LittleBigPlanet FAQ/Walkthrough

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This walkthrough was originally written for LittleBigPlanet on the PSP, but the walkthrough is still applicable to the PS3 version of the game.

| | |____|_|_|_|_||__||__||__, | |_| | |_|__, / | | / | |__) | (____ | |__) | | ___/ ___ \| ___/ | | ____) | | | | /| | This is the FAQ/WALKTHROUGH for Little Big Planet for the PSP. This guide is not to be sold and is to be hosted on Gamefaqs.com. To look me up on that site, I go by the user name Dontyoulookatme. This guide is copyright of 2010 dontyoulookatme and is not to be taken without permission. I do not own the title or rights to Little Big Planet. I hope you enjoy this guide, and you can contact me with any issues or concerns. * CONTENTS

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Controls:

You move with the directional pad, and jump with the X button. It's pressure sensitive, so the harder you press, the higher you go. You press the R button to grab objects, and the combination of R and X on some objects cause them to move. To move to another plane manually, you press the directional pad and jump in the direction you wish. The action button is [] and is what you'll use to access the options for customization and selections with the intuitive popit cursor. Jumping lands you a plane automatically.

Circle is the cancel button, and you can use it to exit jet packs. The controls are very very similar to the PS3 version, and even if you haven't played that version of the game, you should still find them smooth to use.

DOWN UNDER [DU]

When the level starts off, head right past the speech bubble, and head up on the ledge near the blue monster. Head left to pick up the bubbles. Head right and follow the path again. Head past the continue point and grab the bubble near the kangaroo. Head right over the frog and head up the ledge towards the tree if you want to get the goodies. Hop on the frog to get higher.

Take the path right, and follow the path to th right with the different view angle. Take the back path at the end, and head up the slop path. Head right and down, now, and move to the front plane, before heading back to the ground. Head right past the kangaroo, picking up the prize bubbles if you wish. Head past the continue point, and move through planes to get the item inside the boomerang.

Do the same for the one on the far right. Head across to the next continue point, and move to the windmill. You can then jump off it, to the left block to reach the goodies on the left, but otherwise, head right to the next point, and head right. You'll fall automatically when the bridge collapses, and you'll be taught what to do in a situation like this. You'll continue through the continue point, and should move to the right path. Head right and use the sticker that you obtain at the far right and place it on the circle. Head right past the koalas, and you can turn jump left onto the tree for the goodies when you are moving up the slope right. Head up the brown path, and jump down to the boomerang edges to get it to drop in a specific manner. Head right, and you'll be done with the level.

Push the boomerang left to grab the item. Head right and head what the speech bubble has to say. Grab the blocks and push them to gain another platform to move over. Place one near the trees to head back and pick up all the goodies. Head to the far right with the two blocks, and push them to head right and to the boomerang. Jump from the right to the boomerang point and head from the top of the boomerang right.

Place the sticker on the foot imprint. Hop on the top of the turtle enemy to take it out. Pull the sheep to the right at the edge, and then head on it for a ride. Move right to the next checkpoint, and grab the boomerang down to move on top of it. Head up the slope, and move to the trees for the goodies. Head near the koala and pull the lever. This will allow you to bring the sheep with you, and you'll now be able to move it right and jump from it to the koala. From there, head left for the goodies, or right to continue. Move right and swing from the grapple points to avoid the fire.

Head right and move to the front plane so you can jump on the teeter, and pull the block to the left. then you can get the goodies when the weight shifts, and head to the right and grab onto the koala. Head right and onto the slope to grab the moving boomerang. Time your release to get to the right. Head on the next slope, but be quick so that you can get to the right plank that moves up and down. Hop onto the moving plank, and grab the other moving boomerang to the next one near the sign pointing right. Head down the tunnel, and move right to complete the level.

Grab the surfboard to start. Hop to grab the prize bubbles that come your way, but keep your balance on the board, otherwise you'll fall and be unhappy. Oh, and there's a shark after you. This is a minigame where you can keep playing to get a higher score, so whenever you DO fall or die, you'll be done with the level.

Head right and read the speech bubble. Grab the yellow grabable object and head right to the continue point. Head down the rolling swirly things, and make your way to the rotating boomerang. Jump from it to the next by grabbing, and get to the top left boomerang, and from there still to the top right path. Head right past the continue point, and head over the gap.

Move to the plane that leads to the left, and move along the slope, following the arrow. Head on the teeter, and use your weight to get it to move down, then hop left and follow the path right. Hop up and grab the block near the animal, and place it near the grab switch. Grabbing it will lower the large plank you were previously on, and you'll then be able to hop up and grab the goodies from the bird. Pull its beak to gain access to a new area, and head through it. Move through the bottom narrow path, and head out after obtaining the goodies. Take the top path round right to the boomerang. Pull the one in the back layer and move through. Grab the continue point and head right. Wait for the slab to move, and then head on on top of it after stepping on the switch. Head on the next slab and jump across left for the goodies. Jump right over the flames and then take the path right to your buddy.

Take the right path and pull the yellow block left to the top of the slab. Use it to progress higher up at the place with the chain connected thingy. Don't touch it, but then move left up the cracked path, and use the jet pack to launch up, grab the swirly round things, and place them on the lever. Move through the path again, and take a right. Keep heading right, and you'll be done with the level.

Head right and through the path. Head on the jetpack and enjoy the ride up. Grab the goodies, and make your way through. When you get to the end of the journey, exit the jet pack and move on to complete the level.

Head down the tunnel, and grab the jet pack. Grab a sheep when it comes and place it right. Miss a single sheep, and it's gameover...but that also means you've completed the level.

----- THE ORIENT [TO]

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Head left and grab the goodies. Move along and there'll be another speech bubble. Lower the lever to block the flames. Head down the right path and move past the continue point and the flames. Rush through the appearing blocks, and head left below the slope going up. Grab the goodies, and then head up the slope. Stand in the middle and grab the floating objects. Head down the path, and move to the levers that control the block. Move it right, then head to the lever to lower it, completely covering the flames. Head right and down the path, and grab the goodies. Head left past the continue point, and hop over the platforms as they appear. Take your time, but not too much time.

Grab the goodies on the way, and move through the continue point. Head on to the next set of arrow levers to pull. Tilt the object with the far left lever so that it's fairly straight. Then use the other lever to move it left, and then place it down to cover the flames. Head down the right path, and move through the new path. Grab the goodies below before moving past the checkpoint. Head over the slope and the CP and be careful moving over the re appearing platforms. Wait for the right one to come, the one that seems stable, and head through. Head left through the gap, and move along the path as it appears. Grab the key, and you'll be brought back to the beginning of the spot. Head over again, but this time, head up and to the right.

Then follow the blocks left. Head over left and look for the other pot that shoots out floating objects. There are goodies near the grab wheels that you should get before heading from them to the path down where the guy with the speech bubble is. Head along the curve and grab the goodies as you head down. Pull the lever at the bottom left, and then pull the other lever to the right. Move up the path and pull the other lever. Follow the path up to the goodies, and then head to the top left at the castle walls, where the dragon will pop out. Keep moving to the speech bubble and you'll be done with the level.

Head down the elevator, and move left across the wheel, hopping over and avoiding the dangers. It will get progressively faster. The level will end when you die.

Grab the cannon to shoot the target, and then head up the blocks. Head up for the goodies, and then head down onto the car to move left. Shoot the dragon as it comes to you by grabbing the cannon. Aim for he target in its mouth. Move past the continue point, and head down the path. Hurry, for the dragon will be chasing you. Head down the next path, and move quickly here as well. Head right through the path, and head right to complete the level.

*[24]

Head left along the path, and inch your way through the electric planks. Walk slowly, and time your movements. Head through and move up the elevator. Head left, and for the puzzle, have the right:

Tiger Snake Bird Dragon, and then the far right: Tiger Snake Bird. For the left: Snake

Bird Dragon and the far left: Tiger Snake.

Head up and move right. Hop up the panda room, and move the floating objects to grab the goodies. Head left and move the switch up past the other speech bubble. after moving up, head left and press the switch to move the right panda up. Head onto the platform, and step on the switch. Head under the left panda and step on the switch to bring the elevator down. Grab the goody on the top and then head to the middle where the two green grab balls lay. Grab them up for the goodies, and then head up and right. Move the lever and grab the cannon to shoot it at the targets. Grab the goodies, and head to the left when you're done.

Grab the jet pack, and place the black object on the black object holders, the red object on the red object holder and so on and so fort. Be careful of the obstacles, though. There isn't a time limit, so take your time. Move through the top path when done, and step on the switch. Move to the other area with the bird. Move through the path and at the puzzle:

Far left:	
Tiger	
Snake	
Left:	
Tiger	
Snake	
Bird	
Dragon	
Right:	
Snake	
Bird	
Dragon	
Tiger	
Far right:	
Tiger	
Snake	
Bird.	

Then press the button. Grab the egg and move it left. Keep moving to complete

the level.

Grab the pot and move it right, after the monkey. Hop up the right spring, and move over the pillars. Head right after grabbing the goodies, and grab the goodies past the speech bubble. Head left and jump from platform to grab object, and move through the back plane and move over the rotating planks. Wait for them to stop moving first. Head down, and take the right. Move over the platforms, and move along after the monkey. Head up and move left, watch for the spikes and keep moving. Head through the back plane and move along, following the monkey. Take the other back plane, and move right.

Hop over the spring, and grapple the object that will slide you left. Don't let go until the fiery coast is clear. Take out the enemy by hitting his weakspot, and grab the palm tree to the next section. Bounce up the pin ball-like ledges to get to get to the top section, and head left. Hop over the ledge spring to the right and head through the gap for some goodies. Take the left past the checkpoint to meet the monkey again. Take your time heading down the path and avoid the enemies as you gain the goodies. Head right avoiding the obstacles and taking out the enemies. Head over the spring upwards and head right after the monkey. He'll escape, but if you keep after him, you'll be done with the level.

Head right through the passage ways, and you should come across a monkey and a spiked wall. Head back to figure a way to get in. Move to the top and right of where the monkey is, and then head up and to the left to get to a new path. Hop across the scale like object, and pull the block off the slate. You'll then be able to head into the back seat of the person moving through the right, and you'll be past the monkey. Head down the path past the pizza, and head right. Grab the goodies and move the lever.

Push the pot and block the fire with one of them. The other should be placed under the open door. Then head back and move the lever again so that you can pass through. Move the block to the middle so that you can get the key. Grab the key all the way left to the cage with the lamp and you should fall through. Grab the grab ball and inch your way down, avoiding the knives. Head up the ledge for the switch, then head back and down past the knives. Be careful when traversing them, and you should leave unscathed. Step on the switches at the top, and then head left for the goods, then take the down path. Jump right over the pillars and through the checkpoint. Head into the little gap to avoid getting burned. Move left near the checkpoint, and hide under the gaps as you continually progress through the high up left slope. Watch the spikes and the blades as you move left to the lift that will take you up. Grab the goody, and head left. Hop up the moving platform, and you should just miss the monkey. Head right, grab the lamp and move to the right near the checkpoint. Grab the monkey's tail, and maneuver yourself to get to the lamp. Keep holding it, but be careful, he'll try to attack you. Grab the lamp when it's off the chain, and move it right. Place the lamp sticker on the area where it's needed, and move right to complete the level.

This is a race. You'll have to follow the path through and watch out for the obstacles, getting the goodies along the way. You're against the clock, so you'll do well to hurry. Follow the path through, and you'll be done in no time. For the platforms that change quickly, step on the ones to the left and wait. When it begins to move, jump up. Keep doing this, and you'll get to the top. Other than that...what are you waiting for? You're against the clock!

Head left and drop into the object in the fire. Use the left ball to steer left, then grab the arrows to head down when you need to. Keep moving left and grab the goodies. Follow the path left, and pass the race point. Place the lamp sticker on the lamp sticker slot when you get to a point where you can't move your carpet higher. Leave the carpet for now, and move onto the guy that popped up. Grab the ball and the door should open. Head through it, left, and pull down the compartment with the other lamp switch trigger.

Head onto the guy again and grab onto the spinning round things. If you take too much time, the guy will disappear. Use the next trigger, and follow the path up. Head over the cat's head and grab the object to move the lift down. Use the trigger again to call the guy, and jump from him to the top right, and take out the enemies. You can use them to gain height to get to the goodies. Head onto the carpet again, and move right.

Head right past the spikes, and move right and above. Pass the next spike, and go down at the next spike that will come down after you. Press the lever, and move the carpet right and then up at the end. Head left through the path for goodies, and then as you move up, an enemy with drop down onto the carpet. Take him out. Head down and right, avoiding the fire from the pots, and take your time moving the carpet right, and then down.

Move right through the next checkpoint, and pull the lever. Head through with your trusty carpet, and head up, and race right past the falling projectiles. Head down and right, and you should see another lamp sticker switch. Move from the carpet to the guy, and then jump to the other guys as you make your way up. It may take a couple of tries. Grab the checkpoint, move right through the lamp and you'll be done with the level.

Head right, and into the gap under the huge tree. There will be apples that come down along with score bubbles. Avoid the apples. When you finally die, the level will be over. Try to beat your high score!

GOLDEN SANDS [GS]

Head right and jump over. You won't be using your carpet here. Head through the area with the goodies, and head right and down. Grab the blocks to get them to disappear. Head through the narrow spaces that have goodies. When you get down, jump over the moving fire balls. Keep moving down, and you should come to another checkpoint. Grab the goody to the left before moving through the path with the pincers.

Head right, and grab the white block, and bring it to the right so you can get the key. Move down after you've got it, and follow along. Take out the enemy that will come for you. Head through the back plane to pass through the trees. Head right and up the stairs. Move right and move right up the next flight of stairs. Follow the path to the checkpoint and grab the fruit. Bring it down and to where the camel is to get a goody and release the camel.

There's an orange fruit and a lemon in the area as well that you can find through jumping up. Place them in the corresponding slots, and move the orange to get the lemon to the right spot. The camel will make a path for you to move through. Head right through to the race area. Sit on the camel mobile, and drive it right through the perilous environment. Head behind the palm tree to get to the right side where the level completion

marker will be.

Hop on the numerous foxes to obtain prize bubbles. Don't grab any of the red ones. Rather, get the bubbles so that the red balls can float away. If they touch the foxes, the minigame will be over.

Pull the round rolling object to the right. Then push it over the right hazardous area, and hop over it to get by. Pull it again, and do the same thing with the next. Head right past the speech bubble, and head up and left for some goodies. There's a jet pack and another object that you can grab. Place it on the red scale, and place the yellow one in the same manner.

Head up the blue elevator and press the lever. When the spots have been switched, grab a jet pack and pull the red object to the door to get it to open. Place it on the red marker on the right, and then get the yellow object again. Then turn the lever again and do the same with the yellow object. Place it on the yellow slot, and then activate the lever. Grab from claw to claw to get to the jet pack, and move the recycling object at the top to the right for goodies. Place the yellow object in the yellow shoot, and head right.

Head up with the jet pack, and move the top wheel with the yellow ball to the right so that it can move down the yellow tunnel. Channel the red one up top to the left, down the red shoot, and follow it down to the longer shoot. Aim the recycling one to the middle slot from the left, then the right. Head right when the fiasco has been dealt with. Move right past the race area. Place all the objects on board, and set sail by grabbing the device. Don't press too long, though or you'll lose some of your booty. Place the colored balls in the slot where the arrow is pointing, and you'll unlock the goodies. Grab the goodies, head right, and you'll be done with the level.

Head right, and maneuver right using the claw. Head right and land on the blue person. Move through them and head up the path with the arrows. Head through the snake's tongue and use the moving vehicle things that are on the hazardous floor. Don't step on the floor, but move through the red and yellow objects. Pass the checkpoint and move onto the yellow platform on the ferris wheel thingy. Move it right by stepping on the platforms, and head onto the larger one nearby. Hear round and to the right.

There's some goodies you can get on the way. Grab onto the claws as you head right. Move through the next checkpoint and head downwards. Take your time through the path so that you don't get squashed. Head into the back plane where the person makes the stupid joke. Head right along the blue edge, and take the bug vehicle all the way to the level completion marker. _____

Head right and move past the checkpoint to the stepping stones in the icy cold water. Jump over them, and don't touch the water. Head up the lift, and take the left. Grab the red things and move from one to the other, and then head left and pull the lever. Move left after you head down, and move through the wheel. At the top turn, jump and head left for goodies. Move back onto the wheel, and then head across the bouncy spring and move right.

Head on top of the skiers, and grab the goodies as he moves along. Grab the checkpoints, and move right. Head down through the path, and activate the switch. Move right, and go along to the next lever. Pull and go down, then head left, and press the next lever. Head back and move to a lower level with the lever, and there should be a checkpoint. Head left, but be careful, and jump from grapple to grapple. Hop up the spring, and push the red ball onto the switch. From there, grab onto the red ball, and move right.

Pull the top of the tree to the right and you'll avoid the icy water. Move right to the next checkpoint, and then head right again through the next pine trees. Grab the red grapple, and move right along to the spring that will bring you up. Take the left grapples to the checkpoint, and head up. Move around the spinning red grapple. Wait, and take it from that moving platform to the next lift. Head over the next lifts, and head to the grapple pendulum at the bottom. Pull the lever, and then pull the top left lever to get moving. Head onto the switch to do so. Head out and you'll be done with the level.

Stand in the spot where the prize bubbles roll. Hop over the yellow oncoming rollers. If you get knocked off your block, you'll be done with this minigame.

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Head down and jump from pine tree to pine tree to get to the goods. Now after moving through, skiers will be coming at you, but these are the lethal type. Take your time, and switch planes to avoid damage, and also hide in the little crevices. Head right and onto the moving seat with the red grapple. Move to the other ones as you come near them. Grapple if you're falling off. Head onto the tree and grab all the goodies. Head downwards to the toboggan, and take it left. Grapple upwards, the balloon and then head back down to the vehicle. Go right and down, and then move left. Hop right after the icicle falls down and move all the way right through the obstacles to get to the other balloon. Keep grappling, and avoid the dangerous edges. Head up the checkpoint and there should be two balloons in the blimp. Head down and left to the guy from before, and you'll have to grab the item that's holding the burning log. Use it to get through the area with the green platforms. It will burn through them. Take out the snowmen enemies at the bottom, and then grab the last balloon, and maneuver it to the blimp. Grab the top sponge to get the balloon to move up, then grab the right to make it move right. Head across, and you'll soon be done with the level.

Head onto the dog on the right. Grab the yellow bell up top, and bounce off the goat to the left for some goodies. When done, head back onto the dog, and take the little path down for some goods. Take the dog right again, and don't head down the next green breakable path, because the dog didn't wag his tail. Move through, and take the dog to the far right again until it wags its tail. Head down the path, and grab the goodies before heading right again. It will wag its tail shortly, so move down, and head left on the little slab.

Grapple the red ball, and move left for the prizes. Head left across the platforms, and move left and then down. Head across the checkpoint and the path that icicles are falling down. Move through and head through the breakable wall and move through the box that springs up. Grab the goodies, and head right. Pull the grapple slab down and move through it. Grab the other grapple, and there's a switch trigger to activate in the area. Head left and grab the dog again. Take the dog right and head down the next path. Use the jet pack, and grab the snow away from the little bugger. Move him right, and use him to get the key.

Roll him right past the checkpoint, and race him up the slope. At the danger sign, watch how you'll land so that you can avoid the icy water. Drag him right, and down the path. Keep moving him through, and grab the goodies in the icicle area. Use him to make a path across the icy water gain, and move him through. Push him though the snow and the tree, and place him where he belongs. Head right to end the level.

Grab onto the board and watch as you fly through. At the end of the course, the level will be completed.

TINSEL TOWN [TT]

Head right and jump over the wording of 'Tinsel Town'. How down towards the stars, and grab the goodies past the director. For the first scene, grab a jet pack, and follow through the camera snap shot. When you're done, head down and move over to the next scene. Head under the robot, and hop over the rolling balls if they come to you.

Hide behind the gap, and leave through the right when the coast is clear. Head up the right spring path and head through the spike path with patience. At the second batch, head over the top, and head right. Grab the things the alien shoots out to get to higher ground. Jump from the space ships to the grapple points and then head up and right. Move through the path with the floating swirl object and take it right to the exit. You'll be done with the level.

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When you start the level off, move right and wait for the enemy to stop moving, then jump up and hit it in its weak spot to take it out. Take the other one to the right out, and then head over to the next one past the checkpoint. Move across the space ship and you'll be beamed up. When you land, take a left and grab the goodies. Then move right, get the other goodies, and head right. Take out the nuisance, and grab the rotating planets and make your way to the right, and then up and left. Walk along the path and head to the moving red platforms. Head on the, and then take them up.

Pull the lever to turn the device and turn it to face up. Jump grab the moving platforms and you should exit and see the director again. Move right and press the switch. Now you'll have to move back and turn the device to get the blue ball into the right slot. Turn the device to get the ball at the top left. From there, maneuver it right and into the blue rectangle. Now turn the red ball gently so that it slowly moves left, and then turn it to get to the path under the vector.

Note that they reset the position of the ball. Turn the whole device so that the red ball is now more towards the top right, and the rectangle is at the top left. From there, slowly get the ball into the slot. Now turn the device over again to exit, and the door should now open.

Head up the lift, and avoid the hazards Head left of the director, grab the goodies, and then head for the jet pack. Grab the bombs at the bottom and drop them at the alien's brain. Press the switch to get another bomb and continue in this manner until the alien brain has been taken out. Grab the goodies, and move left. Grab the grapple stick to get higher and move left to end the level. Loot the area if you wish.

* THE SEWN IDENTITY *[63]

Head right and grab the yellow grapple. Move it to the lower right, avoiding the obstacles in your path, and grabbing any goodies you can find. Head down the hole at the bottom and there'll be a person with a speech bubble. Head down and right, and avoid the enemy by moving right. Move to the right plane, and then hop onto the enemy's weakspot to get higher and get the door to open. Head right and take the checkpoint area down. Move right past the appearing doors and head through the side paths and step on the switches.

Head down now, and head left. Press the switch and this next section can be tricky. Grab the grapple, and move through the appearing doors. Press the other switch and move right. Take the spring up and move right. Move between planes to avoid the moving doors. Head right and heading all the way right, you'll meet Ed again. Move forward across the race area, and hop over the gap, and then hide into the gap as the door moves. Move right and move across the platforms. Head left across the platform and hide under from the electric door.

Move up and through the rotating platforms, and then take a right through to the checkpoint. Move over the spikes and into the gap to hide, and head up and jump up the spiked platforms. Wait till the spikes point down, then head over them. Head left and jump over the spikes. Grab the goodies at the top left, then head right and get into the getaway car. You'll be done with the level.

What a creative level. Anyway, move right and head to the audience. You down front, hop on the lady's head to head up and grab the paparazzi's camera. Take the second one, and then head right and grab the other camera. The curtains will open and you'll have to grab the yellow switch grab to get higher. Head right and move along the lever activated platform. Move right and left, avoiding the cloud, and jump right onto the wheels of the bi planes.

To take out the big gorilla, avoid his hands, and then when he moves his face down, grab onto his eye brows. Drop to his mouth when he comes up and grab the teeth. Do so three times, and then he'll let up. Head up left, and move left to where the checkpoint is. Head left, and you'll be done with the level.

right and head onto the lift with it. Drag it left past the space ship, and watch for the electric panels. Head up the left lift and move up and to the right. Head right with the trophy and grab the fingers to the left. Grab the sticker and move right onto the moving cars.

Head down and move towards the white object. Move it down to the right side of the moving wheels and it should connect. Pull the bottom plank down, and the wheels to the right should all touch and move. Move the white ball to the left near the wheel that isn't moving, and then it should do so. Finally, head up over the white ball, ad head to the top left and move the top right red wheel and move it to get all the wheels to move. Head right and over the folks to get higher to the right.

Move up and grapple the swinging balls. Head right and down and then head to the left and grab the blocks to the left to get them to vanish. Head through the hamster wheel type thingy, and run through to get the oil to reach the top. Grab the good and head through the camel. Use all the switches you've been given on the sackgirl. Head down and right and then you'll complete the level.

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Head up the spinning wheels and when you get to the lamp, head left past the checkpoint. Head left over the platforms and to the left, pick up the scrubber. Grab the scrubber, and gently bring it back to the right. Head to the lamp at the right, and move the scrubber right next to it, and then push it forward and backwards in a scrubbing motion. Use the lamp switch trigger, and the guy from before should be back.

Head over his platforms and to the left. Move through and head left over the grapples. Head left and move left to the path, and head down the grapples to get the key. Head over the shaped platforms, and move left to the rotating blazing platforms. Wait till the fire is under and then jump over. Near the checkpoint, press the switch and then grab the grab trigger right. From the dragon's mouth, then move down the melody path and through the alligator path. You can jump on their mouths before they open them.

Move through the other crocodile's mouth, and then head left over the grapples to the left. Head up and right over to the rotating boomerangs. Head rightish and use the switch triggers. Head right to complete the level.

This mini game's fun but pretty tough. Move the hitter right and left to get the soccer ball to stay in the air. If it drops; you lose. But at least you'll have completed the level.

This is the end of the game. Grab the float for the procession and watch the credits roll. I hope you enjoyed the game, and the creativity put into it. I've made some levels myself, and let me tell you, making a good level is hard. I also hope my guide helped you throughout this great adventure. Thank you.

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