

# Exit 2 FAQ/Walkthrough

by sylver\_spiders

Updated to v0.21 on Jan 16, 2009

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SPEED STRATEGY SURVIVAL

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/                               /
\                               \
/   Author:  sylver_spiders (sylver_spiders@hotmail.com) /
\   Version:  0.21                                     \
/   Platform: Playstation Portable (PSP)              /
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=====  
INTRODUCTION <INTR>  
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Welcome to my Exit 2 FAQ/Walkthrough. This is my first guide, and was prompted by the fact that I've only seen the demo levels covered elsewhere.

Exit 2 is a puzzle game, and as such I highly recommend that people take the

time to try and work out how to complete the levels on their own. The walkthrough here is aimed mainly at people who are trying to improve their score, or who are genuinely stuck at a specific point.

The current version of this guide (0.2) contains step-by-step instructions for completing all Subway Labyrinth (Situation 1) and Icy Palace (Situation 2) levels. I describe my own most efficient route, but this may not be the only possible method (e.g., you might like to experiment with dividing required tasks differently between companions).

Please note that the score obtained involves a time component. I have included my own best scores and times as a rough guideline, though I'm sure others will be able to do better. For general strategies on completing stages quickly I recommend the guide by peter\_the\_h on the original "Exit" game.

Corrections or alternative strategies can be e-mailed to me at <sylver\_spiders@hotmail.com>, along with the name you would like to be credited with. Feedback or constructive comments are also welcome. Please do not send me questions about stages not yet included in the walkthrough.

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COMPANIONS <COMPA>  
=====

YOUNGS

Young adults with similar abilities to Mr ESC, though they cannot move as far vertically.

ADULTS

Heavier (okay, fatter) adults. They are strong enough to move very large boxes unassisted but require the assistance (from above) of two people to climb 2 m obstacles, and can only jump 1 m horizontal gaps. They cannot crawl.

MACHOS

Strong adults capable of moving relatively large boxes unassisted, or helping Adults over obstacles alone. They have vertical movement as good as Mr ESC and can climb ropes, but their horizontal movement is limited to 1 m and they cannot crawl.

KIDS

Can crawl through small spaces or move across areas with low weight limits. They are not strong enough to move boxes and can only climb or jump 1 m unassisted. Kids can be helped up or down a 2 m climb by a single companion or Mr ESC (not dogs). Unlike adults, kids are assisted from below.

DOGS

Can jump horizontal gaps of up to 4 m, but only climb 1 m. They can crawl through small spaces, swim across water, or move across areas with low weight limits. Dogs can pick up items but not use them, and cannot use switches or open doors.

PATIENTS

Injured people who cannot move unassisted. They can be carried by Mr ESC or a companion (not kids or dogs). Carrying a patient reduces movement speed and prevents climbing or jumping. Stairs can still be used while carrying a patient but not ladders or ropes.

=====

ITEMS <ITEM>

KEYS

Can be used once to open a single locked door.

ROPE LADDER

Are set on hooks, and can then be used to move either up or down. Cannot be moved once they are set in place.

ROPE

Ropes are used in the same way as a rope ladder, but most characters can only use ropes to move downwards. Machos are able to climb ropes.

FIRE EXTINGUISHER

Can put out a single, small fire.

PICKAXE

Used to break down debris, icicles or crumbling walls. Mr ESC and Youngs take two hits to break something. Adults and Machos take a single hit. Kids can break something down in three hits. Pickaxes can be used an unlimited number of times without disappearing.

PLANK

Can be set across certain pits to allow people to walk across.

FLASHLIGHT

Automatically lights dark areas when obtained.

SPIKED SHOES

Allow crossing icy floors without slipping. These are required to push blocks on icy floors.

UNLOCKING CONDITIONS <UNLO>

Credit for these unlocking conditions goes to Owvin. Additional stages are unlocked based on your Total Score from all previous stages.

Situation 6 & 7: 2750 points (average score of 55 for all stages in Situations 1 through 5)

Situation 8 & 9: 4550 points (average score of 65 for all stages in Situations 1 through 7)

Situation 10: 6750 points (average score of 75 for all stages in Situations 1 through 9)

SITUATION 1 - SUBWAY LABYRINTH

The fragrance of morning coffee fills the room. My world is disconnected from the clamor of rush hour.  
Then the calm of such peaceful time is broken by the ringing of a loud bell.  
... .. Somehow, it's time to go to work. The world seems to need me.

My job [Escape Contractor]. So, I am the man who makes the impossible possible.

<SUB1> 01-01

-----

Time Limit: 3'00"00

My Best Score: 100/100

My Best Score Time: 0'50"30

Companions: 1 x Young

Completion conditions: Get your companion out of there!

- Jump the fire-filled gap to the right.
- Continue right, dropping down three times, and pick up the fire extinguisher.
- Climb back up to the left. The final step will require you to jump and pull yourself up.
- Jump right, over the gap you just climbed out of. A walking jump will require you to pull yourself up at the other side; a running jump can save time.
- Extinguish the fire, and push the box right (into the gap containing a Young companion).
- Drop down to meet the Young and have him climb up to the left and then jump the gap to get to the exit.
- Mr ESC can jump directly up the right hand side of the gap, or take the same route as the Young.

<SUB2> 01-02

-----

Time Limit: 5'00"00

My Best Score: 100/100

My Best Score Time: 1'39"63

Companions: 1 x Adult, 1 x Young

Completion conditions: Don't leave anyone behind!

- Tell the Adult to move the large box to the right and over the edge.
- Both of you continue right, dropping down three times.
- Have Mr ESC in the lead to cross the weight-limited tiles and meet the Young companion. Let the Adult follow and break the first of the tiles.
- Use the combined weight of Mr ESC and the Young to break the right hand tile.
- Have Mr ESC and the Young climb up to the right and co-operate to pull the Adult out with them.
- Make the Adult wait while Mr ESC and the Young jump to the right, climb over the two boxes, and co-operate to push them both left and over the edge.
- Tell the adult to follow. He will need to be assisted up by Mr ESC and the Young again to climb up the right hand side.
- All exit.

<SUB3> 01-03

-----

Time Limit: 4'30"00

My Best Score: 100/100

My Best Score Time: 1'10"81

Companions: 1 x Kid

Completion conditions: Get your companion out of there!

- Tell the Kid to move right and flip the switch.
- Both go upstairs and climb to the right, up two "steps".
- Drop down and assist the Kid to follow, then continue right.

- Instruct the Kid to crawl through the narrow passage while Mr ESC jumps up and climbs over the top of the obstacle.
- Both continue right to the exit.

<SUB4> 01-04

-----

Time Limit: 5'15"00

My Best Score: 100/100

My Best Score Time: 1'34"81

Companions: 1 x Macho, 1 x Adult

Completion conditions: Don't leave anyone behind!

- Tell the Macho to move the box right so it extinguishes the small fire.
- Both jump across the small remaining gap to the right.
- Have the Macho move on top of the large box, while Mr ESC moves to the other side to meet the Adult.
- Instruct the Adult to climb on top of the large box and have the Macho help her up.
- Move everyone to the left hand side of the large box. Have the Adult push the large box right, on top of the fire.
- Move everyone to the right hand side of the box.
- Tell the Macho to climb the rope and retrieve the pickaxe, then climb back down the rope and use it on the crumbling wall to clear access to the exit.

<SUB5> 01-05

-----

Time Limit: 6'00"00

My Best Score: 100/100

My Best Score Time: 2'38"06

Companions: 1 x Kid, 1 x Dog

Completion conditions: Don't leave anyone behind!

- Drop down twice to the right to meet the Kid. Assist him to climb up to the left and instruct him to move into the elevator.
- Jump up to the right to collect the Dog.
- Have the Dog and Mr ESC jump across the gap to the left (running jump).
- Take everyone up one level in the elevator.
- Tell the Kid crawl right, collect the plank, and then stand on top of the switch.
- Have the Dog crawl and swim right, and pick up the key.
- Return the Dog to the elevator, followed by the Kid. Make sure the dog is ahead of the Kid before moving him - they will break the floor tiles if they both stand on one at the same time.
- All take the elevator up another level.
- Instruct the Kid to place the floor plank, while Mr ESC takes the key from the Dog.
- All move across the plank. Unlock and open the door to the exit.

<SUB6> 01-06

-----

Time Limit: 4'30"00

My Best Score: 100/100

My Best Score Time: 1'40"01

Companions: 1 x Adult

Completion conditions: Get your companion out of there!

- Jump and pull Mr ESC onto the ledge above, and push the small box right and

- over the edge.
- Drop down after it, and push the box left into the gap containing the Adult.
  - Go down to meet him and have him follow Mr ESC to the right.
  - Get the Adult to wait near the hook while Mr ESC jumps to the right and picks up the rope.
  - Move Mr ESC left again and use the rope on the left-hand hook.
  - Tell the Adult to climb down the rope, pick up the fire extinguisher, and use it to put out the fire.
  - Meanwhile, have Mr ESC move right, pick up the rope ladder, and use it on the right-hand hook.
  - Have Mr ESC climb down the rope ladder, pick up the second fire extinguisher and put out the second fire.
  - Both climb up the rope ladder.
  - Have Mr ESC and the Adult co-operate to push the large box (with the small box still on top of it) to the right.
  - Both move across to the exit.

<SUB7> 01-07

-----  
Time Limit: 5'00"00  
My Best Score: 100/100  
My Best Score Time: 1'49"16  
Companions: 1 x Young, 1 x Macho  
Completion conditions: Don't leave anyone behind!

- Pick up the fire extinguisher to the right.
- Move left across the water (jumping the first part may be faster than swimming) and extinguish the fire to reach the Young.
- Have her wait in the shallow part of the water while Mr ESC picks up the mining pick and moves to the above platform. This requires twice pulling himself up to the left, and then jumping right and pulling himself onto the platform.
- Push the box over the edge and jump right (running jump, or walking jump and pull up).
- Use the pick twice to break the crumbling wall, and climb over to the Macho.
- Have the Macho push the left box over the left-hand edge. This creates a path for the Young to move right across the water.
- Meanwhile, move Mr ESC right and use the pick on the second crumbling wall.
- Move Mr ESC to the left of the nearby box and tell the Macho to push it over the edge to the right, extinguishing the fire below.
- Once Mr ESC and the Macho lower themselves down onto this box, all can move right to the exit.

<SUB8> 01-08

-----  
Time Limit: 4'30"00  
My Best Score: 100/100  
My Best Time: 1'39"36  
Companions: 1 x Dog, 1 x Adult, 1 x Macho  
Completion conditions: Don't leave anyone behind!

- Climb the stairs and collect the pickaxe.
- Move back downstairs and free the Dog from behind the crumbling wall (two hits with the pick).
- While Mr ESC moves back upstairs, have the dog crawl left and pick up the key.
- While the Dog moves upstairs, have Mr ESC break the second crumbling wall, freeing the Adult and Macho.

- Move the Dog and Mr ESC left, to near the locked door and take the key from the dog.
- Have the Dog wait near the door, while Mr ESC climbs up to the right and pushes the small box over the edge.
- Tell the Adult and Macho to follow and instruct the Macho assist the Adult to climb up.
- Meanwhile, have Mr ESC move back down to the left, and unlock and open the door.
- All move to the exit.

<SUB9> 01-09

-----  
 Time Limit: 5'00"00  
 My Best Score: 100/100  
 My Best Score Time: 1'49"58  
 Companions: 1 x Adult, 1 x Kid  
 Completion conditions: Don't leave anyone behind!

- Pick up the ladder immediately to the right, then move left to meet the Adult.
- Tell her wait, and have Mr ESC continue left and climb the ladder to the far left
- Use the ladder on the hook to Mr ESC's right, and instruct the Adult climb up it and move to the left of the large box.
- Have the Adult push the large box right until it falls through the weight-limited tiles and extinguishes the fire below.
- Both move back down the rope ladder and continue right.
- Have the Adult break the weight-limited tile to reach the Kid.
- Tell the Adult and Kid to wait, while Mr ESC picks up the ladder and jumps up the way he came from, pulling himself up to the right.
- Climb further right, and use the ladder on the hooks. Meanwhile, instruct the Adult to open the door.
- Have Mr ESC jump to the right hand side of the ladder, and tell the companions to follow him.
- All will climb the ladder to the exit.

<SUB10> 01-10

-----  
 Time Limit: 5'00"00  
 My Best Score: 100/100  
 My Best Score Time: 1'47"46  
 Companions: 1 x Young, 1 x Macho  
 Completion conditions: Don't leave anyone behind!

- Move left and go down one level in the elevator.
- Meet the Young, and both go back up one level in the elevator.
- Move right. Have the Young pick up the rope ladder, and Mr ESC pick up the rope.
- Tell the Young to use the rope ladder on the closest set of hooks, and have him to move down it and flip the switch.
- As the fire is extinguished, have Mr ESC jump right and move across. Use the rope on the right-hand set of hooks.
- Move Mr ESC down the rope to meet the Macho, and tell the Young climb back up the rope ladder.
- Instruct the Macho climb the rope and pick up the plank to the right.
- Have the Young climb down the rope.
- Tell the Macho to use the plank to continue right, and then lower himself down to the right-hand-side of the box near the exit.

- Have the Macho push the box left and into the water.
- All move right to the exit.

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SITUATION 2 - ICY PALACE

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Everything in view of the eye is frozen. It is stating the obvious to say this is a northern land.

With clients bulging from wearing arctic clothing, now the largest cold wave of the century has arrived.

With the unexpected heavy snowfall, the system suddenly knocked out, it is time to get everyone evacuated.

Hearing the story, the body and the spirit will not freeze.

As a reward, hot borscht and coffee will be served.

<ICY1> 02-01

-----

Time Limit: 4'30"00

My Best Score: 100/100

My Best Score Time: 1'22"70

Companions: 1 x Kid

Completion conditions: Get your companion out of there!

- Move right, climb up and pick up the spiked shoes.
- Move back down to the left, climb the stairs, and push the box right so it drops over the edge.
- Climb back downstairs and move up to the left of the box. Push it twice to the right.
- Climb up to the right using the box, and go up the escalator.
- Move right and climb up to meet the Kid.
- Drop back down to the left and assist the Kid from below to follow.
- Have the kid crawl left, collect the pickaxe, and use on the ice shards twice.
- Have Mr ESC crawl under the remaining ice shards (Note: it is also possible to use the axe three times to completely remove the obstacle, but I found this quicker).
- All move left to the exit

<ICY2> 02-02

-----

Time Limit: 4'45"00

My Best Score: 100/100

My Best Score Time: 1'29"56

Companions: 1 x Adult

Completion conditions: Get your companion out of there!

- Pick up the spiked shoes to the right, and push the box left.
- Continue moving left (through two crawlspaces) to reach the Adult.
- Give the Adult the spiked shoes and both climb the ladder to the left.
- Have the Adult push the large box right and over the edge.
- Instruct the Adult to climb the ladder to the far right, and have Mr ESC stand on the floor switch when the Adult is clear of the sliding panel.
- Move the Adult left until he is clear of the sliding panel.
- Get Mr ESC to pick up the key to his right.
- Move the Adult to the left-hand side of the small box, and move Mr ESC up the ladder.



- Have the Adult push the small box right so that it lands on top of the switch below.
- Move Mr ESC left and have him unlock and open the door to the exit.

<ICY3> 02-03

-----

Time Limit: 4'30"00

My Best Score: 100/100

My Best Score Time: 0'56"85

Companions: 1 x Kid, 1 x Young

Completion conditions: Don't leave anyone behind!

- Climb the stairs to the level above, open the door to the left and meet the Young.
- Have her wait on top of the switch.
- Continue left and climb down the rope and move right to meet the Kid.
- Leave Mr ESC on top of the switch and tell the Kid to move right and crawl under the icicles.
- As soon as the kid is clear of the sliding panels, have the Young move right and down the stairs.
- Meanwhile, move Mr ESC left and drop down, then move right and drop down again to collect the pickaxe.
- Tell the companions to follow, while moving Mr ESC right and using the pickaxe twice to break the icicles.
- Note: If the companions were left near the top of the stairs they should descend automatically when called without getting stuck.

<ICY4> 02-04

-----

Time Limit: 5'00"00

My Best Score: 100/100

My Best Score Time: 1'22"56

Companions: 1 x Young, 1 x Adult

Completion conditions: Don't leave anyone behind!

- Move right, ignoring the patient for now, and climb the escalator.
- Move left and jump across to the elevator (a running jump can get you straight there).
- Move the elevator down, pick up the patient, and carry him right and up the escalator.
- Take the elevator down to meet the Adult (stepping on the switch will call the lift).
- Put down the patient and have the Adult pick him up.
- Leave them waiting to the left of the switch here while Mr ESC takes the elevator up again and moves to the right.
- Instruct the Adult move onto the lower switch to call the elevator back down.
- Have Mr ESC lower himself down to the right, stand on the switch near the exit to move the sliding panel, and call the companions to follow him.

<ICY5> 02-05

-----

Time Limit: 5'30"00

My Best Score: 100/100

My Best Score Time: 1'55"21

Companions: 1 x Dog, 1 x Adult

Completion conditions: Don't leave anyone behind!

- Move left, climbing the obstacle to meet the Adult and Dog.
- Have the Dog and Adult climb the escalator, while Mr ESC climbs back to the right and stands on the switch.
- Instruct the Dog to jump right, collect the pickaxe, and then jump back to the left.
- Have the Adult take the pickaxe from the Dog, and use it to break the icicles (one hit).
- Get the Dog to jump right again.
- Have the Adult move to the left hand side of the box and push it right and over the edge.
- Have the Adult climb down using the box, the dog move right and down the escalator, and Mr ESC move to the right of the sliding panel.
- Have the Adult move to the immediate right of the switch, and then instruct everyone to follow Mr ESC right and down the escalator.
- Tell the Dog to jump the gap to the exit.
- Allow the Adult to continue following Mr ESC as he drops down, pushes the small box left, and uses it to climb out to the exit.

<ICY6> 02-06

-----  
 Time Limit: 5'20"00  
 My Best Score: 100/100  
 My Best Score Time: 1'49"76  
 Companions: 1 x Patient, 1 x Adult  
 Completion conditions: Don't leave anyone behind!

- Move right and climb the stairs upwards.
- Leave the patient for now. Climb the escalator and collect the spiked shoes.
- Jump right to meet the Adult.
- Give the spiked shoes to the Adult and have him push the large box right ONCE so it hangs over the edge but doesn't fall.
- Have Mr ESC climb the large box and lower himself down to the right.
- Pick up the second set of spiked shoes and push the small box left until it falls through the gap.
- Move Mr ESC to the far right, next to the wall.
- Have the Adult push the large box right again, so it falls over the edge, and then use it to climb down to the right and join Mr ESC.
- Get the Adult to push the large box left twice, so it activates the switch.
- Have Mr ESC and the Adult climb the box and move left.
- Tell the the Adult pick up the patient and instruct him to follow.
- All move downstairs, have Mr ESC push the small box right to fill the gap.
- All move right to the exit.

<ICY7> 02-07

-----  
 Time Limit: 5'30"00  
 My Best Score: 100/100  
 My Best Score Time: 1'45"45  
 Companions: 1 x Young, 1 x Macho  
 Completion conditions: Don't leave anyone behind!

- Pick up the mining pick.
- Jump up to grab the horizontal pole and climb left along it. Drop down onto the platform on the other side.
- Climb over the box and use the pick twice to break the icicles.
- Jump left to meet the Macho, and have him pick up the spiked shoes.
- Have Mr ESC climb down the rope to meet the Young, and the Macho jump right.
- Tell the Macho to push the box right twice so it falls over the edge.

- Meanwhile, have Mr ESC use the pickaxe twice on the icicles to the right to break them.
- Have the Macho climb down the rope to his left, and tell the Young to move right and into the crawlspace, so that she is left crouched in the right-hand side of it.
- Have the Macho push the box right twice. If the Young is in the correct position, the box should end up half under the crawlspace and half still protruding left.
- Instruct the Young to continue right and climb left onto the platform immediately above where she was previously crouched.
- Have the Macho push the box right again, and Mr ESC climb to the right, joining the Young.
- Tell the Macho to climb up to the right twice onto the upper platform, and then lower himself down the right hand side.
- Have the Young and Mr ESC move right through the crawlspace to reach the exit.

<ICY8> 02-08

-----  
 Time Limit: 6'30"00  
 My Best Score: 100/100  
 My Best Score Time: 2'57"86  
 Companions: 1 x Patient, 1 x Young  
 Completion conditions: Don't leave anyone behind!

- Move right, pick up the spiked shoes, and push the small box right onto the switch.
- Climb onto the small box, and up three "steps" to the right.
- Push the small box at the top to the right and over the edge, clearing enough space for a running jump to the left.
- Pick up the patient and carry them left and down the stairs.
- Leave the patient at the bottom of the stairs, and have Mr ESC climb back up.
- Move right, and jump across. Drop left and onto the small box.
- Push the box right, to the edge of the platform but not over the edge.
- Move back to the left, pick up the patient, and carry him right and down the escalator.
- Put down the patient and pick up the pickaxe (don't worry about the shoes, you won't need them again).
- Use the pickaxe twice on the icicles to the right, and free the Young.
- Move left, and use the pickaxe twice again to break the other icicles.
- Have Mr ESC and the Young co-operate to push both boxes left until they drop down.
- Have one of them continue to push the top box of that stack left.
- Move both of them to the left of the second stack of two boxes and co-operate to push them right.
- Instruct the Young move right and pick up the patient.
- Tell him to follow, and both continue left to the exit, dropping down three times.

<ICY9> S2-09

-----  
 Time Limit: 5'30"00  
 My Best Score: 95/100  
 My Best Score Time: 2'09"15  
 Companions: 1 x Adult, 1 x Young  
 Completion conditions: Don't leave anyone behind!

- Go up the escalators to meet the Adult, and have Mr ESC take the spiked

shoes.

- Tell the Adult to wait next to the sliding panel while Mr ESC lowers himself down to the left of the platform.
- Move Mr ESC right and onto the switch.
- Move the Adult right, past the sliding panels and onto the second switch.
- Move Mr ESC right past the sliding panels, climb up and push the small box right.
- Have Mr ESC continue right, and go up one level in the elevator. Take a running jump left to meet the Young.
- Push the small box left, and have both the Young and Mr ESC jump back to the elevator.
- Move the elevator down one level and both move left. Continue past the small boxes and sliding panels.
- Have the Young wait on top of the switch at ground level, while Mr ESC continues left and up the escalator.
- Move the Adult off his switch to allow Mr ESC to reach him; leave Mr ESC on the switch.
- Move the Young right, past the sliding panels and to the right of the boxes that have been placed here.
- Have the Adult take the spiked shoes from Mr ESC and push the large box right over the edge as soon as the Young is clear.
- Have the Adult and Mr ESC climb onto the large box and to the right.
- Have one companion wait while Mr ESC takes the elevator down one level to the exit.
- Leave the companion on the lower level, go back up a level, collect the second companion, and take them down one level to the exit.

<ICY10> S2-10

-----

Time Limit: 6'00"00

My Best Score: 96/100

My Best Score Time: 02'13"80

Companions: 2 x Dog, 2 x Young

Completion conditions: Save at least 3 of your companions!

- Move right, collecting the first Dog (Dog 1).
- Leave Dog 1 at the top of the two "steps" while Mr ESC drops down and continues right and up the escalator to meet the second Dog (Dog 2).
- Have Dog 2 wait here for now, while Mr ESC climbs the ladder.
- Take the spiked shoes and stand on the switch.
- Move Dog 2 left past the sliding panel and to the edge of the gap.
- Have Mr ESC take a running jump left and climb left of the small box to meet the male Young.
- Give the spiked shoes to the Young and have him push the small box right once while Mr ESC jumps left.
- Instruct the Young to push the box left a second time so it falls over the edge, while meanwhile Mr ESC drops down to the left of the icicles.
- As soon as the small box is in position, tell Dog 2 to take the plank (it should jump left from this position without additional instructions and crawl under the icicles).
- Move Dog 2 left under the second set of icicles to meet Mr ESC and take the plank from the Dog.
- Have Mr ESC jump back up to the left and jump right onto the platform above the icicles.
- Use the plank to bridge the gap to the right and take the spiked shoes from the Young.
- Move the Young right and onto the switch, and instruct Dog 2 to move right again and over the gap. Make sure you leave it to the right of the sliding panel.

- Have Mr ESC climb down the ladder.
- Have Mr ESC jump the gap to the left to reach the female Young.
- Instruct her to jump right, then push the box right and over the edge.
- Tell Dog 1 to move right to near the base of the escalator.
- Have Mr ESC jump and pull himself up to the right. When he is clear of the sliding panel call the companions to follow.
- Open the door and all move right to the exit (the male Young should automatically descend the ladder, and Dog 1 come up the escalator).

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LEGAL INFORMATION <LEGA>

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<http://www.supercheats.com>

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VERSION HISTORY <VERS>

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Version 0.2 (2009-01-11) Original submission to gamefaqs (First 20 Levels)

Version 0.21 (2009-01-16) Added additional hosting permissions

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