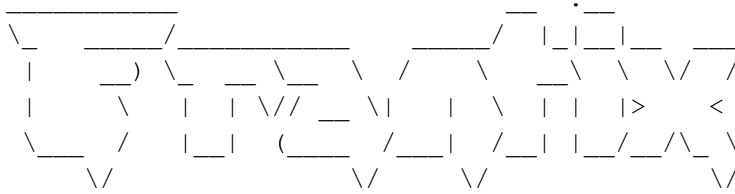


Frantix FAQ/Walkthrough

by D7

Updated to vFinal on Jan 31, 2006



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* Version Information *
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1.0 FINAL - Read below

0.2 (10/06/05)

- Added more of the walkthrough

0.1 (10/01/05)

- Started writing FAQ

***NOTE: I can't update this guide anymore due to me not having this game anymore. If anyone wishes to finish up my faq feel free, also to beat Luv-O Luv-O you need to walk up 1 space to the left 1 space and up again 1 space. You should be facing the block that connects the 2 sides of the heart together. push that to the right and RUN around the heart grabbing all the gems. DON'T TOUCH ANYTHING or you won't be able to make it in enough time. Got it? Also I've uploaded my game save onto gamesfaq. Use it or not doesnt matter. Sorry I can't finish this faq its a very underrated game good luck and if you'd like to use anything in the faq go ahead just make sure you give me credit please.

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If there's a question you would like to ask me or something to contribute to this guide email me at:

Teamendorphins (at) gmail (dot) com

Please put something in the subject line so I don't delete it.

This FAQ is only for display on the following sites:

www.GameFAQS.com

www.CheatCC.com

www.NeoSeeker.com

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* 2. Overview *
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FRANTIX offers frenzied puzzle-solving action over more than 150 challenging levels with power pick-ups, and a diverse array of monsters and unique obstacles. The game features quick-paced action, surreal environments and challenging levels with deadly traps and dangerous hazards.

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* 3. Walkthrough *
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Note: I'm not done with the game yet so this walkthrough is no where close to being done.

3a. Tutorialandia

Gems & Exit

This is the first level it's pretty easy. Run around grab the gems and the left and right then go down to the left and right corner and grab both those gems and then walk to the center and go through the columns and keep going straight until you see a spinning card in the air. Go up to that and you've completed the level.

Gates & Gems

This level focuses on gates and gems (seriously). Basically you need to grab a certain color gem before entering that gate. So as soon as the level starts pick up the red gem and move over to the red gate and walk through it. Walk down and pick up the yellow gems and walk back up and out. Walk into the yellow gate go down pick up the green gems and walk back up and out. Walk into the green gate go down pick up the blue gems walk back up and out. Walk into the

blue gate walk in and touch the spinning card.

Water & Crate

This level looks kind of confusing at first but once you get the hang of it you'll have no problem. Move one crate in the middle then put the other crate either behind that or in front. And push the 2 crates together forward. One crate will fall into the river making it now possible to walk over and pass. Keep pushing the other grate, grab the blue gem then go back to pushing it forward until that also falls into yet another river making that possible to cross and then hop into the spinning card

Quicksand

There are 3 gems in the middle of quicksand. You need to run (and keep running) to the gems grab them and then run forward and to the spinning card to beat the level. There's many ways to complete this level all I can say is keep trying you'll get it.

Lava & Block

This level is probably one of the easiest levels in the Tutorialandia world. You have 2 crates and a nice flowing lava river. Push 1 crate into the lava step across and grab both green gems. Take the crate on that side and push it back over to the lava river step across walk into the spinning card.

Pick-Ups

This level basically goes over the different things you can pick up during the game to either help or not help you. The first one is "Haste Boost" which doubles your speed for 5 seconds. So starting on that grab it and pick up all the red gems then walk into the red gate. Next you'll run into "Haste Minus" which slows your speed for 5 seconds. Grab it and run around picking up the red gems walk through the red gate. Next we have "Time Boost" which increases your remaining time by 30 seconds. So grab it pick up the red gems and run through the red gate. And finally we have "Invincibility" which yes you guessed it. You can walk through hazards, traps, and monsters for 5 seconds. Grab it walk through the water to get the gem and walk into the spinning card.

Traps and Things

This level shows you all the various traps and things you can possibly walk into. None of these will hurt you. Wall traps get you stuck for ever (seriously) but Earth Traps let go of you in 3-4 seconds. So walk forward and into the rock trap. Wait for it to open and walk forward grabbing the yellow gem and going forward again into yet another rock type trap. Wait for it to open. Walk through and grab the gem now before walking straight walk over to the switch and trap switch and hit it so this wall trap doesn't go up anymore. You'll know when you did it because the trap will turn brown. Walk through grab the 2 yellow gems and walk over to the trap switch and hit it. Walk through to the spinning card.

What Wall?

This level is pretty easy. You'll see a wall that you can't pass. Walk up to the 2nd card from the right and walk into it. The card should move (if not then it 痴 your other right) You'll then see a catdragon. Wait for him to pass by you and grab the blue gems and turn around then wait again for him to pass walk through and back through the card then up to the spinning card and your done.

One Way Street

This level shows you what "Trailing Walls" are. Basically they allow you to pass through them but only once. So on with the level. Walk behind you and grab the green gem and walk back around grab the 2 gems. Notice when you got the 2 green gems you can't walk back through the door. That's a trailing wall. Again we have our dear friend catdragon, same thing as last time...wait for him to pass you walk forward grab the gems, walking forward you'll see the spinning card and 2 other doors. Those doors are called "Passthru Walls" which allows you to pass through them in one direction only. So go through the one on the bottom grab the gem and walk through the one on the top and walk up to the spinning card.

Tred Carefully

This level looks pretty hard but seriously just work quick and you'll do fine. Starting the level you'll have two of our lovely catdragons running back and forth. Wait for the first one to go to the side your not on. Grab 1 of the yellow gems and wait for him to pass you then grab the 2nd gem and get out of there avoiding him of course. Walking over to the other side do the same thing. Grab the blue gem in the middle. Next run by the 2nd catdragon and straight to the spinning card.

Portal Dragons

This is one of my favorite levels of Tutorialandia. You'll see 2 catdragons jumping in place. Carefully walk around them picking up the gems. Walk down and you'll see a portal. Walk through but be careful there痴 another catdragon jumping in place as soon as you get to the other side. Go behind him grab the gem and get out through the portal. Then walk up to the other portal again being careful cause there痴 yet another catdragon jumping in place. Walk around him and go to the spinning card.

Buttons and Things

Ok this level is a little tricky but its do able. First go to your right and step on the button that will open the door in front of you. Walk down there and grab the blue gem then walk back up. Don't step on the button. Go down and follow the road to the green gem come back up. Now here's the tricky part. First take the crate and move it forward over the button. Then while the catdragons run back quickly push it back 1 quickly. 1 catdragon will stay on the crate the other will run back and jump in place but there痴 enough room for you get behind him and grab the gem walk back up walk past the crate and the other catdragon and grab the last gem. Finally walk back up and into the center room and into the spinning card.

Foxy Fox

This level is beyond easy. The fox follows everything you do so walk back and forth about 2-3 times you'll notice a gap between u 2. Walk through grab the 4 gems and then through the center and there痴 your spinning card.

Bombs & Missiles

This level shows you the how to use bombs and missiles to kill catdragons. There are 4 gems behind catdragons. Starting at the left push the bomb and missile down as far as you can go then run back up quickly. Wait for it to explode and grab the gems walk to the right. There痴 a switch before the top

right missile. Step on it and move away. Going down walk you^值 notice there^痴 no bomb there. Walk farther down and you'll see the bomb near the catdragon, touch it and walk away wait for it explode.come back down grab the gem walk back up to the top where u hit the switch grab that gem then walk into the center spinning card

Droplet101

This is the last level in Tutorialandia. Turn around and grab the blue gem. Then you'll see another 3 gems go get them but careful cause the fish will eat you or you'll fall into the water. Walk quickly and don't turn around. Finally through the center and there^痴 your spinning card. Congratulations you beat Tutorialandia!

3b. Broken Ruins

Crate in Brook

When you start this level take 1 step to the left and hit the switch. You'll notice you can now walk through the door above you. Walk into that room and push the crate back through the other room hit the switch so the other door opens. Keep moving the crate into the next room and finally push it into the river. Grab the blue gem and cross back over the crate. Walk back up to the next room and hit the switch so the top door opens and go to the spinning card.

House of Bling

Go up and to your right then on the top you'll see a room with a 12 red gems. Grab them and come back down to where you started. Walk through the red door and grab the green gem. Then walk down and to your left. On the bottom you'll see a room with green gems. Grab those and come back up walk through the green door and grab the yellow gem. Walk up and to your left and on the top you'll see yet another room with yellow gems. Grab those come back down go through the yellow door. Grab the blue gem and finally walk back down and to your right. You'll see another room with blue gems. Grab those and come back up walk through the blue door step on the switch and walk into the spinning card below.

Secret Shrooms

First grab the blue gems around the crate then push the crate down to the blue doors and put the crate over 1 of the rollovers. You'll notice that one of the doors to the portal open. Go through that and grab the gems at the bottom. Come back up and repeat until you did all 3 rollovers. Now walk through the blue doors and put the crate over the last rollover and go through the portal. You'll walk across and into the spinning card.

Pest Control

Very easy level, push the missile quickly through the black doors. DO NOT GO INTO THE BLACK DOORS then walk to your right go down the hallway grab the blue gem come back up and go through the black doors the catdragon should be dead. Then walk into the spinning card.

Vizza Verzza

This level takes some time to get use to. First you have to run in this level constantly or you're going to die. Run straight up and hit the switch go to

your left and all the way down grab the blue gem. Take your finger off the button and then run straight across to the other side without stopping. Grab the other blue gem. Now run straight until you hit the switch and then go straight up and into the spinning card. It takes some time but you'll get the hang of it.

Crate Escape

This level show you how to use a crate more then once. When you start the level you want to get the hell out of the way of both catdragons running towards you from both sides. When you move a huge crate will pop up preventing the catdragons from being stuck and running back and fourth. Now take the crate and move it to your left and postion it so the catdragon is stuck between the crate and bigger crate run down and grab the gem and come back up. Now quickly push the crate down 1 space and move back without getting hit the catdragon. Push the crate to the right and trap the other catdragon against that crate and the bigger crate. Walk down and into the spinning card.

Crate Pond

Push the crate along with you through the portal and walk behind the crate grab the blue gem. Now take that crate and push it back through the portal. You now need to move the crate down and over so the portal is now above your crate and push the crate and you through the portal. Walk behind the crate and grab the gem, take that crate and walk through the portal with it. Move the crate to the right side of the portal and push it through with you again and walk behind that crate grabbing the gem. Yep you guessed it. Push that crate through the teleport . Walk through the blue door and push the crate over to the port so the port is below your crate. Push the crate through with you and walk across to the spinning card.

Gem Protectors

This level is fairly easy, The easiest way to do this is walk to your right while avoiding the catdragon and grab the yellow gems. Walk down through the yellow door and grab the red gems. Then walk back up and across and grab the blue gems while once again avoiding the other catdragon. Walk down through the blue door and grab the green gems. Walk farther down through the red door and grab the other green gem. Walk back up to the start and to your left. Walk through the green door and into the spinning card.

Cat Chase Dragon

Ok this level looks pretty hard at first but basically you want wait for the catdragon to pass by you so if you were to step out and run right he would be behind you. Run and don't stop make a quick left at the top and grab the blue gem and run into the portal. Now your at another one of these. Do the same thing except this time your gonna go right grab the gem and walk through the portal. Finally you need to wait for this catdragon to touch the side next to you and go back up. The second he touches the bottom and goes back up walk up as fast as you can and take the first left into the spinning card. It's a lot easier then it sounds.

House of Hazards

Walk up grab the blue gem, walk through the blue door and grab the yellow gem and push the crate up. Walk through the yellow door and then push the crate through the door and into the water. Walk over the crate and grab the green gem. Walk back and walk through the green door but STOP as soon as you open it. Walk back to where the green gem was and you'll find a stone block. Push that

through the green door and into the lava pit. Walk across and down grab the red gem and push the other stone block back up and into the lava pit walk through the red door. Quickly follow the path because your walking in quicksand and if you stop your dead. Finally at the end walk into the spinning card.

Invincible Man

This level is all about timing. First thing you have to realize is DONT STOP RUNNING. Ok here we go, First grab the wings next to you and quickly run thro the catdragon on your left side grab all the gems and quickly walk up through the catdragon before you wing runs out which is about 5 seconds. Now walk to your right and grab that wing and quickly run across the quicksand quickly grab the gem and run back before your wing runs out. Walk to the left side grab the wing and do the same thing. Now walk through the red door and basically !!!!!RUN!!!! with your wings on. DO NOT STOP run straight thro the door and take a left then run down through the catdragon and run straight for the spinning card. Hopefully you'll do this before your wings run out. It takes a while but you'll get it.

Workout

Run around the corners and grab the blue gems. Now you'll see a black door, push 4 crates over to that door and push them through and then push them all through including yourself. Now push all the crates into the water and walk across. Take a right Walk through the bottom door. Grab the blue gems and push 2 stone blocks over towards the black door. Push them through and forward until they fall into the lava thats ahead. Now walk over them and into the spinning card.

Funky Encounter

First thing is grab all the blue gems in the first room. then walk up and carefully walk up against the wall and around the room grabbing the blue gems. Walk back down through the first room and into the second room now here's the difficult part. There's 2 fish roaming around the room. Avoid them at all costs and grab the gems and walk back up through the first room and take a right into the last room. You'll find a fox that follows everything you do so quickly grab all the gems and walk towards the spinning card.

Road Block

Walk down and to the left, grab the gems around the stone block and push it to the side. Walk into that room and grab all the gems around the stone blocks first. Now take 1 block and move it over to the lava dont push it in yet. Take the other block and move it over to the other lava pit. Now push one stone into the lava and run around to the other side and push that into the lava pit then quickly walk across grabbing the gem and to the other side walk out of that room and across the hall. Grab the gems and move that stone away and walk into the room. Grab the gems in that room and push the stones away getting the stones. Walk out of that room and all the way up to the top. Take the room on the right first grabbing the gems around then push the 2 stones into the lava and run across like before. Finally walk across the final room and grab the gems around the stone and move it to the side walk in grab the gems around it and push the 2 stones into the quicksand. Then walk across the quicksand quickly and into the spinning card.

Treasure Hunt

This level is very easy. First thing you have to do is grab all the loose gems now you need to move just above every single crate or stone and to get the rest

of the gems that are under the crates and stones. All I can say really is keep moving and make sure you move every stone and crate.

Lava Patcher

Ok first take 2 stones and push them up in front of the portals so they are as far as they can go up now go back and push the other 2 stones up the same way. Now walk through the portal and you'll end up pushing 1 stone into the lava. Now quickly keep walking through the other portals pushing the stones into the lava. And quickly walk down on the stones grab the gem and walk through the portal quickly run down and to the right you'll find your back to where you were before but this time your above the lava. Step on the last block and walk into the spinning card. Make sure your quick or the stones will melt away.

Keeper of Gems

First thing you want to do is hit the button right below you and wait for the catdragons to stop moving then go to your bottom left and grab the gems while avoiding the big scary guy. Then walk back up and to the upper right room and grab those gems again avoiding the big guy. Walk back and hit the button, wait for the catdragons to stop moving and then go to the top left room and bottom right room again grabbing the gems and avoiding the scary guy. Finally walk back up to the center and go to the center room grab the gems and avoid the big guy walk into the spinning card.

Quicksand Gutters

This level is slightly hard. First thing you want to do is walk down to the bottom and move the crates up and over so its lined up with the river and push 3 in each side. then walk down and across quickly grabbing the gem and back out the other side. Next you want to go to your left and on the bottom quickly walk across the quicksand and grab the wings and run back and then up and quickly to the gem before your wing expires or you'll sink in the quicksand. Once you grab that walk to the right side and on the top walk across and down and hit the switch then walk back and go down and walk along the bottom but wait for the bomb to explode or you'll die. Then grab the gem and walk back and finally go up. Here's the tricky part, what you want to do is walk up the right side grab the gem and walk back down then walk up the left side grabbing the gem and walk back to the right side and hit the switch. After that walk back to the left side and go along the side and you'll see the spinning card.

Boom Doom

Highway Wizard

Sand Crossing

Up and Down

Peekaboo

Deja Vu Too

Pizzle Sizzle

water Dare

Pixie Chizzel

water Polo Folo

Destiny

Wall Hugger Maze

wall Ruzz

Chase Down

Sink'Em

Lava Ponds

Lavaliscious

Bomb Shelter

Portal 2 The Pixie

Stump Me This

Gauntlet

Bridge

3c. Zen Garden

Dojo Rollover

Walk into the room on your left push the crate out of that room and into the room on your right. Put it over the roll over and grab the gem push the crate out of that room and go to the bottom right room put it on the roll over and grab the gem. Finally push the crate across to the next room and put it on the roll over and walk into the spinning card.

Zen Mission

Push one bomb straight ahead into the catdragon, take another bomb and push it right and up against that catdragon, walk back and push the final bomb to the left again up against the catdragon. Walk back to the center and hit the switch wait for the bombs to go off and it should kill all the catdragons. Walk to the right and pick up the gem then walk to the far left and pick up that gem and finally walk to the center pick up the gem and walk through the spinning card.

Bombs Buffet

This level is pretty easy the first thing you have to do is basically clear the center room of bombs so tap a few bombs pick up some gems and get the hell out of the room (theres exits on the sides, top and bottom) easiest thing to do is hit a few bombs on the right and walk to the left side and wait for them to explode. Make sure you go out all the exits cause theres more gems outside the room. There shouldn't be much more to explain about this.

Water Pass

Get the wings behind you and run straight up the water grabbing the gems quickly turn around and run off before the wings expire. Now walk back down

through the blue door and hit the switch. Finally take the crates and push them into the water so you make a walkway back up to the top where the spinning card is.

Traps & Cats

Push the stone block back onto the roll over. Walk around the back and push it forward. Keep pushing it until it gets in the catdragons path. You're gonna have to make the catdragon walk across the roll overs so set the stone block up right. Now walk up to the red gems and step into one. These are all traps that can't be releases unless you hit the roll over so wait for the catdragon to walk over them and you'll be released. Walk through that and through the red door. Walk back around and move the stone up and to the left so it's in the lava and finally walk into the spinning card.

Fist of Sand

First grab the 3 gems in the quicksand. Walk back to the bomb and push that infront of the roll over when the catdragon hits the bomb it will get eatten by the quicksand. Now move the bomb away and walk down and grab ONE (1) of the gems and walk back up and push the bomb all the way down there walking back up hit the roll over. The catdragon should die and just walk down grab the gem and walk into the spinning card.

Garden Hustle

Take the crate and move it back so its at the edge of the grass make sure it doesnt touch the quicksand or you'll lose it. Now push it up so its against the wood. Then push it to the right so its on the edge of the grass again. Push it up against the wood then push it to the left so its inbetween the 2 pieces of wood. Push it forward once and then push it right and down to the roll over. Leave it at the roll over and go around and pick the yellow gems. Walk back over to the crate and walk it straight and into the water. Walk over that and walk into the yellow door hit the roll over. Walk back around and pick up the green single green gem in front. Walk through the green door pick up the wings. Quickly go back and pick up the last 2 remaining gems and walk across the lava into the spinning card.

Dyslecix Perplexic

Walk forward and push the crate into the water. Now When you walk through the next door you're gonna get something "Confusion" basically it reserves your direction for 5 seconds. You have no choice but to pick it up so pick it up and hit the up button. That should bring you down since your direction is reserved. Wait there for 5 seconds so confusions wears off. Walk along the side and push the stone block into the lava and pick up the yellow gem and sadly your going to have to pick up Confusion yet again so pick it up and wait 5 seconds walk through the door and back around and forward into the spinning card.

Uncanny Cat

This level is pure luck. Basically walk around the infront of you and grab the gems and flashlight. Now walk down each hallway and grab the gems. Be careful there are missles floating around the hallways. After you grab the 8 gems walk down and into the spinning card.

Cratial Arts

This level seems impossible but it's pretty easy. Walk in the room behind you and grab the gem and then quickly move behind the crate and push it forward

until it's on the roll over. Now walk in the room that has the other crate and push it down 1 space and quickly walk around and push it up. Line the 2 crates up with the roll over switch that's on the island straight across from you. DO NOT line them up with the one in front of the catdragon. Now walk across and hit the switch. Walk back down and you'll notice the catdragon is over near the water. Walk down and grab the single blue gem and walk into the room with 2 crates. Push those 2 crates out of the room and make sure it's not in front of the catdragon. Now walk back over to the roll over switch and hit it again. Come back down and you'll notice the catdragon is back to where it was before. Finally push the 2 crates into the water so its lined up with the other roll over. Walk back over to the other roll over and hit the switch and you'll see that the other door opens and grab the 2 gems, walk into the spinning card.

Lucky Cat

First get off the island and teleport to the other end. Quickly run get in front of the missile. You need to quickly nudge at him. He will now run continuously in the other direction. Now push the crate in front of the 2 catdragons at the island so when the missile comes up it explodes and kills the 2 catdragons. Now take the crate and move it over to the gem grab the gem walk back up through the quicksand and into the spinning card.

Catdragon Master

Traid of the Rok

Cat Power

Push the crate up one space and go around it and grab the gem. Then come back to the crate and push it again and all the way over to the roll over switch. Now take the crate and push it 1 space over and 1 space up so it's right in front of the catdragon's path. Hit the switch, the catdragon will come towards the crate and stop. You need to push the crate away from the catdragon and into the water. Come back around and hit the switch so the 2 catdragons are together. Walk up and hit the switch and grab the 2 gems and then move out of the way so the missile can come down and kill both catdragons. Now walk back up to where the missile was and grab the last gem walk back down and through grabbing the remaining gems and into the spinning card.

Pebble Snatch

Mellow Meow

Martial Push

Trap Meditation

Confused

Unlucky Cat

Foil the Gargoyle

Enter Da Catdragon

Pixielicious

Pot Holes

Bamboo Stroll

Mark of the Pixie

Exit Strategy

Funky PUSh

Zensation

Bamboo Trail

Twinfusion

Timed Run

Bombs of Fury

Paw of the Puma

Path Forbidden

Dojo Mojo

Catdragon Path

Puma's Demise

Fox Will Rok You

Catdragon Dojo

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