, it then leads to a much longer area that heads north to a narrow channel where

+-----+
| Layout \

+-----+-----
You start facing south towards a cluster of four Spore Traps, each with a Gem on top. Beyond the Traps is the Exit. The only real drawback is Boris breathing down you neck.

+-----+
| Tactics \

+-----+-----
There are two tricks you need exploit to solve this level. First, if Boris is in line with you, but there's something blocking his direct path, he won't step to the side to get closer. Second, while Boris won't enter a Spore Trap while there's a Gem on top, he will freely get himself stuck once you've grabbed the Gem.

+-----+
| Solution \

+-----+-----
Again there are probably several ways of doing this level, but the following seems reasonably quick and repeatable. Come down south between the two rows of Spore Traps and loop immediately around to the left and up to grab the Gem from the upper-left Spore Trap -- Boris should be left on the square below the lower-left one.

After a second or two, start tentatively tapping LEFT -- you want to know as soon as the Trap releases you, but without shooting off too far to the left. As soon as you're free, go up and right, then come down between the two rows of Traps and grab the Gem from the upper-right one -- with luck (and this is the stage that's most likely to go wrong), Boris will have walked into the Trap you just vacated at about the same time.

TIP If Boris got trapped more than a fraction of a second before you, then you'll probably have to start over, since he'll probably be released to grab you before you get free.

NOTE A slightly safer, but fractionally slower, way is to tap UP when in the first Trap. You will get free, but because you're still directly above Boris, he won't move. Nip one square to the left, to get Boris coming up the left-hand side of the screen, then dive into the upper-right Spore Trap as above.

Hold DOWN; when you're released you'll dive into the lower-right Spore Trap and Boris should lumber across in to the upper-right one. Now hold LEFT to repeat the process with the lower-left Spore Trap (Boris should get trapped upper-left). Hold DOWN while waiting, and as soon as you're free, dive in to the Exit.

+-----+
| Gold Gem \

+-----+-----
As with the last level, if this works, you're almost guaranteed to get the Gold Gem.

=====

W6L06	Meeper's Bucket	Time	80	Unlock	359
	(The ChubbChubbs!)	Gold	30	Gems	8

```
.....  
|/ |  
| Use the Buckets and the Zyzak to deactivate the |  
| Traps. |  
|\ |  
|/ |  
.....
```

+-----+

| Layout \

+-----+

You start facing south towards eight Wall Traps surrounding the Exit, each Trap holding a Gem. To the east and west are Buckets, while behind you to the north is a Rollover Switch and a Passthru Wall leading to a small area containing a second Rollover Switch that is being patrolled by a ZYZAK.

The Switch just behind you deactivates the Wall Trap directly in front of you, while the other seven Traps are deactivated by the Switch in the room to the north.

+-----+

| Solution \

+-----+

Move to one side and push one of the Buckets one square away so that you have room to come around behind it and push it to the centre. Push it up on to the Rollover Switch and collect the Gem from the top-middle Wall Trap that is now deactivated. Head to the other side and repeat the earlier manoeuvre to get the second Bucket to the centre; push both Buckets though the Passthru Wall.

Neither will activate the Switch, but they will divert the Zyzak's path over it every five seconds or so. Run on to the top-left Wall Trap to get the Gem, and hold DOWN while waiting to be released.

TIP When released, there is enough time to move through TWO Traps, meaning there is a strong danger of running off the end into the Lava -- be ready to change direction to RIGHT as you start to move.

When released, you should pass over the two left-hand Traps and head right to end up trapped in the lower-middle Trap. Keep RIGHT pressed in readiness for the next release.

TIP The "obvious" next step -- trying to move directly up the right-hand column of Traps -- is quite difficult as you're liable to overshoot and run up the bank. Also, because you would only have time to get to the top-right corner (and not back to the Exit), then there's really no point in trying.

When released, move right and run up the bank of ground to dive in to the top-right Trap, where you will be held fast. Instead of holding DOWN, I suggest just tapping the DOWN button, as you don't want to overshoot. As soon as you move, press LEFT to enter the Exit and finish the level.

+-----+

| Gold Gem \

Unless you waste a lot of time manoeuvring the Buckets, or get stuck in the wrong Traps, you should automatically get the Gold Gem on this level.

```

=====
W6L07      Looking For You          Time  80      Unlock  361
           (The ChubbChubbs!)       Gold   31      Gems    5
.....

```

```

. . . . .
|/                                     \|
| Use the ChubbChubb to get rid of Boris. |
|\                                     /|
. . . . .

```

+-----+

| Layout \

You start to the south of the main area; a Gem, a Switch and a ChubbChubb lie in front of you to the south. Behind you is a closed Door which you can step around to get to the main area. Here you will see another closed Door blocking a narrow passage north in which you will find Boris, a Gem set in a Spore Trap, a Haste Minus and another Gem.

A small island in a pool of Water to the east holds another Gem, and in the top-left corner you'll see the Exit and a Rollover Switch. Activating this will open both the Door to the south and the one keeping Boris at bay. Off in the top-right you'll see a Bucket.

+-----+

| Solution \

Another tricky timing level -- the solution's not difficult, but it'll take several attempts before you get the timing right!

Drop south to get the Gem and to activate the Switch -- this starts the ChubbChubb's timer. Run around the Door and stand NEXT to the Rollover Switch: you now need to pick JUST the right time to step on the Switch (it opens both the Door near the ChubbChubb and the one keeping Boris at bay).

If you do it too soon, Boris will emerge and the ChubbChubb will disappear into the passage behind. If you do it too late, the ChubbChubb will have run into the (closed) Door in front of it, and you'll be left to deal with Boris on your own. If get it spot-on, the ChubbChubb will smack into Boris just as he stumbles through the Door.

TIP If you run straight onto the southern Switch, then you'll need to step on the Switch by the Exit fractionally after the main Level Timer ticks on to 75 seconds left.

Once Boris is out of the way, manoeuvre the Bucket on to the Switch (to keep the northern Door open) then head down the passageway to get the two Gems there. Return to the main area and push the Bucket in to the Water to get the final Gem and Exit.

+-----+
| Gold Gem \
+-----+

The time limit is tighter than the last few levels, but if you don't hang around nor make mistakes, you should be able to get the Gold Gem providing you get the initial ChubbChubb timing correct.

+-----+
| Speed Run (24.27s) \
+-----+

To cut down on the time as much as possible, instead of simply waiting for the Level Timer to get to 75, use the time to push the Bucket up and across next to the Switch. Also, try to anticipate the turn at the end of Boris's passage so that you minimise wastage.

```
=====
W6L08      A Zyzak Friend                Time   60      Unlock   373
           (The ChubbChubbs!)           Gold   16      Gems     8
.....
```

```
.....
|/                                     \|
| Collect the most important Gem last. |
|\                                     /|
.....
```

+-----+
| Layout \
+-----+

You start diagonally adjacent to the Exit, which has a line of four Gems extending north from it towards a square of four Rollover Switches. Patrolling the line of Gems is a Zyzak. Beyond the Switches is a long stretch of Quicksand with one Door at the entrance and three others along its length -- these are, of course, controlled by the Switches. At the far end is a Passthru Wall (leading out).

+-----+
| Tactics \
+-----+

With no Crates or Buckets around, you'll need something (or someone!) to step on the Switches for you. The Quicksand means you can't wait for a long time for the next Door in front of you to open.

+-----+
| Solution \
+-----+

Collect the first three Gems only -- this will leave the Zyzak circling around the one in the centre of the Switches, pressing one of the Switches every other step. Dive around to the right of the last Gem to stand before the Door to the Quicksand. The top-right Switch opens it, so have UP pressed and you'll shoot forward just as you feel the Zyzak's breath over your shoulder. Keep pushing forward; you'll find the Zyzak will open each Door just in time for you not to sink. At the end, come sharp round to the LEFT (it's slightly

quicker than the right) and race down the outside. Cut in to get the last Gem and dive into the Exit.

+-----+
| Gold Gem \
+-----+

You shouldn't have any problems getting the Gold Gem on this level.

```
=====
```

W6L09	Zyzak's Trail	Time	60	Unlock	698
	(The ChubbChubbs!)	Gold	10	Gems	3

```
.....
```

```
.....  
|/ |  
| Get the Zyzak to walk on the Rollovers. |  
|\ |  
.....
```

+-----+
| Layout \
+-----+

Down the middle of the two-square wide spit of land on which you start are three Trailing Doors, a Tollgate (1), and two more Trailing Doors. Three Gems and two Rollover Switches are scattered on either side of the Doors, and the ground heads east at the southern end across three Small Traps to the Exit (the Rollovers deactivate the Traps). Finally, a Zyzak is stumbling around the Door post of the northernmost Trailing Door.

+-----+
| Tactics \
+-----+

It's fairly obvious that you need to close Doors so that the Zyzak's path takes it over the Rollover Switches. The "trick" -- if there is one -- is to realise that you mustn't close ALL the Doors (or you'll be left on the wrong side); nor must you go through the Tollgate (otherwise the two Switches will be isolated from each other).

+-----+
| Solution \
+-----+

```
.....  
I found that if you tap the Right Shoulder Button to  
rotate the view you can see the Doors more easily. The  
directions below assume you've done this!  
.....
```

This is my "slow but safe" method for a basic solve: see below if you want the Gold Gem. Come right, collecting the Gem, and go down through the Trailing Door immediately after the Tollgate. Pop right for the second Gem, then head left along the bottom. Nip up through the Door past the Tollgate, and back down through the next Door for the last Gem. Wait for the Zyzak to go up through the end Door, follow it through and run to the right. Go up at the end into the first of the Traps and just keep UP pressed until the Zyzak

releases them all, one by one.

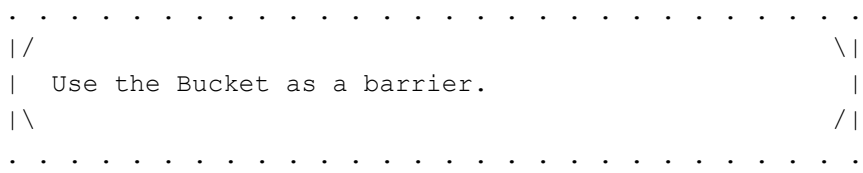
+-----+
| Gold Gem \

For the Gold, you'll have to take a slightly more risky approach. Come down through the Door next to where you start to collect the first Gem. Pause to let the Zyzak go up through the end Door and follow it through. Run right for the Gem above the Tollgate, then quickly nip back left, through Trailing Door, and head right along the bottom. Grab the Gem from the bottom-right corner, then nip left, up through the Door next to the Tollgate, and run for the line of Traps. You should pass straight over the first, as the Zyzak will be on the appropriate Rollover Switch. Keep UP pressed and you should make it to the Exit in time (probably 8.83 seconds).

```
=====
```

W6L10	Boris is Mad	Time	120	Unlock	702
	(The ChubbChubbs!)	Gold	22	Gems	5

```
.....
```



+-----+
| Layout \

You start disturbingly close to Boris, near a Gem. Four narrow arms (two to the north, two to the south) lead to four more Gems, and the Exit is to the west. A Bucket (or Bucket) lies to one side.

+-----+
| Tactics \

The trick -- as the Hint suggests -- is to rely on the fact that Boris won't step around an obstacle to get you. Manoeuvre the Bucket so you can go down and safely return from each of the passages.

+-----+
| Solution \

Run to the right and push the Bucket one square to the left, so it is level with the mouths of the right-hand two paths. If you're nimble, you can dive up the upper-right passage straightaway, leaving Boris stuck below the Bucket. If you don't manage this -- if Boris starts to come around the side -- simply circle the Bucket until you leave him stuck.

When you return from the passage with the Gem, do a quick side-step to one side of the Bucket to draw Boris round, then run around the other side and down the lower-right passage. Again, Boris should be left on the far side of the Bucket.

After getting the second Gem, side-step to the left to draw Boris, then push the Bucket over to the left so that it lines up with the left-hand two passages. Drop down (collecting the Gem), come around the bottom and up the left to get to the upper-left passage while leaving Boris stuck below the Bucket. Repeat the side-step trick and run around for the lower-left passage. When you return, move right up to the Bucket before turning left for the Exit, so Boris doesn't move too soon.

+-----+
 | Gold Gem \
 +-----+

So long as you don't make any mistakes moving the Bucket, nor need to make any unnecessary runs around it to trap Boris, you should be able to get the Gold Gem without too much problem.

```
=====
W6L11      Bucket Guarding          Time  90      Unlock  706
           (The ChubbChubbs!)       Gold  25      Gems    3
.....
```

```

. . . . .
|/                                     \|
| Use the ChubbChubb to get the Bucket. |
|\                                     /|
. . . . .
```

+-----+
 | Layout \
 +-----+

To the left is a patch of Quicksand; a thin strip of land runs through it, with a Spore Trap containing a Gem, a Tollgate (1) and a ChubbChubb. To the right is a Bucket caught in another Spore Trap with a Zyzak walking around it. To the north is another Spore Trap containing a Gem, complete with circling Zyzak. Just beyond that is the third Gem and a small pool of Water that blocks access to the Exit.

+-----+
 | Tactics \
 +-----+

The Hint tells you what to do, the secret is in figuring out HOW to do it. I couldn't at first, and had to devise my own alternative method (see "Speed Run" below). Luckily, "nyn-" from GameFAQs/GameSpot came to the rescue with the right answer...

The ChubbChubb can't run THROUGH the Spore Trap, but it can run FROM it once the Trap recedes...

+-----+
 | Solution \
 +-----+

Go left and enter the Spore Trap, collecting the first Gem. When released, go through the Tollgate, pushing the ChubbChubb one square to the left. Quickly circle around behind and push it right, through the Tollgate and INTO the Spore Trap. If you were quick enough, the Trap will recede before the

ChubbChubb takes off and blows-up the Zyzak.

Push the Bucket free of the Spore Trap on the left; when released, push it up, so that it is between the upper Spore Trap and the pool of Water, but one square to the right. The upper Zyzak will take off around the perimeter of the level, leaving you free to enter the Spore Trap for the second Gem.

When free, push the Bucket up and across into the Water, collect the remaining Gem and dive through the Exit.

+-----+

| Gold Gem \

+-----+

Although not overly generous, you should be able to do the above within the Gold Gem time without too much difficulty.

+-----+

| Speed Run (18.83s) \

+-----+

I originally couldn't work out how on earth to get the ChubbChubb over to the Zyzak -- I'm sure I did try pushing the ChubbChubb into the Trap, but must not have done it quick enough, and so it blew up while still trapped. In desperation I hunted for other ways of solving the level, and came up with the following, which shaves five seconds off my best "official" solve!

Run east to the Bucket and then come south two squares and across one; let the Zyzak pass and then move up to the Bucket. JUST as the Zyzak steps onto the square that's northwest of the Bucket, push the Bucket north. If you get the timing right, you'll be in the Trap, the Bucket will be just north of it, and the Zyzak will be wandering around a two-by-two patch of empty ground to the west. If not, start again.

Keep UP pressed, so that when the Spore Trap releases you, you push the Bucket north one square. Next, push it west and further north (keeping out from under the Zyzaks' feet) so that it is between the northern Spore Trap and pool of Water, but one square to the right. This will allow the northern Zyzak to move away from the Gem and Spore Trap.

Once the Bucket is in position, go to the Spore Trap leading to the ChubbChubb and collect the Gem from there. When free, collect the Gem from the northern Trap, then push the Bucket into the Water, get the last Gem, and dive into the Exit.

```

=====
W6L12      Safe Passage                Time  25      Unlock  709
           (The ChubbChubbs!)          Gold   15      Gems    6
.....

```

```

. . . . .
|/
| Close the Doors to help the ChubbChubb get rid |
| of the Zyzaks.                                |
|\
. . . . .

```


+-----+
| Layout \

+-----+-----
You start on a finger of land surrounded by Lava; the Switch behind you that leads to the rest of the level triggers the ChubbChubb above you into action. Its path to the west is initially blocked by several Doors -- Rollover Switches that control them are dotted all over the southern half of the level, as are a number of Gems.

Beyond the Doors is a corridor of land across more Lava -- two Zyzaks patrol the side-walls, preventing you from nipping down to the Exit.

+-----+
| Tactics \

+-----+-----
Although there's a one-to-one mapping between the Switches and the Doors, it's important to note that one of the Doors is already open, so you don't want to tread on its Switch. The one to avoid is the fourth Switch; just to the west of a triangle of Switches.

There are two time limits to beat: the first is to get all the Doors open before the ChubbChubb shoots across; the other -- should you want the Gold Gem -- is to gather the remaining Gems and get to the Exit.

+-----+
| Solution \

+-----+-----
Essentially you need a continuous right-to-left run, moving up and down for the Switches, before returning to mop up the Gems. There are variations, but the following consistently works for me:

```
S-! . . . . . G . . . . .  
! . . . . . G . . . . . ?-T  
!-.S-. . .-.-.-.S . S-G-!  
S . . ! . S . .(S). ! . ! . .  
. . . G-S-! . . . . !-S-! . .
```

At the left-hand end, for the two Switches in the same column, you need to move down towards the first and immediately turn back for the one above. At the last Switch, turn right, and immediately north. If you carry straight on, the ChubbChubb will hit you. Now head right on the north side of the Doors collecting the Gems. Head down the passage one the left to the Exit when done.

+-----+
| Gold Gem \

+-----+-----
If you manage to complete the first half -- opening the Doors before the ChubbChubb hits -- then you should be in with a good chance of getting the Gold Gem.

```
=====
```

W6L13	U Help Me I Help U	Time	45	Unlock	714
	(The ChubbChubbs!)	Gold	21	Gems	6

```
.....
```


.....

+-----+

| Layout \

+-----+

To the left, surrounded by a U-shape of Quicksand is the Exit and a ChubbChubb. To the right is a Gem and a Passthru Wall leading to a strip of land with Water north and south. It contains eight Zyzaks plodding around two more Gems. The right-hand end is blocked by a Tollgate (4), and the final Gem for the level is to the right of this.

+-----+

| Solution \

+-----+

Grab the Gem to the right, then nip across the Quicksand and come east below the Zyzaks to get the Gem to the right of the Tollgate. Return to the left and manoeuvre the ChubbChubb around the Exit so you can push it through the Passthru Wall. Step back and hopefully the ChubbChubb will take out the first four Zyzaks.

NOTE Sometimes, the ChubbChubb will only take out three of the Zyzaks; you can still weave your way past, but is slightly trickier.

Go through the Passthru Wall, get the first Gem and step up to the remaining Zyzaks. The next bit is a little hit-or-miss -- just run through between the remaining four Zyzaks, grab the Gem, and go through the Tollgate. Run back and dive for the Exit.

+-----+

| Gold Gem \

+-----+

I found managing to get past the second group of Zyzaks the hardest; if you can do this without pausing beforehand for "the right moment", there's a reasonable chance of the Gold Gem. Most times though, the Zyzaks will get you and you won't even finish.

W6L15	Chubbchubbs Help	Time	120	Unlock	1029
	(The ChubbChubbs!)	Gold	45	Gems	4

.....

| /

| Use the ChubbChubbs to hit the Switch.

| \

.....

+-----+

| Layout \

+-----+

The Exit in this level is behind you, on a small island in Water. Just ahead of you are two ChubbChubbs; beyond them is an area with five Buckets, enclosed

in Appearing Walls. To either side are two smaller areas, also enclosed in Appearing Walls, except for one Door (closed), which is opened by a Toggle Switch within. The areas also contain two Gems apiece.

+-----+
| Tactics \

+-----+-----
The big challenge is how to get the ChubbChubbs to activate the two Switches. Although you can push the Buckets through (un-triggered) Appearing Walls, there always seems to be a bit of the scenery in the way of any likely point of attack.

The secret is that you have to use three Buckets for each side. However, since you only have five, and you need one to get to the Exit, the third Bucket must be used in a non-destructive way (i.e. mustn't be pushed into Water) -- i.e. use up two and "borrow" a spare for the first side; use up two and a borrow the spare for the other side; then you can use up the "spare" for the Exit.

In particular, you must use a Bucket to push a ChubbChubb to push two Buckets into the Water.

+-----+
| Solution \

+-----+-----
I found it best to press the Right Shoulder Button to rotate the display; all directions below assume this.

Go left into the Bucket area; push the top-right Bucket down, then the two in the middle right once. Push the top-left Bucket down to form a line of three and push this all the way right until the first Bucket gets between the two ChubbChubbs. Push the middle Bucket up once, then the left-hand Bucket across. Push the two of them up three times (so they both go through the Appearing Wall) and come round to the right of the top ChubbChubb.

NOTE Be careful NOT to push against (i.e. trigger) the Appearing Walls unless specifically told to, otherwise you won't be able to move the Buckets as required.

Push the ChubbChubb left, then push the remaining Bucket left. Push the Bucket (and hence the ChubbChubb) up until it just passes through the Appearing Wall -- the ChubbChubb will have pushed against the second of the Buckets so that both patches of Water are filled in). Stand against the Door to the left, and as soon as the ChubbChubb takes off and hits the Switch, enter, go to the end, turn left for the Gems and then come across to the right to push the free Bucket back through the Appearing Wall. This time you MUST push against the Wall to trigger it.

Back in the central area, pull the Bucket away from the Wall and push it down and through the Appearing Wall below. Return to the left and push the remaining two Buckets up one square and out to the right. Push one down to the Appearing Wall, push the ChubbChubb above it, and push the last Bucket above that. Push the whole lot down through the Wall and wait by the Door for it to open.

Collect the Gems as before, push the lone Bucket north, back through the Wall and ensure you trigger the Wall. Back in the central area, pull the Bucket away from the wall and push it up and across to get to the Exit.

+-----+
| Gold Gem \
+-----+

The Gold Timer doesn't allow for too many mistakes, but should not be too difficult after you've got the above procedure worked out.

```
=====
W6L16   Chubbs Assault           Time   60      Unlock 1033
        (The ChubbChubbs!)       Gold   12      Gems   2
.....
```

```
.....
|/                                           \|
| Find the right pattern and timing to move |
| forward.                                   |
|\                                           /|
.....
```

+-----+
| Layout \
+-----+

Facing you are a line of three ChubbChubbs in cells; the three sides nearest you are Trailing Walls; in front of the outside two are Appearing Walls, and in front of the middle ChubbChubb is a closed Door that is opened by a Rollover Switch behind you. Between you and the Switch is a Haste Boost Pickup. There is a Portal further south, but a Passthru Wall means it is exit-only.

North of the ChubbChubbs is a longer area with Water either side. The Exit is at the end, behind two Appearing Walls and the Portal that leads to the south. There are also two Gems, with a pair of Zyzaks circling around them.

+-----+
| Tactics \
+-----+

The key element here is the Switch and the Door it controls in front of the middle ChubbChubb. You'll need to stand on the Switch so that it can pass through; then you'll need it to pass over the Switch so that you can get through (after it has used the Portal).

You'll need to use the Haste Boost to get from the Switch to the Door in time, so you'll have to do at least part of the second room at double-speed (all of it, if you want the Gold Gem).

+-----+
| Solution \
+-----+

Enter the left-hand pen and push the ChubbChubb forward; leave through the Passthru Wall to the left and repeat with the right-hand pen. Push north against the middle ChubbChubb as you pass, to trigger it, then take up station on the Switch behind the Haste Boost (but DON'T use it yet).

You'll see the outside pair of ChubbChubbs take off (and take out the Zyzaks);

just as the middle one starts, move forward (onto the Haste Boost). If you're too early, the ChubbChubb won't have moved and so blows up on the closed Door; if you're too late, you'll be hit from behind as the ChubbChubb emerges from the Portal.

In the main area, you need to zig-zag to the side and up again: if you don't turn, you'll go through the Portal and be trapped by the start; if you only turn once, you'll shoot through a Passthru Wall and into Water.

If you're only going for the basic solve, wait for the Haste Boost to wear off, collect the two Gems and head for the Exit behind the Appearing Walls.

+-----+
| Gold Gem \
+-----+

If you want the Gold Gem, you'll need to grab both Gems and make it to the Exit -- without splashing into the Water -- while at double-speed. The best way seems to be: zig-zag left one square as you emerge from the pen to collect the first Gem; you'll stop at the end. Come south, turning to collect the second Gem as you cross, then go north on the next column over, so that you pass by the second Appearing Wall. Dive left into the Exit.

```
=====
W6L17      Meeper's Break          Time 240      Unlock 1037
           (The ChubbChubbs!)      Gold  72      Gems   4
.....
```

```
.....
|/                                     \|
| Use the Buckets to guide Boris to help you. |
|\                                     /|
.....
```

+-----+
| Layout \
+-----+

A fairly open area that is symmetrical -- the east half is the opposite of the west.

Coming down from the northeast, there is a Small Trap with a Gem and the Switch that releases it within a cage of a Passthru, a Trailing, and two Disappearing Walls. To its right is a Bucket atop another Small Trap (also released by the Switch). A second Bucket is below the Switch, adjacent to a Disappearing Wall.

To the south is a two-wide stretch of Water; on the southern side is a cubicle of Passthru Walls that contain a Gem; the Walls' arrangement means you can only enter from the Water. A Switch on the northern side lowers a barrier that bisects the Water from east to west.

All this is duplicated (in reverse) on the west side of the level: all that's left is Boris in the middle to the north, and the Exit in the middle between the two Passthru cubicles.

+-----+

| Tactics \

Although you can use Boris's help in several places, I found it easiest to trap him early on, do most of the level with Buckets, then free him at the end for the last bit.

| Solution \

Head up, towards Boris, turning right before you collide. Zig-zag up to go through the Passthru Wall and carry on to push the Bucket to the right, getting caught in the Small Trap. As Boris steps on the Switch and frees you, step to the right and wait for Boris to get caught in the Trap.

Leave the Bucket and Boris, come south and left to push through the Disappearing Wall by the Bucket. Push it across to its mirror image, then up and left onto the left-hand Switch. Go up to collect the Gem above in safety, then come left and down to push the Bucket south without getting caught in the Trap under the Bucket.

After six squares, push it right, then down where the arrow indicates into the Water. Return north and push the Bucket off the Switch, straight down, onto another Switch above the Water. Grab the final Bucket (above; next to the Disappearing Wall) and push it over the first into the second bit of Water. You can now cross and enter the cubicle for the second Gem.

Come around to the left and up to where the Bucket is on the Switch. Pull it from the wall and push it to the right until you see the corresponding arrow on the right-hand side. Push it into the Water to start the second bridge. Run back next to Boris and manoeuvre the final Bucket down and on top of the one you've just pushed in (you can't push it further because of the barrier).

Return to right-hand Switch near Boris; walk onto it (freeing Boris) and up to the Gem on the Trap above -- Boris should helpfully tread on the Switch to release you. Come down next to where you have the Buckets ready and wait above the Switch for Boris to get near. Nip the other side of the barrier and down, so Boris's "homing pattern" will take him onto the Switch.

You can now push the second Bucket into the Water, cross for the final Gem, and dive through the Exit.

| Gold Gem \

Following something like the above route should get you the Gold Gem with no problems.

W6L18	Meeper's Dilemma	Time	300	Unlock	1301
	(The ChubbChubbs!)	Gold	52	Gems	2

```

. . . . .
|/                                     \|
| Move the Bucket and Stone into the opposite |
| areas.                                     |

```

.....

+-----+

| Layout \

+-----+

You start on a small island in the middle of Quicksand; almost entirely hemmed-in by Appearing Walls and two vicious-looking spiked rollers. Two Confusion Pickups lie on the only routes out.

On the right stands a Stone (like a Stone Block but a different shape) and one Gem across some Water. On the left are a Bucket and the second Gem across some Lava.

The Exit is in the middle at the top; a pair of Portals link the top-left and bottom-right corners; the top-right and bottom-left corners are fenced-in with Passthru Walls.

+-----+

| Solution \

+-----+

Come down and right onto the Confusion Pickup. Press DOWN to escape, going all the way up to the Appearing Wall, then LEFT to get on solid ground.

NOTE If you're not bothered about the absolutely best time, simply wait here for the effects of the Confusion to wear off. You'll still easily be able to get the Gold Gem if you wait.

Nip up through the Disappearing Wall above you to open it, then come down to the Stone and push it up as far as it goes, then left and up through the Disappearing Wall to the top. Pull it to the right, then run to the centre, out through the arch and back to the right, coming down through the first Passthru Wall (pushing the Stone down). Push it all the way left into the Portal, following close behind it.

NOTE I suggest you tap one of the Shoulder Buttons twice to spin the view around. The directions below assume you've done this.

Continue to push the Stone all the way over to the right, pausing to open the second Disappearing Wall that is a mirror-image of the first. Push the Stone down through the Passthru Wall and onto the square where the Bucket currently stands, and then into the Lava: cross for the first Gem and return.

You now repeat the same process for the Bucket: push it up, across and through the Disappearing Wall, manoeuvre it around and through the Portal (spinning the view back round again) and then down and across into the Water.

Collect the second Gem, then go up through the Disappearing Wall and across to the Exit.

+-----+

| Gold Gem \

+-----+

The above strategy should get the Gold Gem with ease, even if you wait for the Confusion to wear off. For the best time though, you need to start manoeuvring the Stone while confused.


```

=====
W6L19      Trapped Chubbchubbs                Time  200      Unlock  1319
           (The ChubbChubbs!)                 Gold   42      Gems    4
.....

```

```

. . . . .
|/                                     \|
|  Find the Gems and unblock the Doors being   |
|  guarded by Boris.                           |
|\                                             /|
. . . . .

```

```

+-----+
| Layout  \
+-----+

```

You start in the middle, next to an Invincibility Pickup. To the north, south, east and west are pools of Lava. On the far side of each pool is a two-square construction housing a Stone (each hiding a Gem) and a ChubbChubb, and with a Zyzak patrolling each one.

The Exit is beyond the structure to the north, and is guarded by Boris, who's currently blocked in by closed Doors; Toggle Switches controlling these doors are below each of the ChubbChubbs, except the northern one.

```

+-----+
| Tactics \
+-----+

```

The "secret" is knowing the make-up of the walls around the Stones and ChubbChubbs -- there's a Passthru Wall letting you in on the outside of each one; the wall on the right (when facing the Passthru Wall) is a Disappearing Wall that lets you out. All the others are Appearing Walls.

As far as I can tell, the Invincibility Pickup is a red herring.

```

+-----+
| Solution \
+-----+

```

NOTE If you move continuously from the start, you will neatly miss all the Zyzaks as you enter and leave the structures.

Down one square then across to the left, moving up so that you can turn right into the Passthru Wall of the left-hand structure. As you enter, you push the Stone right, displacing the ChubbChubb, opening one of the Doors near Boris, and collecting the Gem. Come down through the Disappearing Wall as far as you can and turn right to get to the bottom of the southern structure. Repeat the move, entering through the Passthru Wall and leaving via the Disappearing Wall on the right. Do the same with the structure to the right of the start.

As you leave this, heading north, you will see Boris is free, and the path to the Exit is open. Turn left just past the twisted tree (one square earlier than "ideal" to avoid Boris) then zig-zag up one square to enter the last structure from the north (getting the last Gem).

The safest thing to do as you emerge to the left is to circle the Lava: down, right and up. A quick side-step should see you safely to the Exit.

+-----+
| Gold Gem \
+-----+

The above, especially if done in one continuous move from the start will get you the Gold Gem with so much time to spare it's almost unbelievable!

```
=====
W6L20      Escape From Boris          Time  60      Unlock 1321
           (The ChubbChubbs!)         Gold  13      Gems   3
.....
```

```
.....
|/                                           \|
| Time the ChubbChubbs to get rid of Boris. |
|\                                           /|
.....
```

+-----+
| Layout \
+-----+

You start at the northern of a passage formed from Appearing Walls and other obstacles. A Trailing Wall to the north leads to a Switch that triggers a ChubbChubb (further north; out of sight); beyond the Switch, a closed Door keeps Boris at bay. The Passthru Wall to the south leads directly onto the Switch that opens a Door and free Boris.

Further south are the level's three Gems, with a Haste Minus between the second and third. These bring you to an area that opens out east and west, with a row of Appearing Walls at the top and Switches at either end (that close Doors adjacent to the Switches).

Through another tunnel south is the Exit -- across a pool of Water and blocked by half-a-dozen Buckets.

+-----+
| Tactics \
+-----+

I have to confess I have NO idea what the Hint is talking about: for a start, I can only see one ChubbChubb, and secondly, I can see no way for that one to get to Boris...

+-----+
| Solution \
+-----+

...but I didn't let that bother me. Run straight down the middle, collecting all the Gems and head through the tunnel towards the Exit. Step to one side (it doesn't matter which) and push one of the outer pair of Buckets down one square. Press LEFT or RIGHT then go up to the corner and wait.

NOTE Because of the "auto-run" effect of the Haste Minus, you need to try turning to one side or the other before moving to the corner, otherwise you'll pull the Bucket back behind you.

Wait for the effect of the Haste Minus to wear off, then cross to the opposite side and push the other outer pair of Buckets down. Push the upper Bucket of the middle pair to the side, then come down, using the lower Bucket to bridge the Water to the Exit.

+-----+
| Gold Gem \
+-----+

The above should just get you inside the Gold Gem time limit. You can shorten the time slightly by moving slightly before the Haste Minus wears off -- just before the Gold Timer ticks from 5 to 4 should do it.

```
=====
W6L21    Boris's Tough Luck           Time 200      Unlock 1325
         (The ChubbChubbs!)           Gold  36       Gems   3
.....
```

```
. . . . .
|/                                     \|
| Find a safe way to keep Boris from moving. |
|\                                     /|
. . . . .
```

+-----+
| Layout \
+-----+

Boris is trapped in the middle of the start area by four Buckets; two Stones lie off to one side. To the east, south and west are three anterooms separated from the central area by a small pool of Water. The eastern anteroom contains another Bucket; the southern and western anterooms contain two more Stones. Both the Stones and the Bucket conceal Gems.

The Exit is to the north, separated by a small pool of Lava and two Doors; the Doors being controlled by Switches under the Buckets to the north and south of Boris.

+-----+
| Tactics \
+-----+

You need to visit each of the side areas for the Gems, therefore you need Buckets to cross the Water. As there are only Stones free, you must swap the Stones with the Buckets trapping Boris (without letting him get free). In performing the swapping, you must ensure you trigger the Switches under the northern and southern Buckets to open the Doors to the Exit.

+-----+
| Solution \
+-----+

Push the Stone in the top-right down then across to the left so that it replaces the Bucket above Boris (and opens one of the Doors leading to the Exit). Push the two Buckets on the left down, then the two on the bottom across to the right (opening the second Door by the Exit). Push the second Stone up and across to the right so that it replaces the Bucket below Boris.

Push the bottom right-hand Bucket up two squares, right, down and right so that it bridges the Water to the eastern anteroom. Push the Bucket inside out as far as you can, then down twice, left three squares, down, right and down to bridge the Water to the southern anteroom.

Push the Stone there up as far as possible, then one square right and two squares up to replace the Bucket to the right of Boris. Push the very top Bucket three squares to the left, then down, left, down and left to bridge the Water to the western anteroom. Push the Stone all the way out, up two squares, then right, up, right and up into the Lava.

Cross the Lava for the Exit.

+-----+
| Gold Gem \

-----+-----
There's a lot of "fiddly" Bucket-pushing in this level, but if you take it at a steady pace and don't make any big slips, you should be OK for the Gold Gem.

W6L22	Let's Be Friends	Time	120	Unlock	1395
	(The ChubbChubbs!)	Gold	33	Gems	3

.
|/ \ |
| Use the Stones to change the Zyzaks' path. |
| Watch out for Boris. |
|\ / |
.

+-----+
| Layout \

-----+-----
You begin in the middle of four Rollover Switches; to either side is a pen of Appearing Walls (with one Passthru Wall to let you in but not out), a Zyzak and a Stone. Between these is a Gem on a Small Trap. To the north are three Passthru Walls, with Small Traps in front of each -- the four Switches release the four Traps.

The left and right Passthru Walls lead to a single-square cell with a Gem in each; each has a second Passthru Wall leading back out and two Appearing Walls. The middle Passthru Wall leads between the two cells to a fifth Rollover Switch; this controls a fifth Small Trap that is currently trapping Boris. Behind Boris, a pool of Lava has the Exit on an island in the middle.

+-----+
| Tactics \

-----+-----
You need to keep the various Small Traps open while you collect the Gems and move through to Boris's area. You'll need one of the Stones to bridge the Lava to get to the Exit. Getting the Stone into right bit of Lava needs a little thought -- perhaps Boris can help?

+-----+
| Solution |

The Hint is probably implying that you should carefully move the Stones around to make the Zyzaks help you by walking over one or more Switches... I personally found it much easier just to use the Stones and more-or-less ignore the Zyzaks.

NOTE If you do the first manoeuvre without delay, the Zyzaks will fall neatly into position as described. If not, you may have to step back out of their path until they're in the correct place.

Come down two squares and head left, below the Stone, then up so you can push it right onto the lower-left Switch. Immediately come down and across to the right, then up behind the right-hand Stone. Push it once to the left, and the Zyzak -- which should be just above the Stone -- should turn around and begin circling the pen above. Push the Stone again onto the lower-right Switch.

NOTE It doesn't really matter if the Zyzak is elsewhere and doesn't end up in the pen; all you need to do is isolate the Stone from the Zyzak.

Head up and collect the Gems from within the cells behind the outer two Passthru Walls -- the Stones keep the Wall Traps deactivated.

NOTE Be careful not to trigger the Appearing Wall at the back of the right-hand cell -- you'll need it un-triggered in a moment.

Come straight down after emerging from the left-hand cell; as you step onto the Switch, push against the bottom Appearing Wall so that it pops-up. Carry on down and push the left-hand Stone up and left onto the lower-right Switch -- this will let you collect the Gem in the middle in safety.

Push against the Stone to pull it away from the wall, then push it across two squares to the right then up, through the Passthru Wall, and out through the Appearing Wall on the other side.

NOTE Make sure you push against the Appearing Wall you've just pushed the Stone through -- you will need it to have "popped up" shortly.

Come down to the right-hand Stone and push it up and right onto the upper-right Rollover Switch -- this will keep the middle Small Trap open. Head over the Trap and through the middle Passthru Wall into Boris's area. Step forward onto the Rollover Switch -- this will release Boris, so step to the left and around the back of the Small Trap to trap him again.

Cross behind the trapped Boris and pull the Stone away from the Appearing Wall. Push it across to the centre, so it's between the Switch and Boris, then step onto the Switch: this will release the Trap, but Boris will stay where he is.

Step to one side, pause slightly, to draw Boris towards you then back onto the Switch. Wait until Boris starts to come down onto the square next to you, then push the Stone north... just as it appears you're going to get caught by the Small Trap, Boris will come to the middle and step on the Switch.

You can now push the Stone into the Lava and cross for the Exit.

+-----+
| Gold Gem \
+-----+

The above should get you the Gold Gem without any real trouble -- in fact, with up to 10 seconds left on the timer if you're quick!

```
=====
```

W6L23	Zyzaks Escape	Time	120	Unlock	1401
	(The ChubbChubbs!)	Gold	58	Gems	6

.....

```
.....  
|/ |  
| Guide the Zyzaks into the yellow Tolgate room. |  
|\ |  
.....
```

+-----+
| Layout \
+-----+

You start just in front of a ChubbChubb in the middle of a large area surrounded by Appearing Walls, with a path running around the outside. In front of you are a Blue Gem and a Toggle Switch.

To the west, east and south are three areas protected by Blue, Green and Red Tollgates respectively. Each area contains two Zyzaks circling a Gem; respectively, Green, Red and Yellow. The Yellow Gem, in the southern area, is hidden below a Stone.

To the north, a Yellow Tollgate leads to the Door controlled by the Switch in the middle. Beyond this is a strip of Lava leading to the Exit room. This contains three Spore Traps; one directly in front of the Exit, and two to either side with a Gem in the middle of each.

+-----+
| Tactics \
+-----+

To open the Yellow Tollgate, you obviously have to start with the Blue Gem from the middle and then visit the western, eastern and southern rooms in order. Unfortunately, this leaves a lot of Zyzaks milling around...

NOTE This is another level where I do the complete opposite of what the Hint suggests -- I assume that after you've freed all the Zyzaks and opened the Yellow Tollgate, you're supposed to try and use the Switch to trap all the Zyzaks in the northern area before using the ChubbChubb to blow them all up.

However, I found the solution below first, and it seems much simpler and quicker than any "official" alternative might be, so I've not bothered looking for it.

Keep in mind that the Door beyond the Yellow Tollgate is open if the Switch is white (with a purple ring); if the Switch is blue, the Door is closed.

+-----+

| Solution \

Without pause, run up for the Blue Gem, then across one square and come south past the ChubbChubb. Nip back to the centre line and run round to the Blue Tollgate on the left. If you've not paused, you should be able to shoot straight in, collect the Green Gem and come back out while avoiding the Zyzaks.

Come around the path to the top, past the Yellow Tollgate and on to the Green Tollgate on the right. If you've still not paused, pause here for a fraction before shooting in and grabbing the Red Gem. Come straight back out and head down around the path to the Red Tollgate.

Enter, keeping an eye out for the Zyzaks, and circle between them in a clockwise direction until you get to the bottom of the Stone. As the last Zyzak leaves, push the Stone up five squares, just south of the ChubbChubb (DON'T knock the ChubbChubb!)

Push the Stone one square left, up three squares (level with the Question Mark) and right back to the centre. Come around and stand to the left of the Toggle Switch -- if you've got the timing right, a Zyzak should just have stepped over it, turning it from blue to white-with-a-hint-of-purple.

Nip through the Yellow Tollgate to open it, then straight back over the Switch. Toggle it again back to blue (so the inner Door is closed) and wait a few seconds as a pair of Zyzaks come stomping around from the left. With the Door closed, they will continue on their way. Once passed, step on the Switch (white/purple) to open the Door and push the Stone north, through the Doors and into the Lava.

Cross the Stone to enter the northern room, then grab the Gems from the two Spore Traps in the corners before heading for the Exit (via the last Spore Trap). Although the Door is still open, there should be a sufficient gap in the Zyzaks' stomping for you to do this safely.

+-----+
| Gold Gem \

The above comfortably gets the Gold Gem.

+-----+
| Speed Run (31.17s) \

For my first attempt at a speed run, I shaved around five seconds off my best time: do all the above until just after opening the Yellow Tollgate. Instead of closing the Door and waiting for the two Zyzaks to pass, immediately push the Stone north, into the Lava, then dive for the top-right Spore Trap. The pair of Zyzaks will have entered by the time you're released, so make your way over to the left Spore Trap carefully. A third Zyzak will enter while you're waiting to dive through the Exit, but the left-hand Spore Trap will delay it enough.

Good though this time is, I suddenly realised that as we're not using the ChubbChubb, why not push it to one side so there's a clear run when pushing the Stone? With this in mind:

- o At the start, come all the way up to the Switch before turning to the side and coming back down (this gets the Switch "in synch" for later).

- o On the way back down, nudge the ChubbChubb to one side as you move back onto the centre line -- it will shoot off shortly, leaving the middle clear for the Stone.
- o Carry on much as above, except there's no need to pause at either the Blue or Green Tollgates, since going on to the Switch used up a little time.
- o At the southern (Red) Tollgate, enter as soon as you can and step around clockwise to the south as before. However, instead of waiting for both Zyzaks to leave, begin pushing the Stone north while the second one is still in the room.
- o As you near the northern end, run around in front of the Stone to open the Yellow Tollgate.
- o Resume pushing the Stone straight up and into the Lava. Start with the upper-left Spore Trap before moving to the right-hand one and the Exit.

```
=====
W6L24      Scare the Zyzaks                Time  200      Unlock 1465
           (The ChubbChubbs!)             Gold   38      Gems    2
.....
```

```

. . . . .
|/                                     \|
| Use the ChubbChubbs to change the path of the |
| Zyzaks.                                       |
|\                                             /|
. . . . .
```

```
+-----+
| Layout \
```

```
+-----+-----
The level is completely symmetrical left-to-right. Either side of you are Small Traps holding the level's two Gems. There are two ChubbChubbs below the Traps, and a pair of Zyzaks circle a pair of structures further out.
```

Not quite touching these structures, a line of Appearing Walls leads out and down, past another pair of ChubbChubbs to two enclosed areas; these contain the Rollover Switches that release the Small Traps.

```
+-----+
| Tactics \
```

```
+-----+-----
To get the Gems, you need to get the Zyzaks to walk over the Switches. However, just getting them to follow the line of Appearing Walls isn't enough.
```

```
+-----+
| Solution \
```

```
+-----+-----
Step down, between the two ChubbChubbs, and wait. As soon as you see the right-hand Zyzak appear on the right, push the ChubbChubb to your right across one square, up to the arrow, across three squares and down one.
```

NOTE If you move the ChubbChubb too soon, it will take off and

explode, taking out the Zyzak. If you leave it too late, you or the ChubbChubb will leave the Zyzak stranded.

Come back up, left and down to the right of the Small Trap as the Zyzak makes its way around the Appearing Walls. Come above the lower ChubbChubb and shortly before the Zyzak gets below it, push it down and through the Appearing Wall -- this will divert the Zyzak into the area that contains the Switch. Come up and grab the Gem from the right-hand Small Trap.

Repeat the same procedure on the left-hand side of the level to collect the second Gem, then head down the middle to the Exit.

+-----+
| Gold Gem |

The above should complete the level in well under the Gold Gem time.

```
=====
```

W6L25	Zyzak Patrol	Time	240	Unlock	1529
	(The ChubbChubbs!)	Gold	25	Gems	1

```
.....
```

```
.....  
|/ |  
| Use the Buckets to get to Invincibility. |  
|\ |  
.....
```

+-----+
| Layout |

This level consists of four areas formed from Appearing Walls and Passthru Walls: two are side-by-side (with a passage between) at the north of the level; the other two are similarly situated to the south. In between is an area of Quicksand, patrolled by three Zyzaks.

There are two Portals to each side of the Quicksand that lead to the centre of the four walled areas: the upper-left Quicksand Portal leads to the lower-right area; the upper-right Quicksand Portal leads to the lower-left area, and so on. The Portal in each of the four areas leads back to the Quicksand Portal directly above or below the area (i.e. the upper-right area's Portal leads to the upper-right Quicksand Portal).

The two lower areas and the upper-right area each have a Bucket; the upper-left area is filled with Water and has an Invincibility Pickup on an island away from the Portal.

Finally, the level's only Gem is tucked away in a dead-end on the Quicksand, meaning you cannot get it normally and not sink. The Exit is to the north of the upper areas.

+-----+
| Tactics |

The positioning of the Gem means you will need the Invincibility Pickup to get

it; you must therefore cross the Water in the upper-left area.

The first thing to do is get totally familiar with the way the Portals are linked. This becomes vitally important in moving the Buckets around to get them to the upper-left area where they are needed.

+-----+
| Solution \

+-----+-----
NOTE The solution isn't time-critical, unless you're trying for the Gold Gem. I'll describe it below as if you're going for it (e.g. telling you when to nip in front of a Zyzak). If you're just after a basic solve, just take everything at a more sedate pace.

Run right and come down through the Passthru Wall at the corner of the Quicksand, then turn right to enter the upper Portal. You emerge in the lower-left area, where you should push the Bucket up and right into the Portal.

DONT follow the Bucket through the Portal; instead, go up and right, through the Passthru Wall, and up the central passage to the southern edge of the Quicksand. Turn left and go up through the Passthru Wall at the corner, turning left to push the Bucket through the lower Portal, following it through to the upper-right area.

Come below the left-hand Bucket and push it up two squares (into the corner), then push the other Bucket across and down into the Portal (you can just see it appear and drop into the Water to the left). Return to the first Bucket and push it north, through the Appearing Wall, and out of the area. Leave through the Passthru Wall on the left, then come up, push the Bucket two squares to the right and back through the Appearing Wall.

NOTE You MUST make sure you push against the Appearing Wall so that it pops up.

We now need to get back inside the area ourselves: run down the middle passage and turn left to the corner of the Quicksand. If you've been going at top-speed, you will JUST be able to nip down in front of the Zyzak and turn left back into the lower Portal.

Come up and right between the Bucket and Portal then pull the Bucket down, away from the wall. You'll pop through the Portal, straight through another one below where you come out, ending up in the Water-filled area (on the submerged Bucket below the Portal). Head straight up into the Portal, emerging left of the Quicksand, then come down through the Portal below to finally get back to the upper-right area.

Come above the Bucket and push it down through the Portal. Follow it through and carry on down the submerged Buckets to the bottom. Turn right to collect the Invincibility Pickup and come back to the central passage. Run down (ignoring any Zyzaks -- you're Invincible) to collect the Gem, then run up to the Exit.

+-----+
| Gold Gem \

+-----+-----
The above, if done without mistake or pause, will just get you the Gold Gem with a second or two to spare.

```
()=====()
||                                     ||
||           O D D S  and  E N D S     ||
||                                     ||
||           [ODEND]                   ||
||                                     ||
()=====()
```

=====
After the Game
.....

To be honest, I was slightly disappointed at the end of the game; finishing the last level merely gives the short message:

```
. . . . .
                You've completed the game!
. . . . .
```

while getting Gold Gems for all levels doesn't give even a congratulatory message.

Depending on how aggressive you've been in trying to get the best times, there's a lot of potential replayability, trying to reduce your total time.

=====
Cheat Codes
.....

At the main Level Selection screen, press both Shoulder Buttons at the same time and you should see a CODES screen, with space for up to eight characters. Use UP and DOWN on the D-Pad to cycle through the letters A to Z and the digits 0 to 9; use LEFT and RIGHT on the D-Pad to change between the eight spaces. Press X when ready to activate the code.

The following codes can be entered:

INVINC1 Turns on Invincibility -- this is like having a permanent Invincibility Pickup: you will not be harmed by Monsters; caught in Traps; and can freely roam across Water, Lava and Quicksand.

In addition to the normal powers of an Invincibility Pickup, you can also open Tollgates without having had to collect the requisite number of Gems. This last ability is of only of partial use, since to complete a level, you will still need to collect the Gems at sometime.

Remember, you can still get delayed by a Trap that is already triggered, or is triggered by a Monster if you're already in it. Invincibility only stops you TRIGGERING the Trap.

INVINC0 Turns Permanent Invincibility off.

ANYLVL1 Allows you to play any level of any world, even if you haven't

got sufficient Gems to unlock it normally.

ANYLVLO Turns Any Level Selection off.

=====
Permanent Invincibility Run (0:49:01.60)
.....

Out of curiosity, once I'd completed the game, I took a copy of my Game File, turned on Permanent Invincibility, and replayed all levels.

The first thing you notice is that there are quite a few levels where Invincibility doesn't actually help; these tend to be levels that involve dexterous Crate manoeuvring (e.g. Security Code), or have lots of physical barriers (Invincibility won't get you through Doors that need to be operated by Switches). Having said that, there are many more levels where Permanent Invincibility can DRASTICALLY reduce your time, for example:

Level	Normal	Invinible	% Saved
-----	-----	-----	-----
Scare the Zyzaks (The ChubbChubbs!, #24)	32.20	2.40	92.5
Bridge (Broken Ruins, #40)	386.37	30.73	92.0
Meeper's Bucket (The ChubbChubbs!, #06)	22.77	2.00	91.2
Ice Symbols (Snowy Daze, #06)	49.73	4.60	90.8
Zyzak Patrol (The ChubbChubbs!, #25)	23.13	2.20	90.5
Mellow Meow (Zen Garden, #16)	31.53	3.20	89.9
Catdragon Dance (Snowy Daze, #10)	41.77	4.50	89.2
Statue Catch U (Desert Oasis, #07)	29.33	3.20	89.1
Outsmart Boris (The ChubbChubbs!, #05)	16.40	2.00	87.8
Martial Push (Zen Garden, #17)	44.47	5.60	87.4
Ghost in the Trap (Desert Oasis, #03)	10.80	1.40	87.0
Water Pass (Zen Garden, #04)	25.47	3.40	86.7
Bucket Guarding (The ChubbChubbs!, #11)	18.83	2.60	86.2

NOTE In the above table, the "% Saved" is the time saved using Invincibility, expressed as a percentage of the original time; thus going from 100s to 30s would save 70s, and the gain would be 70%. Going to 10s would be a saving of 90s, or 90%. A value of 100% would imply solving the level in zero time (and is thus impossible).

Overall, my total Play Time for all levels went from around one and a half hours when playing normally to under fifty minutes with Permanent Invincibility turned on.

One interesting consequence of Permanent Invincibility is that it is possible to get more than the maximum number of Gems! On "Destiny" (Level 29 of World Two, "Broken Ruins") there are four paths you can choose between, each containing the five Gems needed to complete the level.

Although the four paths share a common start area and a common end area (where the Exit is), they are normally mutually exclusive. Trailing Walls lead from the common start to each of the paths, so you cannot return and choose a second path that way. Tollgates lead to the common end, so -- since you don't have the right Gems -- you cannot go "back" along any of the other three paths.

However, with Permanent Invincibility's added power of being able to go through locked Tollgates, you can now travel along all four paths, collecting

20 Gems instead of the required five. I was pleasantly surprised that Frantix copes well with this during the level itself -- while traversing the first path, the Gem Count (shown in yellow) counts down to zero as normal. As you collect extra Gems, it turns blue and shows "+1" through to "+15".

Even if you've already completed the level normally (getting five Gems), you can still get the extra fifteen Gems by playing the level a second time with Permanent Invincibility turned on.

Thus, playing normally, I finished:

Total Gems	1600/1600
Gold Gems	185/ 185
Total Time	1:33:56.63

Whereas with Permanent Invincibility turned on; being reasonably aggressive going for the best time on most levels where Permanent Invincibility affects play, but not bothering much with those levels where it has no effect, I got:

Total Gems	1615/1600
Gold Gems	185/ 185
Total Time	0:49:01.60

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Curious Things
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A small collection of curious quirks to do with Frantix... if you notice anything else that fits this category, please let me know.

+-----+
| When Gold Is Generous \
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There are three levels where, at the start, the time allowed to get the Gold Gem is more generous than the normal Level Timer.

Two of these, "Timed Oasis" and "Timed Run", are simply because you need to collect Time Boost Pickups to be able to complete the level:

Level	Level Timer	Speed Boosts	Effective Time	Gold Time
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Timed Oasis	30	+60	90	84
Timed Run	5	+30	35	19

The third example, though, is more interesting. In "Slow Train", there are NO Speed Boosts to collect, yet the basic Level Timer is 26 seconds, while the Gold Gem Timer is 27 seconds. You have one second MORE to get the Gold Gem than to just complete the level! What this means, of course, is that if you finish the level (i.e. within the basic Level Timer), you are GUARANTEED to get the Gold Gem!

Ignoring the training level in Tutorialandia, there is one other level with a Time Boost ("Water Polo Folo"), but this has the normal Level Timer longer than the Gold Gem Timer (and shouldn't really need the Time Boost to be used anyway).

+-----+
| Surplus Gems \
+-----+

The situation can only occur if you use the Cheat Codes to turn on "Permanent Invincibility" (see above), and only on one level ("Destiny" in "Broken Ruins", World 2 Level 29), but "Frantix" copes perfectly if you manage to get MORE gems than you need for a given level (the normally yellow "Remaining Gems" count turns blue and shows as "+1" up to "+15"). As a programmer myself, I give Killer Game full kudos and a cookie!

+-----+
| Timer Resolution \
+-----+

Although Frantix displays times (best time for a level, total time for all levels) to the nearest hundredth of a second, it seems to keep these times to greater precision internally. This can lead to rounding errors if you add up the individual times for all levels and compare it to the total time displayed on the main screen (for my main game it showed 1:33:56.63, but adding up all 185 level times gave 1:33:56.64; for my "Permanent Invincibility" run, the total shown was 0:49:01.60, but the levels added up to 0:49:01.56).

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Acknowledgements
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WARNING

The acknowledgements may contain spoilers!
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I have tried, as far as possible, to ensure that all the solutions above are my own; for example, I deliberately avoided looking at ThisisD7's partial walkthrough (except for one level, noted below). However, there were several levels where I got stuck, and had to ask for help on the GameFAQs boards. Where possible, I have noted the help I got below. If I have missed crediting anyone, please let me know and I'll issue an update as soon as possible.

- o Lavaliscious, Broken Ruins (World 2, Level 35)
"nyn-" (from GameSpot) provided me with the vital clue that one Stone Block needed to be pushed back to the starting island.
- o Lucky Cat, Zen Garden (World 3, Level 11)
I needed help from messages on GameFAQs, and specifically "ThisisD7"'s Walkthrough, to get the trick of nudging the Missile to face in the opposite direction.
- o Foil the Gargoyle, Zen Garden (World 3, Level 21)
I solved the level on my own, but again needed "nyn-"'s help (to get the timing right) to do so within the Gold Gem time.
- o Paw of the Puma, Zen Garden (World 3, Level 34)
Without help on this level; I wouldn't have realised that you don't need to be directly in front of a Puma to stop it in its tracks.

Unfortunately, I've lost the name of the person from GameFAQs who helped me; if it was you, please let me know so that I can give you proper credit.

- o Maze of the Fox, Snowy Daze (World 5, Level 24)
After struggling for a while, "jimafe" gave me the correct starting sequence for this level, although I differed from his solution once I'd got going.

Thanks also to CJayC and all behind GameFAQs for making it the place it is.

Finally, thanks to Sony Online Entertainment and Killer Game for, well, a "Killer Game"!

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Revision History
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+-----+
| Version 1.1, 28th June 2006 \

- +-----+-----+
o Updated my Legal section after deciding to allow more places to host the guide.

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| Version 1.0, 19th June 2006 \

+-----+-----+
Initial released version.

- o When first playing through the levels, even before I decided to write this guide, I tried to get the Gold Gem on all levels (I'm like that); once I started writing, I was even more keen on getting all Golds. When I got nearly to the end (just "Bridge" and "Upon a Riddle" to go), there were about three or four levels for which I hadn't got Gold.
- o With just the above two levels left (and, to be honest, while having some difficulty with "Upon a Riddle"), I concentrated on finishing this document. With the guide virtually finished, I returned to the last two levels and completed them (both, luckily, under the Gold Gem time).
- o Next, I spent a little time on the "Permanent Invincibility" run (using the Cheat Code), turning around one and a half hours into under 50 minutes. Finally, on my "proper" run, I managed to get Gold Gems for the last two levels that had eluded me so far ("Enter Da Catdragon" and "Funky Push").

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|| The End ||
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