

Geronimo Stilton in the Kingdom of Fantasy Walkthrough

by eschwarzstein

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~                Geronimo Stilton in the Kingdom of Fantasy                ~  
~                Playstation Portable Game Guide                            ~  
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Author: Ezechiel Schwarzstein
Email: ezechiel.schwarzstein@gmail.com
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Introduction ~~~~~

Geronimo Stilton in the Kingdom of Fantasy is a puzzle adventure game that was released in 2011 for the Playstation Portable. The game is derived from a series of childrens books that is popular in Europe, and has much in common with the Professor Layton games. Geronimo Stilton is the Editor-in-Chief of a newspaper - The Rodent's Gazette.

This game will take you on an adventure through the seven Kingdoms that make up the Kingdom of Fantasy: The Kingdom of Witches, The Kingdom of Mermaids, The Kingdom of Dragons, The Kingdom of Pixies, The Kingdom of Gnomes, The Kingdom of Giants, and the Kingdom of Fairies. Your quest, should you choose to accept it, is to rescue the Fairy Queen.

Gameplay ~~~~~

This game has several gameplay concepts that are probably best explained before get started.

As you progress through the game you will be presented with puzzles, riddles, and mini-games to complete. The riddles have a set answer, which will be provided. As long as you select the correct answer, you will receive the full reward. The puzzles also have a set answer, however there is sometimes an element of skill required, and so while the answer will be provided, you may need to retry and thus receive a smaller reward. The mini-games are entirely skill based, and so this guide will only give tips on how to complete those games.

In this game there are rewards for completing the challenges. These include Fantastic Guilders (the currency of the Kingdom), Achievement Stamps (for doing particularly well), and the occasional item or helper. As you progress there will be items that you must purchase in order to continue. These cost Fantastic Guilders. Should you complete a challenge the first time, without using any hints, you will receive the full amount of Guilders. However each time you use a clue, or fail and retry a challenge, the number of Guilders you earn decreases. Thus it is in your best interests to make sure you get it right the first time, rather than randomly guess, so as to not run out of Guilders.

The story of this game is rather interesting, so I do not wish to give any of it away. This guide will only give answers and tips for completing the challenges. I will also include the clues where possible, so that if you still wish to figure out the puzzles, you can do so without spending valuable Guilders.

Puzzle 1 - Map of the Witches

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Instructions: Help Geronimo Stilton rebuild the map of the Kingdom of the Witches. Use the analog stick or the directional buttons to move the pointer over the pieces. Hold the X button to pick one up and move it to the corresponding box. Release the X button to drop the piece.

Clue: A completed reference map.

Answer: This is a basic three by three jig-saw. With enough time it is easy enough to figure out by simple trial and error, however here are a few tips. The piece with the large dirt brown patch goes in the centre. The piece with a blue lagoon goes on the bottom row, centre column. The piece with the compass goes in the bottom left corner.

#### Puzzle 2 - The Wicked Witch

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Instructions: Tree branches are blocking the path of Geronimo Stilton and his companion. The Witch will only let you pass if the three riddles are answered correctly. Use the analog stick to select the response you believe is correct.

Clue 1: It can't be 1 cat or 17 cats.

Clue 2: Remember that all the months have at least 28 days.

Clue 3: Carefully read the riddle and think about the creatures that actually "go" to the pond.

Answer 1: If the witch makes all but 9 cats disappear, then 9 cats remain.

Answer 2: Although some months have 30 days and others have 31, all the months of the year have 28 days.

Answer 3: Only the Troll goes to the pond to drink water. The other creatures were already there.

Puzzle 3 - The Greenhouse

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Instructions: To cross through the greenhouse of carnivorous plants, you need to calculate the exact amount of potion. Remember: one drop per plant. Count the number of plants in the greenhouse so that you don't make any mistakes with the potion. Press L and R buttons to move through the greenhouse. Press the directional buttons up and down to set the number of plants in the greenhouse.

Clue 1: There are more than 20 and fewer than 45 plants.

Clue 2: There are between 35 and 40 plants.

Answer: There are 39 plants.

#### Puzzle 4 - The Restless Ghost

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Instructions: Place each crow on the crow headstones, and place each skull on the skull headstones. Move the pointer by pressing the directional buttons left and right or by using the analog stick, and press the X button to make the crows and skulls jump from one headstone to another. You can move the crows or the skulls to the nearest vacant headstone. The same move can also be done even if the nearest headstone is occupied, but only if the next headstone is vacant. If you complete the puzzle in 16 moves or less, you will unlock the Well-Organised Player achievement.

Answer: Move the crows and skulls in this order: 1 crow on the right, 2 skull on the left, 3 skull in the middle, 4 crow on the right, 5 crow in the middle, 6 crow on the left, 7 skull on the left, 8 skull in the middle, 9 skull on the right, 10 crow on the right, 11 crow in the middle, 12 crow on the left, 13 skull in the middle, 14 skull on the right, 15 crow on the left.

Reward: Well-Organised Player Achievement.

Puzzle 5 - The Pygmy Ogre

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Instructions: Solve the Pygmy Ogre's riddle and he will take you to the other shore. Use the analog stick or the directional buttons to select the response you believe to be correct.

Answer: 0. Exactly! There is no dirt inside a hole.

#### Puzzle 6 - The Heartless Horsemen

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Instructions: Help the lost Knight find the nine pieces of his armour. Take whatever time you need to memorise what the Horseman's armour is like.

Clue 1: A hint that gives you 3 pieces of the armour.

Clue 2: A hint that gives you 7 pieces of the armour.

Answer: The helmet has one peak and a slotted visor. The breast-plate has a plain neck and a 4 square abdominal section. The cloak has no knot in it. The spear has a banner and is longer than the others. The left glove is the only one there. The right glove is black and matches the left glove. The skirt has a sword on the short left side. The left boot is the only one there. The right boot is plain black and matches the left boot.

Puzzle 7 - The Secret Passage

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Instructions: Scribblehopper knows of a scret passage to enter the Fortress of Fear, but in order to reach it, you must make your way through the heavy rocks that block the exit. Place the pointer over a

rock or Geronimo Stilton to move either one. Move them while pressing the X button. Each rock is marked with the direction in which it can be moved. The goal is to lead Geronimo Stilton and Scribblehopper to the passage entrance. If you manage to take Geronimo Stilton and Scribblehopper to the passage entrance in less than nine moves, you will complete the Secret Entrance achievement.

Answer: Move the small rock in the centre row up. Move the small rock in the bottom row right. Move the large rock in the centre row down. Move Stilton to the middle of the cave. Move the large rock in the bottom row left side, upwards. Move the small rock in the bottom row to the left. Move the large rock in the bottom row upwards. Move Stilton to the secret entrance.

Reward: Secret Entrance Achievement.

#### Puzzle 8 - The Flight of the Phoenix

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Instructions: Collect extra Fantastic Guilders with the help of the Phoenix. Use the analog stick or the directional buttons to control the Phoenix and press the X button to activate the shield of invulnerability

Notes: This mini-game is the easiest in the game, and useful for getting more Guilders when you need them. Remember to stay near the bottom of the screen to give you more reaction time to avoid the falling rocks. The lightning will give a warning glow before it strikes, so keep out of its way. Also, should you use the shield, don't just break up the rock that you want to avoid, use it as an opportunity to break other rocks and get to other Guilders.

Puzzle 9 - Escape from the Werewolves

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Instructions: The entrance to the next Kingdom is near, but be on the lookout for a pack of Werewolves. Your objective will be to find the shortest path to the exit. Escape from the Werewolves three times to get to the next Kingdom.

Clue 1: A hint that shows you part of the fastest path.  
Clue 2: A hint that shows you part of the fastest path.  
Clue 3: A hint that shows you part of the fastest path.

Answer 1: Move 5 squares right, 3 squares down, 2 squares right, 4 squares down, 4 squares right, 2 squares up, 3 squares right, 2 squares down, 2 squares right.

Answer 2: Move 1 square down, 4 squares right, 3 squares down, 4 squares right, 2 squares down, 3 squares right, 1 square up, 3 squares right, 2 squares down, 2 squares right.

Answer 3: Move 2 squares down, 6 squares right, 1 square up, 6 squares right, 2 squares down, 1 square right, 2 squares down, 2 squares right, 2 squares down, 1 square right.

#### Puzzle 10 - Map of the Mermaids

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Instructions: If you want to continue your journey, you must rebuild the map of the Kingdom of the Mermaids. Use the analog stick or the directional buttons to move the pointer over the pieces. Hold the X button to pick one up and move it to the corresponding box. Release the X button to drop the piece.

Clue: A completed reference map.

Answer: This is a basic four by four jig-saw. With enough time it is easy enough to figure out by simple trial and error, however here are a few tips. The compass goes in the bottom row, third column. The piece with the volcano goes in the second row, first column. The whirl-pool goes in the second row, second column. The piece with two whales goes in the third row, fourth column. The piece with the pink castle goes in the second row, fourth column.

Puzzle 11 - Blackbeard's Ship

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Instructions: To help find Blackbeard's Ship, you should know he always gives his crew the same orders. Look closely and select the ship that follows this sequence in order: First, he gives the order to shoot two cannon shots. Then, he gives the order to raise the Jolly Rodger. Later, he gives the order to send to signals with mirrors for his buddies in the other ships. Lastly, he gives the order to lower the flag. Use the analog stick to move the spyglass sight. To select the ship, press the X button. Remember that you have till dusk.

Clue 1: A hint that removes a few ships, narrowing down the field.

Clue 2: A hint that removes a ship, narrowing down the field.

Notes: This is a simple, but difficult observation test. You can ignore the ships that fly a red flag, and any that deviate from the pattern can safely be ruled out straight away. Ships do not remain on screen all day, so you need to move quickly for this puzzle.

#### Puzzle 12 - Guilders on the sea bed

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Instructions: Break the corals on the seabed and get more Fantastic Guilders. Move the shell with the analog stick and prevent the pearl from falling on the floor.

Notes: This mini-game is a remake of the arcade game 'Breakout'. The major difference between the two are that you do not receive points for breaking bricks, only for picking up Guilders, and you do not have to pick up the Guilders immediately, since they fall to the seabed and stay for some time. This mini-game is harder than Flight of the Phoenix, so only play this one once.

Puzzle 13 - Neptune's Challenge

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Instructions: Help Neptune rebuild the fish using the available geometric

pieces. Place the pointer over a piece and press the X button to pick it up. Whilst holding the X button move the pointer to the desired area. To rotate the pieces, first select a piece by holding the X button and then use the L button and the R button to rotate it.

Clue 1: A hint that shows you 3 pieces of the fish.

Clue 2: A hint that shows you 5 pieces of the fish.

Answer: Note that when you get a piece into the correct spot it will snap into place. So if you have a piece wrong, you will have difficulty lining it up, which is a useful hint. First, take the square and place it where the fish's mouth is. Next, take a large triangle and place it on top of the square, with the 90 degree angle pointing south-west. Next, take the medium triangle and place it as the bottom fin of the fish. Now you should have a gap between the two triangles. Fill this with a small triangle. Use a large triangle as the body of the fish, with the 90 degree angle pointing north-east. Finally, fill in the tail with the parallelogram and the top tail fin with a triangle.

#### Puzzle 14 - Giant Shark

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Instructions: The giant shark is hungry. If you don't want to end up being his lunch, catch ten fish for him. You must only catch fish which are identical to the ones shown inside the bubble. Use the analog stick to move the net and catch a fish identical to the one in bubble. Then select it pressing the X button.

Notes: This game is really a game of luck. There is a time limit, so you don't have enough time to check each and every fish against the one shown in the bubble. All you can really hope for is a good throw of the dice. Hopefully you'll get a selection of fish that are obviously not the same type as the one in the bubble. Expect to do this one again and again.

Puzzle 15 - White Whales

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Instructions: Answer the three questions from the White Whales. Only by answering all three questions correctly, will you be able to continue your journey.

Clue 1: Whales are much similar to human beings than you might think.

Clue 2: Baby whales like things similar to baby humans.

Clue 3: Whales measure more than 20 metres.

Answer 1: Even though they don't look like it, whales are mammals, like humans.

Answer 2: Being mammals, young whales drink milk from their mothers.

Answer 3: A blue whale can measure up to 30 metres and weigh up to 85 tonnes. In fact, there have been cases of blue whales of more than 30 metres and 150 tonnes.

#### Puzzle 16 - The Sea Serpent

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Instructions: The Sea Serpent challenges you to a very ancient game. The winner will be the first player to obtain three victories. If there is a draw, a victory will be added to each player. The game uses a game board with seven columns and six rows, and it is played in turns. Use the analog stick or the directional buttons to move the piece you are playing with. Press the X button to drop it. Each turn, the player must place one single piece on the board. The player that connects four pieces of their colour will win the game. Matches can be made vertically, horizontally or diagonally.

Notes: This game is derived from the board game 'Connect Four'. There is no answer for this game, only tips. Firstly, play in the centre as much as possible. Most lines of four must use the centre column, so controlling that is essential. Try to look a few moves ahead, just like chess. Don't allow the Serpent to set up lines of three. Finally, try using diagonals and horizontals at the same time. If you set up a match where the Serpent must block one line, thus placing the foundation piece for another line, you'll automatically win.

Puzzle 17 - The Queen's Dance

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Instructions: Prove to the Queen on the Mermaids that you can dance to the beat. Try to follow the sequence suggested by the pearls. In each round, the pearls will add a new musical note. To pass the test you must repeat a minimum of 12 notes. Press the directional buttons to repeat the pearl sequence. If you manage to repeat 16 notes, you will unlock the Player With Rhythm achievement.

Notes: This puzzle has no set answer, however, it is rather easy to do if you have a piece of paper and pencil. Simply write down the notes as they play, and you'll have it in no time. Keep in mind that the game continues for as long as you wish, however after 16 notes, you're finished as far the achievements and Guilders are concerned.

Reward: Player With Rhythm Achievement.

#### Puzzle 18 - Wedding gown

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Instructions: The Queen intends to celebrate an express wedding. Help her find the seven differences between the two wedding gowns. Use the analog stick to move the pointer over the screen and press the X button to mark the differences.

Clue 1: A hint that shows you 3 differences in the gowns.

Clue 2: A hint that shows you 6 differences in the gowns.

Answer: Note that the differences must be marked on the left gown, not the right. Firstly, mark the missing pearls on the top left of the frame. Next, mark the inside of the neck which is lighter. Next, mark the pearls under the right arm which are missing. Next, mark the pearls on the lower right of the gown which are missing. Next, mark the part of the left fin which is missing. Next, mark the fish on the lower left part of the picture which has been added. Finally, mark the top few buttons which are

slightly different.

Puzzle 19 - Music Box

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Instructions: Take the Music Box to Shelly. The sea currents will push the box forward until it finds an obstacle. Use the analog stick or the directional buttons to move the box.

Answer: Move the box down, right, up, right, up, left, up, right, up, left, down, right.

#### Puzzle 20 - Map of the Dragons

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Instructions: Rebuild the map of the dragons so that you can find your way around the Kingdom. Use the analog stick or the directional buttons to slide the pieces of the puzzle.

Clue: A completed reference map.

Notes: Since this is a sliding puzzle, there is no set answer. However there are a few tips that may make it somewhat easier. The blank piece is in the bottom right corner. With sliding puzzles you generally want to work on getting the opposite sides, in this case the top and left sides, locked into position. In regards to this puzzle the lava lake is in the bottom left, the lava stream is on left, and the grey mountain peak is on the top centre.

Puzzle 21 - Crystal Ball

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Instructions: You need to put the crystal ball inside the backpack. To do so, move one of the bones to an empty box so that they mark the correct route between the crystal ball and the backpack. Use the analog stick to move the pointer over a bone, and hold the X button to move it. After placing the bone, press on the ball with the X button so that it starts to roll. Do this three times and you will have solved the puzzle.

Clue 1-1: Don't move the Dragon ribs.

Clue 1-2: Don't move diagonal bones.

Clue 2-1: Don't move vertical bones.

Clue 2-2: Don't move diagonal bones.

Clue 3-1: Don't move vertical bones.

Clue 3-2: Don't move diagonal bones.

Answer 1: In the fifth row, fifth column there is a horizontal bone. Move it to the third row, third column, and release the ball.

Answer 2: In the second row, second column there is a horizontal bone. Move it to the sixth row, third column, and release the ball.

Answer 3: In the third row, fifth column there is a horizontal bone. Move it to the sixth row, second column, and release the ball.

#### Puzzle 22 - Mount Fossil

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Instructions: Escape Mount Fossil using the Mystic bones. Rotate the pieces so that they all fit together and make the path to the exit. Use the analog stick to move around the pieces of the puzzle and press the L button and R button to rotate the pieces in either direction. If you manage to find the exit with 11 rotations or less you will unlock the Great Orientation achievement.

Clue 1: A hint that shows you 3 of the pieces.

Clue 2: A hint that shows you 6 of the pieces.

Answer: Rotate the upper left piece once to the left. Rotate the upper centre piece twice to the left. Rotate the upper right piece once to the left. Rotate the centre right piece twice to the left. Rotate the centre piece once to the right. Rotate the centre left piece once to the right. Rotate the lower left piece once to the left. Rotate the lower centre piece once to the right. Rotate the lower right piece once to the left.

Reward: Great Orientation Achievement.

Puzzle 23 - The Big Question

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Instructions: Answer the big question asked by the strange creature.

Clue 1: Perhaps, nothing the strange creature says is of much use.

Clue 2: Look at a calendar.

Answer: Ignore everything they say except for the very last line... 'Which day of the week is it?' The answer is not the day in game, but rather the day in real life, as set in your PSP. This is why the game asks you to confirm the date and time when you start.

#### Puzzle 24 - Steamy Pit

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Instructions: You cannot proceed with your journey until you answer the question asked by the Hippogryph.

Clue 1: 30 days is a lot of days, don't you think?

Clue 2: I am sure that, eventually, she would get out.

Answer: The right answer is 3 days. The first day she goes up 3 metres and goes down 2, so she still has 4 metres left. The second day she goes up 3 metres and goes down 2 more, so she has 3 more metres left. Finally, on the third day, she will go up the 3 metres remaining.

Puzzle 25 - Mount Thunder

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Instructions: Mount Thunder is made up of thousands of fragile stones placed in perfect balance. Any sound can cause the mountain to collapse. Help Geronimo Stilton and his toad companion cross the mountain in silence. Unfortunately, Scribblehopper has a cold and is always about to sneeze, so a catastrophe could occur at any

moment. To stop Scribblehopper from sneezing, press the appropriate button when he passes through the marked zone. If you make too many mistakes, Scribblehopper will sneeze and trigger a terrible stone avalanche.

Notes: This is 'Dance Dance Revolution' Stilton style. Try to keep an eye on the buttons that are coming up and remember that some move quicker than others. Also note that if two of the same button are in the zone at the same time, you only have to press that button once. Pressing twice will count as an error. You have a maximum of three chances, with the fourth mistake sending you tumbling down.

#### Puzzle 26 - Air Traffic

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Instructions: Count how many dragons are on screen in each wave. After every wave, indicate the number of dragons you saw using the up and down directional buttons.

Notes: There is no set number for this challenge. It is a fairly simple puzzle, just count dragons as they enter the screen, and ignore those that are sliding through the middle.

Puzzle 27 - The Dragon's Enigma

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Instructions: Solve the enigma presented by the dragon. If you don't do it well, he might get really angry and burn your whiskers with his fire breath.

Clue 1: Think about how many different colours there are.

Clue 2: There are two different colours: black and blue. A pair is made up of two socks so, if they are not of the same colour, you will only need one more sock to make sure you get a pair of socks of the same colour.

Answer: 3.

#### Puzzle 28 - Star Path

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Instructions: To find the exit to the Kingdom of the Dragons, you should follow the constellations of Cassiopeia, Cancer, Pegasus and Orion. They will guide you and show you the way out of the Kingdom. Your objective is to discover in which area of the sky each one can be found. To join two stars, move the selection using the analog stick or the directional buttons and press the X button. Then, move the selection again to the star you want to connect to and press the X button again. To separate two stars, follow the same procedure. Move the selection over each of the two connected stars and press the X button.

Notes: This is one of the easiest puzzles because it gives you the answer, there is no time limit, and you can simply experiment until you manage to get the right answer. Just follow the instructions for easy Guilders.

Puzzle 29 - The map of the Pixies

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Instructions: Rebuild the map of the pixies so that you can find your way around their Kingdom. Use the analog stick to slide the pieces of the puzzle. If you manage to rebuild the map without using the clue, you will unlock the Green Kingdom achievement.

Clue: A completed reference map.

Notes: Since this is a sliding puzzle, there is no set answer. However there are a few tips that may make it somewhat easier. The blank piece is in the bottom right corner. With sliding puzzles you generally want to work on getting the opposite sides, in this case the top and left sides, locked into position. In regards to this puzzle the maze takes up the upper right portion of the map, and the roads that go everywhere take up the upper left portion of the map.

Reward: Green Kingdom Achievement.

Puzzle 30 - Fruit Basket

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Instructions: Earn extra Guilders connecting three of them. Move the pieces with the analog stick or the directional buttons. Press the X button to change the order of the fruit. Use the analog stick or press down on the directional buttons to increase the speed of the falling fruit.

Notes: This is a simple tetraxis derivative and is a lot of fun to play. No hints are required for this, just have fun.

Puzzle 31 - Green Labyrinth

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Instructions: Scatterbrain has entered the intricate Green Labyrinth alone. You must get to the centre of the labyrinth and save her. To do this, pick up the four keys that open the door where the terrified Scatterbrain awaits. You have limited time to rescue Scatterbrain. Along the way, you can also pick up Fantastic Guilders. Use the analog stick or the directional buttons to move around the labyrinth.

Clue 1: This clue will give you 20 more seconds.

Clue 2: This clue will give you 20 more seconds.

Clue 3: This clue will give you 20 more seconds.

Answer: Move straight down for the first key. Move right, then head up towards the second key. Go back to the intersection and head down and to the right. Go past the second intersection, and continue towards the third key. Collect it and go back to the second intersection. Head upwards and follow this track. Take note of the position of the fourth key and the way to get there as you pass by. At the end of the track you'll want to go left, down, right, down through the gap, then start working your way

clockwise until it takes you to the fourth key. Then work your way back towards the gap. Go right past the gap and towards the middle. Open the gate and meet up with Scatterbrain to finish this puzzle. Most of the additional guilders require minor detours from this track.

#### Puzzle 32 - Arithmetic Challenge

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Instructions: Complete the operations with the arithmetic signs to add, subtract, multiply and divide, so that you get the specified result. Use the analog stick or the directional buttons to move around the different arithmetic signs and press the X button to select them.

- Answer 1: 5 multiplied by 3 equals 15.
Answer 2: 6 multiplied by 5 plus 2 equals 32.
Answer 3: 22 divided by 2 minus 11 equals 0.
Answer 4: 68 plus 2 multiplied by 10 equals 700.

Puzzle 33 - Four Ls

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Instructions: This time, you must place the four Ls over a 5 x 5 panel without them touching each other. Select one of the figures with the X button and move it with the analog stick or the directional buttons. Use the L button and the R button to rotate them.

- Clue 1: A hint that shows you the position of 1 piece.  
Clue 2: A hint that shows you the position of 2 pieces.  
Clue 3: A hint that shows you the position of 3 pieces.

Answer: The upper left piece goes at the top in the centre. The upper right piece goes at the bottom in the centre. The lower right piece goes on the left side, between the two pieces already there. The lower left piece must be rotated once to the left, then it will slot into the remaining space on the right.

#### Puzzle 34 - Magnetic Ball

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Instructions: Take the magnetic ball up to the medallion. The walls are magnetic and will attract the ball, so it will not stop until it hits a wall. Use the analog stick or the directional buttons to move the ball.

Clue: Make the first movement to the right.

Answer: Whilst it is possible to get to the medallion by making the first move to the right, it is really adding a few un-necessary steps. Move the ball down, right, down, left, up, left, down, left, up, right, up, right, up, left, down, right, down.

Puzzle 35 - Golden Tiles

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Instructions: Use the analog stick or the directional buttons to move the piece around the grids in the picture. You must fill all the grids with golden tiles without stepping on any of them more than once.

Clue 1: A hint that shows the first half of the map.

Clue 2: A hint that shows the first half of the map.

Clue 3: A hint that shows the first half of the map.

Answer 1: Move up 3, left 3, down 1, right 1, down 1, left 3, down 1, right 3, down 2, right 7, up 2, left 1, up 1, right 1, up 3, left 1, down 1, left 3, up 1.

Answer 2: Move up 1, right 1, up 1, left 3, down 2, right 1, down 1, left 1, down 2, right 2, up 2, right 2, up 1, right 1, down 3, right 1, up 1, right 1, up 1, left 1, up 1, right 1, up 1, left 1, up 1, left 1, down 1, left 1.

Answer 3: Move up 2, left 1, up 1, right 1, up 1, left 5, down 1, right 2, down 1, right 1, down 1, right 1, down 2, left 1, up 1, left 1, down 1, left 3, up 1, right 2, up 2, left 2, down 1, left 1, up 2.

### Puzzle 36 - Numeric Sequence

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Instructions: Pay close attention to the sequence of figures and decide how they should continue. To pass the test you must solve two sequences.

Clue 1-1: Each figure has two numbers. You must deal with them separately.

Clue 1-2: The numbers in the first figure represent half the value of the second figure.

Clue 1-3: Think about what is the value of two times eight and what is the value of two times sixteen.

Clue 2-1: The result can be found in the numbers themselves, not in their position inside every figure.

Clue 2-2: Each figure corresponds to double the value of the previous one.

Clue 2-3: Add up the numbers in each figure.

Answer 1: 16/32

Answer 2: 16/16/16/0

Puzzle 37 - The Tale of the Four Pixies

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Instructions: This test will challenge your brain, since it contains a complicated enigma.

Answer: This question has no set answer, sometimes it will ask for the pixie that eats the most, or the pixie that eats the least. The pixie that eats the most is the southern pixie, and the pixie that eats the least is the northern pixie.

### Puzzle 38 - The Language of the Pixies

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Instructions: This test is presented using the ancient pixie language. Find a way to read the enigma and solve it.

Clue 1: Remember that pixies always say the opposite of what they mean.
Clue 2: If fruit is what they like the least, that means that fruit is their favourite food.

Answer: The first component of this question requires the use of a mirrored surface, since everything is written back to front. After holding your PSP up to a mirror you will be able to read it and select Strawberries.

Puzzle 39 - Great Pixie Tree

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Instructions: Find the seven pixies hidden in the tree before the time runs out. Move the pointer with the analog stick and mark each pixie by pressing the X button.

Clue 1: A hint that shows 3 of the pixies.  
Clue 2: A hint that shows 2 more of the pixies.

Answer: The first pixie is left of the centre branch, just above the starting point. The second pixie is to the far left of the first, hanging below a horizontal branch. The third pixie is to the far right of the first pixie, hanging below a horizontal branch. The fourth pixie is to the left of the owl, hanging below a horizontal branch. The fifth pixie is in the tree, below the owl. The sixth pixie is directly right of the fifth pixie, in a bush. The seventh pixie is right at the bottom, towards the right side, hiding in a bush.

#### Puzzle 40 - The map of the Gnomes

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Instructions: Rebuild the map of the Gnomes to get around their Kingdom. Use the analog stick or the directional buttons to slide the pieces of the puzzle.

Clue: A completed reference map.

Notes: Since this is a sliding puzzle, there is no set answer. However there are a few tips that may make it somewhat easier. The blank piece is in the bottom right corner. With sliding puzzles you generally want to work on getting the opposite sides, in this case the top and left sides, locked into position. In regards to this map the small hill is on the upper left, and the mountains the upper centre.

Puzzle 41 - Greedy Worm

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Instructions: Collect forest fruits making sure that the head of the worm does not clash with any of its body parts. Use the analog stick or the directional buttons to move the worm. If you solve the puzzle without using any clues you will unlock the Greedy Worm achievement.

Clue 1: This clue will remove some of the acorns.  
Clue 2: This clue will remove some more of the acorns.

Answer 1: The trick to this is to do two circuits of the map, since the loop sections cannot be done in one go. So do the first circuit, going around one side of the loops, and do another circuit, going around the other side of the loops. Move left 3, up 4, left 1, up 2, left 2, down 3, right 2, down 2, left 1, down 1, right 1, down 2, left 2, down 3, right 17, up 3, left 2, up 2, right 1, up 1, left 2, down 1, left 1, up 2, right 2, up 1, right 2, up 3, left 12. Now you have done one circuit. Just do a second circuit, but take a detour to collect the final six acorns.

Answer 2: Move left 6, down 5, right 16, up 1, left 16, up 2, right 16, up 2, left 16, up 2, right 16, up 2, left 16, up 2, right 17, down 5, left 1, down 5, left 2, up 2, left 2, down 2, left 2, up 2, left 2, down 2, left 2, up 2, left 2, down 2, left 2, up 6, right 14, up 3.

#### Puzzle 42 - Mushroom Path

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Instructions: The order are lost in the woods. Follow the mushroom path and find the sequences specified by the game. The game specifies a mushroom sequence. You must discover the sequence inside the intricate path within a time limit. With the pointer, select the first mushroom in the sequence as shown in the picture. Use the analog stick or the directional buttons to move the pointer, and the X button to select the mushroom.

Notes: There is no set answer for this puzzle, however it is not too difficult. Ignore what the mushrooms look like, just remember the colour order and search through.

Puzzle 43 - The No Hassle Creature Carrier

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Instructions: You have been captured by the No Hassle Creature Carrier. This machine will take you to the Gnome village and the Royal Palace. Make sure that all the characters reach their destination by changing the orientation of the signs found at each crossroads. Press the X button to change the direction or the arrow. Use the analog stick or the directional buttons to navigate through the arrows.

Answer 1: This is a simple exercise. Rotate the upper left arrow so it points right. Rotate the upper right arrow so it points down. Rotate the lower arrow so it points left.

Answer 2: Now you have to deal with two characters. Rotate all arrows to point left. Note that Scribblehopper starts moving first. As he goes past the centre right arrow, quickly rotate it to point right, so that Stilton goes to his destination.

Answer 3: You are now dealing with four characters. It is possible to do all four simultaneously, however it is extremely difficult. Therefore, we shall do each character individually. First we must trap all characters between the two upper signs. Rotate the upper signs so they point towards each other and wait for all the characters to be stuck in that area. Now release Scatterbrain by rotating the upper right sign to point down, then quickly set it back. Release the pixie by rotating the upper left sign to point left, then quickly set it back. Rotate the signs on the left side

to allow Scribblehopper to his destination, then rotate the signs on the right side to allow Stilton to his destination too.

#### Puzzle 44 - Water Pipe

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Instructions: If you want to drink some water and get your strength back, join the tap to the barrel using the pipe pieces before the water gets spilt. To pass the test you need to use a minimum of 25 pieces. Use the analog stick or the directional buttons to move the pipe pieces around the panel. Press the X button to place it. If you take too long to join two pipe pieces, the water will spill and you will have failed the test. If you use 50 pipe pieces or more to join the tap and the barrel, you will unlock Fresh Water.

Notes: This is a simple, yet difficult achievement to unlock due to the fact that you cannot rotate or select the pieces to use. Since most of the pieces that are given to you are turn pieces I suggest that you set up a snake pattern leading from the tap on the left to the barrel on the right. This will use up most of the pieces and allow you enough time to figure out how to snake the pipe around to get the 50 required for the achievement.

Reward: Fresh Water Achievement.

Puzzle 45 - Library

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**Instructions:** Help King Factual organise his fabulous Library. Find the book pairs before the time runs out. Use the analog stick or the directional buttons to navigate through the books and press the X button to turn them over. If you solve all the rounds with ten or more seconds to spare, you will unlock the Good Librarian achievement.

**Notes:** This is a simple card matching game. There is no trick to this, simply move quick and remember where the cards are. If you find this difficult, remember you can always quickly pause the game using the circle button, and write down the card positions.

**Reward:** Good Librarian Achievement.

#### Puzzle 46 - Solar Panel

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Instructions: One of the solar panels has been seriously damaged. Help rebuild it. Use the analog stick or the directional buttons to move the pointer over the panel pieces. Press the X button to pick up a panel piece and press it again to drop it. Use the L and the R button to rotate the pieces.

Clue 1: A hint that shows you 2 of the pieces.

Clue 2: A hint that shows you 4 of the pieces.

Answer: This is easy. There are 7 pieces, of which 4 are corners. The pieces will snap into place when you find the right position, so simply start with the corners. Once they are snapped into place,

the rest becomes apparent.

Puzzle 47 - Apple Pie

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Instructions: Queen Cozy is an experienced cook, but over time she has forgotten some of her recipes. Help her remember how to prepare a delicious apple pie. First memorise the original recipe, and then try to put the tablets in order taking into account the description in the recipe. Use the analog stick or the directional buttons to navigate through the tablets. Press the X button to select a tablet. Once selected, move it to the correct position and press the X button again to place it.

Clue 1: A hint that shows you 3 of the steps.

Clue 2: A hint that shows you 6 of the steps.

Answer: 1-Pick three apples. 2-Put all the ingredients into a bowl.  
3-Blend the mixture. 4-Pour half of the mixture into a baking tin. 5-Chop an apple. 6-Add the pieces to the mixture. 7-Pour the rest of the mixture. 8-Cut two apples into crescent shapes.  
9-Place the pieces on top of the mixture. 10-Place in the oven.  
11-Take out of the oven and cover with jam.

#### Puzzle 48 - The farmer riddle

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Instructions: Solve the enigma to be able to go through the door and get to the Kingdom of the Giants.

Answer: 1. That's correct! If he puts all the piles together, he will have one single pile.

Puzzle 49 - The map of the Giants

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Instructions: Move the red pointer with the analog stick or the directional buttons and dig up the map of the Giants before the time is out. Avoid the snowballs to succeed and collect extra Fantastic Guilders from the ground. Move the pointer to remove the snow on top of the map. If you can dig up the map with 20 seconds or more remaining, you will unlock The Map Of The Giants achievement.

Notes: This little game is harder than it looks. Ignore the Guilders in this challenge, just work on staying away from the snowballs. They move randomly, but they do work their way towards you, so move around the map, uncover some of the map, then go to another section.

Reward: The Map Of The Giants Achievement.

#### Puzzle 50 - Scatterbrain in danger

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Instructions: Scatterbrain has fallen into the icy water. To get her out you need help from all the members of the Order. Take all the members

of the Order to where Scatterbrain is. Be careful though: the icy surface is very fragile and might break, so you cannot step on the same place more than once. Use the analog stick or the directional buttons to move the selected character. Press the X button to change to another character.

- Clue 1: A hint that shows 1 characters path.
Clue 2: A hint that shows 2 characters path.
Clue 3: A hint that shows 3 characters path.

Answer: Move King Factual and Queen Cozy 9 squares right, 2 down, 1 right, 2 down, 1 left, 1 down, 3 left, 2 up. Move Stilton 1 square down, 3 right, 2 up, 1 right, 1 up, 3 right, 1 down. Move Scribblehopper 2 squares right, 1 up, 2 right, 1 down, 2 right, 1 up, 1 right, 1 up. Move Trick 2 squares up and 1 square right.

Puzzle 51 - Geronimo Stilton's Glasses

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Instructions: Geronimo Stilton lost his glasses. Help him find them before the time runs out. Use the analog stick or the directional buttons to move the pointer and, when you find them, press the X button.

- Clue 1: A hint that shows you the area where the glasses are.  
Clue 2: A hint that shows you the area where the glasses are.  
Clue 3: A hint that shows you the area where the glasses are.  
Clue 4: A hint that shows you the area where the glasses are.

- Answer 1: On the cliff face just to the right of the valley.  
Answer 2: On the cliff face to the left of the valley, near the top.  
Answer 3: On the base of the turret to the right of the gate.  
Answer 4: At the very top of the same turret, just to the right of it.

#### Puzzle 52 - Breakfast

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Instructions: Find out which type of food is identical to the food in the centre. Use the analog stick or the directional buttons to move the pointer and press the X button to select the correct type of food. You need to get eight out of ten right.

Notes: This puzzle is just like Puzzle 14 - Giant Shark. However, it is a lot easier, since the food is more distinctive and you only need to get 8 out of 10 right. Just concentrate and move quickly.

Puzzle 53 - Avalanche

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Instructions: Help the Order escape from the dangerous avalanche. Use the analog stick or the directional buttons to move Geronimo Stilton and avoid the snow balls. Press the X button to fire the harpoon. You must break up all the balls that appear on screen.

Notes: This is a fun game which isn't too difficult as long as you don't make too much work for yourself. Don't split up the snowballs into too many pieces. Break up one, work on just one of the new pieces before splitting the others. This way you're only dodging a one

or two large pieces, which is easier than dodging ten or twenty small pieces.

#### Puzzle 54 - The map of the Fairies

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Instructions: Move the red pointer with the analog stick or directional buttons and clean out the map of the blue roses before the time is out. Avoid the spiders to succeed and collect extra Fantastic Guilders from the ground. If you can remove all the blue roses with 20 seconds or more extra, you will unlock the White Rose achievement.

Notes: This puzzle is just like Puzzle 49 - The map of the Giants. Keep moving, don't let yourself get trapped and ignore the Fantastic Guilders.

Puzzle 55 - The Five Figures

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Instructions: Rebuild the five figures with all the pieces available. Place the pointer over one of them and press the X button to pick it up. Then hold the button down and move to the building area. To rotate the pieces, first select a piece by holding the X button and then use the L button and the R button to rotate it.

Clue 1-1: A hint that shows 2 of the pieces.  
Clue 1-2: A hint that shows 4 of the pieces.  
Clue 2-1: A hint that shows 2 of the pieces.  
Clue 2-2: A hint that shows 4 of the pieces.  
Clue 3-1: A hint that shows 2 of the pieces.  
Clue 3-2: A hint that shows 4 of the pieces.  
Clue 4-1: A hint that shows 2 of the pieces.  
Clue 4-2: A hint that shows 4 of the pieces.  
Clue 5-1: A hint that shows 2 of the pieces.  
Clue 5-2: A hint that shows 4 of the pieces.

Answer 1: Take a small triangle and rotate it so the 90 degree angle points south-west. Place it in the beak. Next, take the parallelogram and use that for the neck of the bird. Take the square and rotate it so its a diamond, then place it at the base of the neck. Now take a large triangle and rotate it so the 90 degree angle points down, and use that as the wing of the bird. Take another large triangle, rotate it so the 90 degree angle points south-east and use that as the base of the bird. Now just fill in the blanks with the remaining pieces.

Answer 2: Use a square to make the head, a parallelogram for the ears and a small triangle for the front paws. Next, take a large triangle and rotate it so the 90 degree angle points south-west and use it for the upper body of the rabbit. Take another large triangle and rotate it so it faces the opposite way and use that as the lower body, just underneath. Now just fill in the blanks with the remaining pieces.

Answer 3: Use the square for the head, and the small triangles for the feet. Now take a large triangle and rotate it so the 90 degree angle points north-west. Place it as the upper body. Take the other large triangle and rotate it so the 90 degree angle points south-east. Use that as the back leg. Now just use the medium

triangle as the front knee and the parallelogram as the arm.

Answer 4: Use a square as the head of the cat and the small triangles as the ears. Use the parallelogram as the tail and the medium triangle as the chest, pointing out. Now just fill in the blanks using the two large triangles.

Answer 5: Use the small triangles as the feet of the monster, and the medium triangle as the head. Use the square and then the parallelogram as the neck. Now take the large triangles and use them as the body, with one pointing down, and one pointing up.

#### Puzzle 56 - Fairy Dressed in Blue

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Instructions: The next challenge will test your perception. It's very easy to play. All you have to do is indicate in which rose the Fairy dressed in blue was last seen. To pass the test you need to get it right six times. Use the analog stick or the directional buttons to navigate around the roses. Press the X button to select the appropriate rose.

Notes: This is fairly easy if you use your peripheral vision. Don't try to follow the fairies around, just look at the screen as a whole, or concentrate on the centre and just memorise where you last saw the blue flash. The instructions are incorrect, you only need to get it right 5 times, and you are given a few chances so this is easy.

Puzzle 57 - The Secret of the Fairy

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Instructions: For this test you need to use your brain like never before. The aim of the game is to remove all the flowers shown on screen. Move the little Fairy from one flower to another using the analog stick or the directional buttons. You can only move the Fairy downwards or from left to right, never diagonally. You are also not allowed to make a consecutive reverse move.

Clue 1: Shows the first 3 flowers.

Clue 2: Shows the first 3 flowers.

Clue 3: Shows the first 3 flowers.

Clue 4: Shows the first 3 flowers.

Answer 1: Move right 1, down 2, right 1, up 1, right 1, down 2.

Answer 2: Move right 1, up 1, right 1, up 1, left 2, down 1, right 2, up 1, right 1.

Answer 3: Move left 2, up 1, left 1, down 1, left 1, up 1, right 1, up 1, left 2.

Answer 4: Move left 1, up 1, left 1, up 1, right 2, down 2, left 2, up 2, left 1.

#### Puzzle 58 - Troll Broth

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Instructions: Pay close attention and count the ingredients that appear on screen to cook a delicious troll broth. Use the analog stick or directional buttons to indicate the exact amount of ingredients. To pass the test you need to count seven ingredients correctly.

Notes: There is no set answer for these items, however since there are 10 items, you have some room for error. I would suggest moving the number up a few clicks as you are counting since you don't always get the time to put in your answer after counting.

Puzzle 59 - Tic Tac Toe

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Instructions: Challenge the Trolls to an exciting game of Tic Tac Toe. The winner will be the first one to obtain three victories. Try to put the three marbles in a line to win the round. The first piece must be placed at the centre of the game board and cannot be moved during the round. Use the analog stick or the directional buttons to move the pointer. Hold the X button to pick up a marble and release the X button to place it.

Notes: This game is a variation on tic tac toe in that you only have three markers which you move around. Whilst the centre piece is already chosen, remember that control of the board goes to the player that controls the corners. Simply make sure you block everything the trolls give you, and eventually you'll open up an opportunity.

#### Puzzle 60 - Fly Catcher

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Instructions: Find out which of the Chameleons catches the most flies. To pass the challenge you need to achieve five correct rounds. Use the analog stick or the directional buttons to move, and press the X button to select the appropriate chameleon. If you pass the test without asking for any clues, you will unlock the Hunting Chameleon achievement.

Clue 1: A hint that removes 2 of the chameleons.
Clue 2: A hint that removes 2 of the chameleons.
Clue 3: A hint that removes 2 of the chameleons.
Clue 4: A hint that removes 2 of the chameleons.
Clue 5: A hint that removes 2 of the chameleons.
Clue 6: A hint that removes 2 of the chameleons.
Clue 7: A hint that removes 2 of the chameleons.
Clue 8: A hint that removes 2 of the chameleons.

Notes: This is the most difficult puzzle of the game. If you don't care about the achievement, then it is one to spend Guilders on buying hints. If you do care, then simply keep your eyes open and try to keep track of which chameleons are grabbing the flies.

Reward: Hunting Chameleon Achievement.

Puzzle 61 - The Road to the Palace

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Instructions: Get to the Crystal Castle avoiding the green fog. Navigate around the golden rings with the analog stick or the directional buttons and use the L button and the R button to rotate the ring in the direction you want. If you manage to do it before the end of the

countdown you will unlock the Golden Path achievement.

- Clue 1: To start, turn the biggest right three times towards the right...  
Clue 2: Then, turn the next biggest right three times towards the left...  
Clue 3: and the next biggest right once towards the left...  
Clue 4: Now, you just have to fit the smallest ring.
- Answer: Just follow the hints above, and you'll be fine.

#### Puzzle 62 - The Final Challenge

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Instructions: There is one last obstacle between Geronimo Stilton and the Queen. Place the three gems on the special tiles to make the fence give way and reach the end of your journey. Move Geronimo Stilton with the analog stick or the directional buttons to push each gem into the special tile.

Answer 1: First, push the yellow gem left 1 and down 1. Now push the green gem right 1, which will allow you to get around the other side. Now push the remaining two gems onto the tiles.

Answer 2: Go to the right side of the green gem and push it onto the lower special tile. Now go to the top of the pink gem and push it down 1 square and right 1 square. Now go to the bottom of the yellow gem and push it up and into the centre special tile. Now go to the right of the pink gem, push it next to the green gem, and then up and onto the last special tile.

Answer 3: Move the yellow gem left onto the lower special tile. Then move the pink gem down onto the centre left special tile. Now push the dark green gem onto the upper special tile. Shift the light green gem up one square. Push the orange gem onto the centre special tile. Now push the light green gem down one square and left one square to finish.

Ending Notes

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Thank you for reading this game guide, I hope that it has been of use to you. I do not mind others using this guide as they so wish as long as I, Ezechieel Schwarzstein, am still credited with the work held within. I have completed this game three times now, so I'm fairly certain that I have completed every little thing in this game. If there is anything else that I may have missed, or comments, then feel free to contact me at my email address.