

# Looney Tunes: Sheep, Dog, 'n Wolf Walkthrough

by poetrain

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SHEEP RAIDER (a.k.a. SHEEP, DOG 'n' WOLF) Walkthrough  
FINAL copy \*\*\*  
November 2001  
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## 01. MINE INTRODUCTION

This is my very first attempt in creating a FAQ. More than scratching an itch that doesn't seem to go away, my primary purpose is to characterize the role of Daffy Duck and serve as a guide to those who are seemingly stumped in some of the challenging levels. Also, I would like to disseminate to gamers out there just how wonderful Sheep Raider is. Bottomline: I have this need to share my gaming experience; interact with others that have been equally enthralled by Sheep Raider as well.

## 02. THE USUAL STUFF

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## 03. YOU KNOW THE DRILL

- \* Say "No!" to plagiarism! It is a writer's most deadly sin.
- \* Do give credit where it is due.
- \* There are two types of criticisms. If you don't have anything nice to say, shut your trap.
- \* Need something? Courtesy will get you a reply.
- \* Use this guide in whatever way it may help you EXCEPT for financial gains.

#### 04. THUMBS UP

The following sites have been given the go signal to host this FAQ:

- \* GameFAQs.com
- \* GameSpot.com
- \* Neoseeker.com
- \* Psxcodez.com
- \* Cheatcc.com
- \* Gamesteronline.com

#### 05. VERSION HISTORY

-112701- Okay, so I broke mine promise. I've included here the "official (to quote Richard Ryley)" solution to Level 14 (where you get to use most of the available gizmos) plus, another way to go about Level 13 (without having to drag along the doodled rock or making do without the inflatable sheep) courtesy of Paul Livesey. Thing is, they both deserve full credit for these additional level guides, so the reason for the new and FINAL version. Besides, there was this minor flaw that got mine goat at the very beginning of the revised copy (if you saw the 2nd version, you know what I mean). Now that "it" has been remedied, I would have to say, "(T)hat's all f-f-folks!"

-111901- As it is oft said, "There is (almost always) room for improvement." After noticing some irregularities (mostly on spacing, a few grammatical errors and misspells), I immediately got to work. Funny how such booboos seem to glare brightly and stare at you right in the face when you've forwarded what is supposed to be a clean copy. Anyways, also added additional ways on how to tackle a level with the same enriching results...plus, the THUMBS UP entry on the contents. That about covers everything. Closing this one out with three stars (as it is when the final copy is finally submitted...). To put it another way...Period. Amen to that.

-111301- All regular levels completed. All time-clocks uncovered (with assistance from the experts). Special stages revealed and solved. Bonus items unlocked. Most probably won't be updating this anymore unless I get some very good suggestions on how I can further improve on this FAQ...

#### 06. ABOUT THE GAME

Sheep Raider is a spin-off from a Looney Tunes episode starring Ralph the Wolf, Sam the Sheepdog and a flock of sheep, where the first two characters outwit each other. The former trying his best to steal a sheep and the latter making sure that the flock remains intact (I particularly remember with glee that they have a gentlemen's agreement:

to continue their cop-and-robber session another time when the bundy-clock signals the end of another working day). This simple storyline may be the reason why it is considered an underrated game. It seems pretty childish at first glance but, as you play along, you'll get to realize that it's a surprise package. Some have compared it to Metal Gear Solid (probably because of the similarity of the Sam-Meter to the Codec and the camera angle/movement among other things). For me, there's also an element of Spider-man (panning/dollying at the intro of each level) and Dance Dance Revolution (yes, there is a dancing stage, albeit a simple one, in one level) in it. The graphics, sound and occasional bugs in camera execution may leave you wanting but, the gameplay rules. The puzzles will test your skills and patience to the hilt. And once solved, you'll find yourself smiling with satisfaction and laughing your brains out from the humor on each level's end.

## 07. CHARACTER SKETCHES

a. Daffy Duck - serves as the Master of Ceremonies during the Game(show entitled, "Sheep, Dog 'n' Wolf"). He also takes on different roles as your guide throughout the game's length.

b. Ralph Wolf - said to be a cousin of Wily E. Coyote. A necessary evil (otherwise, you won't be playing this very cute yet, challenging game). His primary objective is to steal a single sheep from Sam's flock in every level.

c. Sam Sheepdog - Guardian of the fleece. Doggie-two-shoes. Your (as Ralph) sworn enemy. Avoid him like the plague or suffer his head bonks and fierce upper-cut blows!

d. Sheep - reason for your (Ralph's) existence. You need all seventeen (?) of them to finish.

e. Road Runner - makes cameo appearances on the training mode and final stage of the game. Beep! Beep!

f. Porky Pig - makes a brief appearance as a Farmer.

g. Bull - neither friend nor enemy. Can be a real bull, tho.

h. Sharks and Piranhas - Some of the deeps' occupational hazards.

i. Dragon - Now, what's an ancient character doing here?

j. Sherman/Gossamer - Big, bad, red monster. Shaped like a heart but, has none of it (he'll either shock or smash you).

k. Crocodile - neither enemy nor friend (you'll manage).

l. Elmer Fudd - don't mess with him during rabbit season.

m. Robot - serves as Ralph's right hand in those hard-to-reach places.

n. Bees - neither enemy nor friend (again, you'll manage).

o. Ghosts - Beware! Sheep-worshippers.

p. Marvin the Martian - being from Mars that drops by the Earth to make your (Ralph's) life miserable or exciting (depending from your vantage).

q. K-9 - Marvin's sidekick

r. Instant Martians - Marvin's creations. Looks more like green chickens. Catch 'em...if you can!

## 08. ACME GADGETS (descriptions taken directly from the game)...

a. Rocket - helps you fly

b. Dynamite - comes in handy for clearing passages...

c. Lettuce - sheep love lettuce...

d. Elastic - (attach) one end (to) take a flying leap and bounce back up; (tie) it between two trees, it becomes a catapult

e. Lady Sheep - perfume for female sheep that no male sheep can

resist

- f. Fan - moves air around; spreads smells around; can propel a small boat
- g. Magic Flute - (play) it next to someone (and) hypnotize them (to) follow you anywhere...
- h. Defusable Mine - ...put it in a spot you want to protect
- i. Hair Dryer - it gives off hot air
- j. Metal Detector - very useful in detecting traps or metal objects buried in the ground
- k. Sheep Costume - lets you disguise yourself as a sheep
- l. Umbrella - comes in handy as an emergency parachute; can...make you twist around
- m. Magical Chronometer - to be used when you are really very late
- n. Seed - (helps create) a giant tree
- o. Remote Control - to play with your friend, the robot!; activate instant martian vacuum cleaner
- p. Rabbit Costume - used as a Bugs Bunny disguise
- q. Honey Pot - contains a bee's favorite snack
- r. Fishing Rod - for catching sheep...
- s. Magnet - used to attract metallic objects
- t. Ghost Vacuum Cleaner - the ideal ghost cleaner...
- u. Inflatable Sheep - perfect replica of a real sheep...
- v. Ghost Costume - helps disguise you as a ghost...
- w. (Key) - is very handy for opening locks...
- x. (Golden Coin) - will appeal to certain pirates
- y. Instant Martian Vacuum Cleaner - sucks up all instant martians within a 1 meter radius

...and OTHER INTERACTIVE OBJECTS

- \*See-saw - helps project objects to a more suitable location
- \*Boulder - push in the right position for best result; at times, works hand-in-hand with the see-saw
- \*Letterbox - order ACME items from here
- \*Bush - keeps your mobility "invisible" to Sam's eyes
- \*Rock 1 & 2 - use one for cover; another one (with doodle) for measuring the exact distance to a goal
- \*Button - opens gates that will lead you to another area
- \*Elevator - helps you reach higher ground
- \*Catapult - fastest way to travel great distances
- \*Ice Block - helps create openings on its own (weight) and with the help of mines
- \*Turrets - automatically fires upon sight of wolf; won't work if you're inside a shaded area
- \*Metal Elbows - align properly with its pair and control the flight of a cannon ball
- \*Cannon - creates situations
- \*Cannon Ball - helps create openings on its own (weight)

## 09. CONTROLS

X button - ACCEPT/VALIDATE (general); ACTION (read, talk, order, take, put, activate)

L2 button - ROTATE LEFT (wolf facing camera)

R2 button - ROTATE RIGHT (wolf facing camera)

L1 button - SHOW INVENTORY SLOTS (quick inventory)

TRIANGLE button - INSIDE (FIRST PERSON/WOLF'S EYE) VIEW; DEACTIVATE REMOTE CONTROL; EXIT OR RESUME (from PAUSE mode)

R1 button - STEALTH (tip-toe)

SQUARE button - JUMP (press x2 [at the highest point of initial jump] to perform a double jump or make a flying leap)

CIRCLE button- RUN

START button - PAUSE/OPTIONS MENU

SELECT button - MAP AND INVENTORY

DIRECTIONAL button - MOVE UP, MOVE RIGHT, MOVE DOWN, MOVE LEFT; CHANGE/BROWSE and CHOOSE INVENTORY

## 10. CUSTOMIZING YOUR GAME

Pressing the start button takes you to the options screen where you can customize the game to your liking. Menu includes: SOUND options (you can take control of the mode [STEREO/mono]; sfx; voice; music; subtitles), CONTROLLER SETTING (3 pre-set and one fully customizable), SCREEN CENTERING and lastly, AUTOMATIC SAVE (YES/no) function.

## 11. WALKTHROUGH

\*\*\*NOTE: BE INFORMED THAT I'VE DECIDED TO CUT THIS PART OF THE WALKTHROUGH AS A SPEED-GUIDE. THAT IS, LOCATIONS FOR THE TIME-CLOCKS ARE NOT INCLUDED ON THE LEVELS HEREIN. RATHER THEY ARE PLACED ON A DIFFERENT SECTION OF THE FAQ...\*\*\*

### LEVEL 0 (ACME TRAINING ZONE)

Enter Training Zone. Follow Daffy as he shows you the commands. In order to proceed, you have to locate him by following his instructions regarding the rotation of camera and the first person mode. You know you've succeeded as soon as a FMV follows. Follow him using the jump button and its variants. Remember to take his tips by heart. Proceed to the racing track. He'll give you some instructions on how to win the race (against time). To increase speed, press the run button continuously at intervals. No prolonged pressing of the circle button otherwise, you'll just find Ralph Wolf breaking incessantly. Don't worry about the gaps between "precipiceses (as Daffy puts it)." You won't fall (just like in the cartoon show) so long as you work on your tapping techniques. Avoid bumping the signposts, cactus and boulders as these will slow down the clock. Also, don't follow Road Runner. You'll end up banging on a panoramic dead-end. Take the other half of the crossroad in order to cross the finish line. Tag along to the next area. Daffy will teach you how to use the objects in the background (it's a primer on one's observation skills). Jump on the see-saw to activate the boulder and get you to the higher plain. Jump on the next see-saw for the boulder to activate the switch that opens the gate. Enter the next area and jump from the cliff. Daffy will then instruct you on how to use the inventory. Listen closely. Go to the blue mailbox and order the rocket. Take and activate. Fly through the cliffs taking care not to bump them too often (check the bump meter regularly - the gauge goes up every time

you touch a scenery) or you'll explode. You also have to check on your battery meter to see if you have enough fuel. Just keep it steady. You might want to accelerate if you don't see obstacles around you. Go easy on the directional buttons. Press them only when absolutely necessary. No need to press it simultaneously with the speed button. Eject when you're directly above Daffy. He'll give you some more pointers. Proceed to your goal and the next challenge.

#### LEVEL 01

Daffy will still be here but, won't be nagging you much anymore. To have an idea what step to take next, rely on the map as it will show you objects available to you. You can also ask for advice from the duck. Once in the open area, cross the bridge. Hint: always read the posts with "?" for additional clues. Target the sheep behind Sam. Remember Daffy's words: use the stealth move and watch out for Sam using the Sam-Meter (Green, within Sam's area; Orange: close to Sam's area -- he can hear you so take silent steps; Red: get out of there!). You can start running towards (Farmer) Porky Pig with your prized-catch as soon as the meter turns green. Take all the available lettuce and lay them neatly on the bridge's opposite points. Make sure that you see a lettuce icon (matters not whether it's blue or red) on the lower part of your screen before putting another one to ensure that the sheep gets to see it. Carry and put the sheep near the bridge. Let it go all the way to the other end first before crossing the bridge yourself. Proceed to the letterbox to order the explosives by jumping from one "mini-cliff" to another. Put the dynamite on the rocks blocking the passage to the goal. Bear in mind to stay as far away as possible (you'll be given 10 secs) if you don't want to be burnt to a crisp. Boom! Fetch the sheep and proceed to the next level.

#### LEVEL 02

Order fan. Push the boulder to meet Daffy. Get fan. Take some more pointers from the duck. If you're a beginner, I suggest that you practice with the bush move. Go outside and make use of your new found skill. While having the bush hides you from Sam, he's still very sensitive with movement within his surroundings so be extra careful. Stop moving when he's about to look in your direction. Also, don't release the stealth button for whatever reason. He'll still catch you once you release it even if you're inside a bush. Tip-toe your way to the other side. Jump your way to the lettuce patch above and harvest. Order and take the sheep perfume. Go back down and position yourself near the fence opening. Place the sheep perfume and turn on the fan. A sheep will go bouncing in your direction. Turn off the fan, take the perfume and carry the sheep near the button. Step on the elevating platform and let the sheep take care of the rest. Step down and put a couple of lettuce near the platform. Go down and put the sheep on the elevator while you step on the button. Ensure that it faces the direction where you placed the lettuce so it steps out. Go up using the conventional way (jumping). Carry the sheep and put him on one end of the see-saw (facing the boulder, not under it). Proceed to the goal and push boulder. The sheep will end up catapulted dead center of the circle. Follow him there and proceed to next level.

#### LEVEL 03

Learn and earn another skill from Daffy. Remember what they say, practice makes perfect so go practicing in on that rock-hiding ability. It's a little tricky so I suggest that beginners allow themselves to be put in the scrutiny of Daffy's duck-eyes. Order the dynamite and rocket. They will land on both ends of one see-saw. No problem. Just climb one of the "mini-cliffs" near the other

see-saw and jump down then cross the other end using this see-saw as a bridge. Go to the scene where you'll find a boulder. Push it down and let it slide so it knocks down the items you ordered. Get out of there quickly though if you don't want to be squashed like a bug (as it will return to its original position). Get the rocket and explosive. Go near the edge of the cliff and survey your surroundings first before putting on the rocket so you won't go crazy flying around in circles in search of your target. As soon as you see a foggy silhouette of where the sheep are, that's your cue. Eject towards the right side (landmarks include a couple of buttons, letterbox and see-saw/boulder combo), away from Sam's area. Take lettuce from the patch and go grab that sheep. Use your newfound skill. Tip-toe/hide to the farthest row of rocks. Bribe your target with a lettuce (no need to line it up, just hold on to it and let the sheep follow you). Take note of your sheep icon so that your catch doesn't get left behind. Position your sheep on the nearest button. Run quickly to the elevating ramp to reach the second floor. Order the elastic band. To get it, land on one end of the see-saw. Go down and position the sheep near the edge of the cliff. Stretch the band (tie it in between the two trees first) and drop to hurl the poor creature to the other side. Afterwards, it's your turn (sorry, you can't do it together with your sheep). Grab the sheep and go for the goal. To the next level, you go...

#### LEVEL 04

Daffy, as the Enchanting Forest Elf, will introduce you to the magic flute. Avoid the bull by jumping your way (or as suggested by Richard Ryley - thanks, BTW, following the path without disturbing the pile of fallen leaves) to the letterbox. Order the magic flute. Grab it immediately and run. Swim across the other side, avoiding the sharks by surfacing or diving as the case may be. Once on the other side, hide in the bush and cross the other end. Be careful, tho, that the sheep don't start munching on your cover. If they do, move away from the specific culprit to avoid blowing your cover. Just make sure Sam isn't looking your way when you do so. In an area in between Sam and a button (parallel to it), there are steps leading to a cliff. Climb them to reach the mailbox on top. Order the fan. Go down and stealthily retrieve it near Sam's area. Proceed to Sam's area by staying close near the cliff walls (Sam's side). As soon as you see the Sam-Meter, activate your magic flute. Make sure he's not looking in your direction while you're using it (prior to the hypnotic spell) or you're going to get it. Just as well, make sure he's within hearing shot of the music. Lead him to the button. As soon as the boulder smacks him (ah, sweet revenge!), stop playing the flute, get it out of your hands (by pressing L1) and run. Grab the sheep nearest the body of water. Jump to your destination. You only have a limited time before Sam gets back to his senses. Now, you wouldn't want him to catch up with you holding your catch, wouldja? Jump on the raft together with the sheep and use the fan to move it. Take a close look at the sheep. There are instances when out of its curiosity (or stupidity) it would jump off the raft to meet its doom down the deep. Your best bet would be to position the sheep close to you and at the same time, block its view. On reaching your starting point, grab the sheep and take it to dry ground. Jump your way (or sneak without touching the leaves) to the goal or the bull will use its horns on you.

#### LEVEL 05

This one's a real bummer. You get to play the flute again but, Sam has gotten wise. He has worn a couple of corks in his ears to prevent being hypnotized anew (but, you'd still have to get this done and over with). Moreover, he has planted mines for you. As soon as he knocks

you back to your original position, hide behind the rock and wait for the instant when he first turns his back on you. Don't bother about the mines at this point as you won't need them here. Tip-toe your way to the entrance, keeping a close, safe distance from Sam. Make sure you get to hide behind the rock on the other end before he turns towards your location. In any case he spots you on the last second, you still have an opportunity to escape him by running as fast as you can (just avoid stepping on the mines or it's back to square one). Grab a sheep and move forward. Veer away from the four mines you'll initially encounter. Put down the sheep near frozen Daffy and disable the two mines ahead. When disabling the mines, proceed with caution. Wait until the signal (light wave) goes off before getting anywhere near it. Soon as it disappears stay close to it and press the action button. Now, pay attention to the series of actions that you would have to repeat in order to defuse it (your cue to begin is the flashing red light). It's a real practice on your eye-and-ear coordination. The activity is quite time consuming so you have to have a lot of patience. Disable the other pair on the steps leading to the see-saw. Locate the steps on the cliff and go up. Order the dryer (optional, you may or may not want to release the duck from his frozen state...if you're new to the game and not familiar in disabling the mines, do rescue him for an in-depth lecture in defusing). Take the lettuce and move ahead to find another see-saw. Line the lettuce on it starting at the edge near the icy lake (as far as you can without tilting over) towards the edge near the boulder. Jump down (and defrost Drill Sergeant Duffy). Retrieve your sheep and put him on one end of the lower see-saw (have it face the open area not the other edge of the see-saw). Go back up and push the boulder. If you were able to arrange the lettuce (and position the sheep correctly - facing the lettuce upon landing) properly, the sheep won't fall when it hits the spot. It'll proceed to the other end safely. Grab the sheep and slide down the slope ahead (mind your directional buttons to stay on course). Put down the sheep (away from the button so it won't disturb you while you set the catapult). Climb the walkway to the catapult, carry the rock and put it on the catapult. Set the catapult until the rock swishes right into target when you release it. In lieu of the rock, put the sheep on the catapult. Step on the button to hurl the sheep right inside the goal. Next, put yourself on the catapult while carrying the rock. Drop the rock so that it triggers the button and voila, you just joined your sheep. Off to the next round!

#### LEVEL 06

You're on your own on this one. No duck to assist you. Order the metal detector. It's going to drop in a pit. Ignore it for the meantime. Roll the boulder near the edge (about 3/4 of the way) of the first guideline. This should be enough for you to double jump on the next letterbox that contains the sheep costume. The order will fall on a higher place, still. If you're having difficulty reaching the mailbox, simply adjust the boulder until you find a more suitable position. It's going to be frustrating, having to go through it for a number of times but, with the right timing, you'll land near the mailbox. Go down and push the boulder all the way through the first marking. Align the boulder facing the sheep costume box going to the second guideline. Jump to the apex of the snowball and double jump to get your order. Revert your attention back to the metal detector. Go down the pit and retrieve it. Skate all the way (no turning back). Enter the opposite end. Defuse and take the mine, place it near the transparent wall and push the block towards it to create an opening. Go to the right of your screen and defuse another mine. Take it and proceed to the middle section of the maze. Plant it near the



transparent wall blocking the passage. Go back and get the ice block you used to make the first opening. Slide it towards the mid-part to destroy the blockade. Push the block. It will rest on the button. Ignore it for now. Instead, proceed to the left side. Defuse the next bomb you will encounter and use it to destroy the wall blocking entrance on the leftmost side (using the same procedure, by sliding the block). Backtrack the block after blasting the final hindrance. Down, right, up, right, down, right, (watch out for the mine before proceeding) down, left, up. These actions will result in the block finally resting on the button that opens the gate. Double jump on the blocks to reach the egress. Drop down and proceed to the minefield area. Activate the mine detector, making sure that you change course as soon as the indicator lights up. Upon reaching the other end, deactivate the mine detector and get into your sheep camouflage. Don't give a thought about Sam's threat. In all probability, he'll see you joining the flock and will walk towards you. Don't panic. He'll just bring you closer and this will give you a better chance to be heard by one of the sheep when you bleat. Proceed to the post where Sam left his note as you ordinarily would, i.e, make sure you and the sheep that's following you are not moving when he's looking straight at your direction. When you're no longer in Sam's view, bleat a second time to make the sheep stay put. Carry it and retrace your footprints (slowly) so as not to step on any mines. Go inside the cave bearing the message from "an Admiring Spectator." Rest the sheep on the block and push. Cross the other side using the ledge on the right side. Push the other block towards the center so that it creates a "loop" around the transparent wall in the middle. Fetch the sheep using this created walkway (via the ledge, not the icy bridge as it is too slippery) and enter the opening where you can see the gate. Put the sheep near the gate and proceed to the inner area. Don your sheep costume and bleat to call the sheep's attention. Step on the button to invite the sheep inside. Bring the sheep down with you and place him on the left (screen) button. Push the block to activate the right button. This opens both gates. Proceed to the second block and push it. Carry the sheep and place it on top of that ice block. Push the ice block then, hurry and step on the button so that it goes inside the area near the goal. Jump to the goal area and carry your sheep inside the target.

#### LEVEL 07

Have yourself sucked so that you reach the next island. Proceed close to what looks like a frozen fall and allow yourself to be carried by the water pressure to the upper area. Avoid getting sucked by either of the holes facing you. While they won't kill you, it kills plenty of time by placing you several steps backward. Go directly to the boulder and cover the center hole. Go further to order the umbrella. Jump back to the boulder area and look for the signpost indicating the overhead path to Sam's area. Use the umbrella (twisting it from time to time) in traveling from one geyser to another. To make sure you have enough room to maneuver, proceed to the next pressure when you are at a high point from your current position. Don't panic when you're slowly falling down. Just move Ralph close to the pressure and he'll float again. Quickly jump your way forward, to your left (allow yourself to be sucked in) to prevent Sam from catching you. When you reappear, jump forward. As soon as you are on a safe distance, face Sam's area. There will be a couple of sucking holes. Take the left one and find yourself inside Sheep Paradise. Grab one and take the farthest hole (near the cliff and ice wall) from where you appeared. This will take you away from the prying eyes of Sam. Put down your sheep and take the right side of the crossroad where you will find the letterbox containing the dryer. Order and follow it. Take dryer and

push the boulder to cover the sucking hole on the whole and at the same time reveal a hole that will take you back to your sheep. Drop yourselves (yes, including your sheep) in the icy water (trust me!). This is where Daffy, as the Crane Operator will come to your rescue. Squirm from the ice block and use the dryer to melt the ice covering the sheep. Take lettuce from the patch and arrange them neatly on the left passageway. Place them as close as possible to the water pressure. Go back, carry your sheep and place him near the lined up lettuce. Have enough time allowance for yourself to reach the other passageway (sucking holes and boulder section). Coordinate your boulder push with the sheep's pattern as it eats its way to the target. When you've covered the last hole, fetch the sheep and carry him all the way to the goal.

#### LEVEL 08

Climb the vines. Order and take the seed and magical chronometer. Teleport and plant the seed near the lettuce patch. Go back to the present time and climb the tree. Harvest the lettuce. Go down. Time travel anew and pick the seed. Transfer it on the other patch of fresh soil (near the position of the see-saw in present time) and enter time warp. Climb the tree, jump to the edge of the see-saw to move the boulder and hurl you across the other side of the river. Use the magical chronometer and push the boulders (past) so that they would act as your cover in the present where they would end up as rocks strategically positioned for you to snare a sheep. The first time you attempt to do this, a dragon will appear. Lead it with you in the time warp. When it reappears in present-day, it will try to attack a sheep but, Sam, quick on his toes, would prevent this from happening (he's not too bad, after all). Also, as you are pushing, watch out for the flying blobs of lava. A hit and it will drive you wild! Don't forget to push (all the way) a fifth boulder located at the other end. Return to the present. Proceed stealthily to the farthest rock and tempt a sheep with lettuce all the way to a safe side. Carry and put him on one edge of the see-saw. Dive and swim across to where the tree is. Time travel to secure the seed. First of two encounters with Sherman/Gossamer...run! He'll probably get you once. Just squirm to free yourself. Make sure that you grab that seed before going back to the present. Sherman/Gossamer will be so obsessed in stomping you he'll travel with you. Cross the bridge and jump in the river when nearing the opposite end. Sherman/Gossamer's color is enough to whet the bull's appetite...Get off the water. Do a final return to the past. Plant the seed and back to the present. Climb the tree to reach the boulder and push. Your sheep will land near the goal (where the bull is chasing Sherman/Gossamer. Haha!). Go down, cross the river, and carry your prize to the inner circle.

#### LEVEL 09

Defuse mine and take. Ignore the counter mines as they have plenty of time before they explode. Jump from step to step until you reach the mailbox containing the elastic. When you're timing your step to the regular mine, you may just jump on the step with the counter mine to reset the clock. Watch out for the last step as the counter mine there only has a second in it. Order and grab the elastic. Climb the vine. Proceed to the middle tree (where there's a protruding walkway) and cling to it. Bungee jump and grip your way to the mailbox to avoid the crocodile's snap. Once you order (you'll be prompted, glue your eyes on the upper left corner), you'll automatically let go and return to your original position. Take up and proceed to the tree with the mine and defuse it. Cling to and bungee jump to get your remote control. Proceed to Daffy's location. Grab the robot (look for the note from

the Admiring Spectator) and put it on the see-saw. Go to the higher portion and jump on the other end of the see-saw to catapult him near the elevator. Use your remote control and place him on the platform. Activate switch. This will lead the robot to the mailbox. Order and take your Rabbit Costume. Bring the robot down. Wear your disguise and proceed to Sam's area. However, doing so will bring out the devil in Daffy. He will turn the sign to declare rabbit season. You'll get hit for certain. As soon as you recover, turn the sign, plant a mine near it and assume the identity of Bugs once again. Sure, Elmer won't recognize the duck with his Robin Hood costume but, watch and wait when Daffy attempts to trick you again. Wham! Hope you like your duck well-done. Haha! Enter Sam's area as Bugs and stay behind him. Get-off your costume. Activate your robot and proceed to take some lettuce. This will alert Sam and confuse him for several moments. Before he totally recovers, deactivate your robot, free your hands of the remote, grab a sheep and position it behind where Sam stays. Dress up as Bugs and proceed to the vine area. Climb. Cling to the tree, bungee jump and carry your sheep. Proceed to the goal and next stage.

#### LEVEL 10

I consider this level the biggest pain. Nope, not discouraging you in any way. But as they say, "Forewarned is forearmed." What starts out as an easy level turns out to be a nightmare for your two thumbs...Order and take the honey pot. Remember to stay in the shadows to avoid the auto-fire turrets. Locate and fire the cannon to force the bees to move to the next hive. Arrange the elbows as follows: align the closest (lower) metal elbow with the one positioned on the upper right side of your screen. Move down that second elbow toward the middle of the cross mark guide (in alignment with the firing range of the cannon). Fire the cannon a second time to disturb the bees once more and have them settle in the hive behind Sam (the elbow positions should lead the cannon ball to its designated target). This done, proceed to the see-saw area. Lay down the honey pot on one end (right side) and jump on the other part to break it near Sam's area. Position two more elbows: move forward the elbow located in between two rocks and let it rest on the button to open the gate. Enter the gate and fetch the elbow on the other end. Push it well beyond the gate you just opened. Push down the elbow resting on the button just in front of one rock. Go back to the cannon area and fire. This shot should target the third hive. The bees would then vent their anger towards Sam since he's so sweet. This opens an opportunity for you to grab a sheep of your choice. Cross the bridge. To open the secret door, step on one button and have your sheep step on the other. Run all the way (solo) to the goal. This is Sherman/Gossamer's second coming (and what I meant earlier). Run towards him and time your jump with his. This should prevent him from shocking you out from his range. When you're close enough, he'll try to smash you. Run around him in circles and make sure he gets into a stationary position (let him follow you with his eyes) in order for you to give him a headache. If he does not stay put (as in he keeps up with you in circles), you're simply wasting your breath. Break the cycle and try again (TIP: relax and train your hand/thumb muscles and let the movement flow freely. If you move deliberately, the tendency is for the hand muscles to stiffen resulting in Ralph's breaking in spurts. Believe me, this is going to take a lot of practice; ANOTHER TIP: you might want to run counter-clockwise. I found it a lot faster to plant his feet firm on the ground). In case Sherman/Gossamer succeeds in smashing you, stay away from his kick or at least, find a position where he can kick you towards a safe landing spot. When you manage to knock him down, get the sheep and put it directly on top of the button (rather than wait for it to have the

initiative to step on it). This will save you mounds of time (since Sherman/Gossamer will wake up soon enough) in cooling and bringing the rotating wheel closer. As soon as it cools, jump on the right platform. Wait for it to go down before making another jump to the right. Continue doing so until this action aligns the gem to the torch thereby creating a bright atmosphere in a particular section. Carry the sheep to an area near the next button making sure that it is not thrown off the boundary when Sherman/Gossamer jumps. Follow the same procedure for the next two wheels. However, do take note that your time limit shortens (first takes 30 seconds for Sherman/Gossamer to regain consciousness, second time is pegged at 20 and third at 15). When you have hurdled the last wheel, Sherman/Gossamer will fall down and serve as a bridge that will connect you to the goal.

#### LEVEL 11

Order magnet and fishing rod. Take magnet. Proceed to cannon area and target the croc. The best bet to hit him in one shot is to position the bottom area of the target on top of the horizon dividing the blue background (castle wall) and brown background (area where Daffy is situated). The cross-hair need not exactly touch the croc itself. Just ascertain that the targets are aligned. Fire cannon. When you score a direct hit, use the croc's tummy as a trampoline to reach the duck's area. Take the fishing rod. Daffy will give you instructions on how to use combine/dissociate function. Go back to starting point and take the loose cannon ball. Position it just below the area near the button (front, not side) located at the top area. Find the steps and climb. Run along the ledge until you reach the button. Combine the fishing rod and magnet. Activate and press the down directional button to lower the magnet and attract the cannon ball. Reel it in (using up) and deactivate (the view is rather awkward but it'll work). The ball should land close to the button. If not, retry until it does. Carry it and put it on top of the button to permanently hold open the gate. Drop down and enter. Climb until the block before the ledge and proceed to the far end. Activate magnetic rod and magnetize the mine until it explodes. Jump down and take lettuce. Replace the magnet with the lettuce. Run to Sam's area making use of the ledge as your walkway. Position yourself parallel to the sheep just behind Sam's right side. Lower the bait and lead him towards the button located at Sam's left side (right screen). As soon as it helps open the gates, lure the other sheep (turn left, near the ledge's dead end) close to the gate below. When it's in position, enter the other side. Drop down (make sure your feet touches ground) and take the sheep. Don't carry your sheep all the way. The "mini-bridge" (composed of two different-colored slabs) can't hold that much weight. Instead, put the sheep on the corner. Go to the other side and take out your lettuce to let him cross to your side. Bring it near, carry and put it on the platform. Use the treadmill closer to the upper gate to activate the elevator. Order remote control. Place a piece of lettuce on the second treadmill (off-center, gearing towards the left side). Carry the sheep and put it on the treadmill to create a carrot-on-a-stick effect that will raise the second platform. Make sure you're on that ride. Take the remote control and robot and jump down. Place your metal pal on the treadmill and remove the sheep. Activate your robot to lower the platform. Together with your sheep, step on the elevator. Activate robot once more to take you to the upper floor. Enter other area together with your sheep and leave it there for the meantime. Go back to the previous area and fetch your robot using the fishing line-magnet combo. Put the robot on the treadmill and step on the "moving bridge". Let him take you to the opposite side to leave a lettuce trail. With the robot's help, return to the other side. Put the sheep

on the platform and use the treadmill to take the sheep across (yes, if you have to do something right, you have to do it yourself). In case you're wondering, you cannot use the robot to transport you and your sheep at the same time as he takes little steps. This translates to slower travel time. In effect, this makes your sheep impatient - enough for it to take the faster route into the deep abyss.... Return the platform, board it and let your robot do the "driving" for you. Use the treadmill to help your robot cross this time. Before proceeding to the next area, you might want to position the slab to the center area, close to the button that will activate the final elevator leading to your goal. While this is not absolutely necessary, it will make your life easier when it's time for you to position your robot near that button. Step on the platform together with your sheep and let the robot run the contraption. Let him lower the platform so that it aligns with the second platform. Carry your sheep and take the step to the second slab. Activate the robot once more and let him take you to the topmost area so that the 2nd and 3rd slabs meet. Again, carry your sheep with you. Control the robot to move you closer to the next area. Enter and place your sheep on the platform inside. Command your robot to return to the previous area. Magnetize it and position it near the button (if you aligned the slab, there would be more than enough space for him to land; however, all is not lost if you did not. Just make sure he lands safely on the same block as where the button is. Join your sheep on the platform and have the robot step on the button. Carry your sheep all the way to the goal. Level 12, up next.

#### LEVEL 12

Order ghost vacuum and inflatable sheep. Take vacuum. Pick up batteries (a total of five) to operate the vacuum, eventually. There's really no need for you to suck up every ghost you encounter (just a waste of time and effort). Bust only those blocking your progress and avoid the rest. Secure inflatable sheep. Order ghost costume. Locate and take. Proceed to the length of the labyrinth where there are three ghosts roaming (to the left of the letterbox where you ordered the costume). Wear your Halloween outfit. Be sure to give a blood-curdling scream (you'll be prompted to "boo!") when you cross paths with them or they'll give you a burst of lightning. Go all the way to the entrance of the party (signpost as your landmark). A couple of ghosts will carry you to a certain location where you'd be required to perform a dance number. If you've played DDR, the moves are somewhat similar. Finish all four numbers and they'll leave you be. Go towards the screen to enter Sam's area. Order and take remote control. Awaken your mech-friend and place him on one end of the see-saw. Go up (you can double jump or take the long route using the upper walkway) and jump to hurl the robot inside Sam's area. Activate robot, have him take a lettuce and lure a sheep on the platform. Avoid the spotlight (shade of MGS together with the prominent "ZZZs" on the pair of sleeping sheep) or your mechanical arm will get it from Sam. Step on the button, just beside the platform inside. Again, using the robot, lead the sheep to the button on the upper level. Drop your robot back to the ground. Get the lettuce from the robot. Proceed to the platform and let your robot activate the machine. Harvest a couple of lettuce more and place both of them closer (apart from one another so that the sheep won't go back in to fall in love with the inside button) to the outside portion of the gate that the sheep opened. Go inside, step on the button and attract the sheep's attention by waving the lettuce. Hide the lettuce and position him at the button so you could go to the other side. Once outside, step on the button to lead it to lettuce paradise (its appetite should now lead it to the ones you planted near the opening). At the first sign that the sheep is out of

the covered cave, release the button and jump down. Fetch the sheep with the aid of your trusted sidekick. Take him outside Sam's area and prepare for the worse. The ghosts would take the sheep and your ghost costume away from you. Afterwards, they'll lock you up and start believing that your dinner is actually their god! Time to summon your ever-trusty robot! Bring him near your cell and have him step on the button to lower your cage. Maneuver it to the ramp and have it step on the next button to slightly raise your cell which will also serve as its bridge. Immediately lead him back to the top of the cage after stepping on the button across so that he can be elevated to the topmost ledge where the key is located. Take key, lower cage and open. Go outside (use the shaded portion to your advantage) and use the rocks as cover (time your move using the ghosts' position in the ghost meter as your guide - green is your signal to tip-toe from rock to rock as their heads are bowed at this point). Proceed to the area near the button but, don't step on it yet. Blow up the sheep replica and place it at the center of the rotating wall. Again, time the ghosts' position then, press button to rotate! They won't notice at all that they've been taken for a ride! Go grab your sheep and just stay under the shade. Turn to the left of your screen and straight ahead, all the way to the platform. Don't worry, you're safe from hereon. Put down your sheep and call your robot. Ride the platform together with your sheep and instruct your robot to step on the button. Be quick about it or your sheep will constantly go after it's love interest (the button, \*sigh\*). Get off the platform and jump to your goal.

#### LEVEL 13

Order fan, mine detector and inflatable sheep. Hit the croc with a rock by setting the catapult. Use its tummy to reach the fan. Cross the river using the crates as stepping stones. Final destination is your item box. Jump on it and use the fan to bring you close to the surface. Position your crate directly on top of the rising platform (a little to the right of the button; manipulate your camera angle to view it). Get the rock and put it on top of the button to hold your item box in position. Carry and load it in the catapult. Fire! This will give you the mine detector. Again, reach for the rock and bring it with you on the minefield. Alternate between using your detector and dragging your rock (remember your landmarks) until you reach the button area. Once done, place your rock on top of the button to open the gate. Don't get complacent now. Using your detector, reach for the inflatable sheep and head for the gate. Take the lettuce and blow up your fake sheep. Next, take note of Sam's movements consciously/regularly (keeping a low profile during his presence) when doing the following actions: put your inflatable sheep on the button to lower the other platform. Make a trail of lettuce starting from the platform that has just been lowered all the way to a point where Sam places his sheep. Take your mirror-image sheep and put it on the other platform. Hide inside the bush and step on the button. As soon as the sheep steps on the platform and Sam isn't looking in your direction, slowly release your hold on the button. This way, you're taking the live sheep and replacing it with the paste (and Sam's not even aware of it!) Haha! Next, plant a trail of lettuce that will entice the captured sheep to get out of the platform. Step on the button to carry out your plan. As soon as it gets out, carry it outside the fence area. When safe, leave it on the button and lay a lettuce within a good distance from the button. This should provide you enough time to board the platform and be elevated. Upon reaching the top, leave a piece of lettuce each beyond and on the platform. Go down and stay near the platform. Attract the sheep by leaving another lettuce close to the platform. As it nears you, proceed to step on the button. It

would now focus its attention on the trail. Step out to raise it anew. The other lettuce should lead it out of the platform. Make another trail, this time one that will lead to the button. When done, hide in the bush and stay near the spot where the elevator will drop. Step when Sam's busy and you'll automatically be taken up when the sheepdog carries the live one. United at last! But, it's not over yet! Jump with your sheep to reach the raft. Use fan to navigate to the other side. Watch out for loose cannon balls! Jump off the island and use your detector to search for gold coins (total of ten). Collect. Place your sheep near one of the buttons that will activate the jail gate. Climb the walkway and head for the jail window. Enter. Leave a piece of gold coin inside (end of Yosemite Sam's gold rush). Push boulder near the window so you can go out the same way you got in. Don't worry, Yosemite Sam's such a squirt he won't be able to get out of the window even if he thinks of using the boulder. Leave a trail going to Sam's ship. When you're near the entrance, he'll have some harsh words for you. Not to worry, you'll get your just rewards. Leave a golden coin and his eyes will sparkle. Watch closely as he follows your trail. Proceed to the other button and step on it. As soon as he gets in, release, and slam! Get your sheep, board his ship and load the sheep in the cannon (place him on top of the mini-platform with the sheep carving. Fire! Watch and be amused on the sequence that unfolds. Maybe it's just my shallow sense of humor but, I almost died laughing. Hahahahaha!

BTW, you might want to try solving this puzzle from another angle.

I've tried this witty technique mineself and it works just as fine.

Here's the guide as shared by Paul Livesey (thanks a lot!):

"Firstly you don't ever need to use the inflatable sheep, but you can as it saves taking the rock through the minefield. Simply put the inflatable sheep on the button and proceed to the area with Sam. Make two trails of lettuces one on the right leading to the button and one on the left leading to the platform that is lowered when the button is pressed. When the platform is lowered by the sheep pressing the button stand on the platform, the other sheep will join you and start to eat your disguise. By this time however Sam should just be removing the sheep from the button. He always goes for that one first. There you go, problem solved."

#### LEVEL 14

Going thru the sequence, 'm now presenting here three options on how to answer this riddle:

First, there's the short, practical way (dismiss most of the interactive objects [consider them as mere displays to confuse you] you'll encounter). Here's how: step on the button to activate the red button and stop the train. Ride and step on the train button to facilitate its departure. Ignore the next station (where Sam is).

Same goes for the third depot. (Prepare to) get off on the next area (where the letterbox and boulder are). Order sheep costume. Press the button to alert the train to halt. As soon as it does, jump on the roof of the second carriage, get your ACME item, return to the train and step on the button. Wait for the train to reach Sam's area then, alight. Cross the track, drop down the gap (where the see-saw is located) and go up the opposite end. Wear your camouflage and jump your way to the sheep. Wait for the moment when Sam spots you and proceeds to pick you up. The sheep unintentionally blocks his way so he won't be able to get to you immediately. Seize this opportunity by getting close enough for the sheep to hear you bleat. When it responds, jump your way to the goal. Funny but, Sam won't actually follow until both you and your catch are inside the circle. Though Sam still gets to sock you, the more important thing is that it is game

over for the sheepdog!

(Second): Initially, I was at a loss on how I should make use of the interactive objects around me. After replaying the game several times more, here's what I found out: that while this method takes a bit longer, it has a lot more spunk into it...Upon reaching the station where the letterbox is, order the costume and push the boulder near the edge. Signal the train to stop. When it does, hurry up and grab the item and push the boulder on the train. Alight upon reaching Sam's area and signal the train to stop. Cross the track, drop down the gap (where the see-saw is located) and go up the opposite end. Wear your camouflage and jump your way to the sheep. Wait for the moment when Sam spots you and proceeds to pick you up. The sheep unintentionally blocks his way so he won't be able to get to you immediately. Seize this opportunity by getting close enough for the sheep to hear you bleat. When it responds, jump your way near the see-saw area. You know you're doing quite well when Sam suddenly goes crazy and proceeds to man the goal. Carry your sheep and place it on one end of the see-saw. Wait for the train to stop. As soon as it does, push the boulder down the guideline. Board the train, have it take you to your starting point (where Daffy is) and get off. This time, make use of the catapult. Set it until your ammo hits your target, which by the way, is Sam Sheepdog himself (hehehe)! This may take some time since he's circling the goal but, you'll get him. The moment he's down (he'll stay flat for about 20 secs), board the catapult and hurl yourself to his position. Roll the boulder and watch the sheep land on the track. Race to it and carry it to the goal (most probably just in time for you to see Sam stretching himself back to normal - which is too late for him!). As a footnote, you may also opt to ride the train instead of utilizing the catapult but, make sure the trip to Sam is a short one or else, he'll beat you to your goal (that is, he'll wake up before you could do your touchdown)...

Finally, here's what's most probably the "official" way to get by it (a complete opposite of the first method). This one is made possible thru the cool and calculated way of Richard Riley:

"First, ride the train to the "hidden area" and get the sheep costume, and roll the boulder onto the train. Take the train to Sam's area and jump off. Set the signal to red so you can unload the boulder, and while you are waiting, set the catapult so it flings the rock into the pit. Or even better, onto the ramp leading out of the pit (It'll save you that much time). When the train stops, unload the boulder, and set the signal again for the next pass.

Approach Sam from behind, across the tracks. Put on the sheep costume, and approach from as far to the left as you can, near the standing rock next to the tracks. Move forward until you are just in Sam's orange area, but he can't see you as he looks back and forth. Wait until you have about 15 seconds left before the train arrives.

Bleat. Sam will hear you and come after you. Retreat across the tracks and lead him towards the button for the catapult. The train should arrive and stop, cutting off Sam's route back to his sheep. You have to be careful to jump over the button, then climb into the catapult. Sam will press the button and toss you into the pit.

Don't take the costume off. Climb the ramp out of the pit and call the sheep. Lead it down the pit (note that at one point I saw Sam slip around the back of the train. But he was walking, not charging, and was too late to catch me). Now you can take the costume off and put the sheep on the see-saw. You should only have about ten seconds left before the train leaves but, if you hurry you can run up the see-saw, double jump up to the ledge, and push the rock off. Once the rock falls off, forget about the sheep. It is landing on the button and the train is leaving, and Sam is coming at you. IMMEDIATELY jump off the



ledge into the pit. Run across the pit and jump onto the ramp, and then up to the road section (you can't jump from the pit to the road, you have to use the ramp).

Now you're racing the Road Runner. Take off, full speed dead run for all you're worth. You don't have any time to spare, so don't hit anything (I did once and it didn't work). You want to head for the train intersection and take the ramp to the right. The train will be arriving JUST as you get there, and the Road Runner will be blocked. By taking the ramp, you jump over the train. Wave at your sheep (you will hear it bleat <G>) as it passes.

Keep running full steam towards the gate. Race past the blue button and hit the signal switch. You may now slam into the wall. <G> The train should arrive several seconds later (you actually have enough time to hit the switch and stand ready by the tracks) and you can unload your sheep. Shoo the Road Runner off the blue switch if he's made it, and put the sheep on it (so he doesn't find the catapult switch).

Now go to the other catapult nearby. Set the catapult so you hit the center of the target. Sam is patrolling the goal, now that he has lost his sheep, and you should hit him on the head. If you don't, keep trying.

Run back and get the sheep, put him on the catapult, and toss him into the goal. Then pick up the rock, get on it yourself, and drop the rock on the button. Sam should just be waking up, but you're all in the goal."

(FINAL NOTE: 'm sure there are more ways to skin this cat [pun intended]. Given these three solutions, quite certain you can mix and match something to your liking...)

Mission accomplished!

#### LEVEL 15

Upon finishing Level 14, a FMV takes place where Daffy starts congratulating the Wolf's (yours, take a bow!) accomplishments. However, the celebration is interrupted when Marvin the Martian steps in and complains that a creature, a Black Sheep, launched by you (yes, you! -- remember the sheep you loaded in and fired from the cannon in Level 13? Well, it has come back to haunt you!) disrupted his experiment with his PR minus 200 (an invention that reduces being to 1/10 its original size) and instant martians thereby causing "utter chaos." As such, he is requiring you to retrieve the last 10 for him... First one is a breeze. Just plug your instant martian vacuum cleaner into the ground connection, chase the martian until he is near it and use the remote to suck him in.

To your right is the low gravity area. Your mission: eliminate four out-of-this-world creatures. To your right, are a pair. The key here is not to jump. Simply follow the path towards them. No problem with the second (follow procedure with the first). For the third being, roll the boulders in such a manner that they create a bridge to cover the gap that leads to the martian on top of the platform. Cross, chase and suck. Proceed to the one with the broken low gravity (white) areas. Simply avoid stepping inside the said areas. Again, chase and suck. For the lone alien surrounded by the black holes, here's how to do it (courtesy of cleese...thanks, dude!): "... (The) main thing here is to press (run) while floating. This will cause Ralph to do "swimming moves" and gives you more control.

- float/swim past the first black holes
- the black holes above the ground form a sort of "landing circuit" (i.e. the distance between holes and ground decreases in little steps from hole to hole. The last hole is below ground level)

- get into the "grip zone" of the first (highest) black hole and swim (for your life) towards the next (lower) hole
- swim from hole to hole and Ralph will be dragged towards the ground
- the last (lowest) hole is below ground level. If you get near it, Ralph's feet will touch the ground
- get to plateau (where the martian is) and jump (not under but close to the black hole above)
- get your feet on the ground again using the black hole, plug in the martian cleaner, \*ssssuk\*, plug it out, swim back to the area featuring gravity, !avoid holes! ;), done."

Next break of the rotunda will lead you to an area protected by electric walls and where a number of PR minus 200 and its counterpart are scattered all over. First up, miniaturize yourself. Cross the electric barrier and enlarge. Jump to the other side. Atomize once more and proceed to the section where a martian can be found. Run towards the enlarging gadget inside while avoiding the martian at your reduced stage. Otherwise, it'll succeed in flattening you. Return to normal size, locate the connection and plug vacuum. Chase and suck. Enter the room to the right of your screen and plug the vacuum. Return to previous room and jump on the platform provided near the ground socket in order to avoid the electric field. Proceed to the other room and have the martian miniaturize itself. Use your size to your advantage and scare it in going to the other side. Ready your remote and activate to suck. Do what is necessary to retrieve the vacuum and proceed to the next area. Seven down, three to go...

Upon entering, turn right. Plug vacuum and use the PR minus 200. Step on the button and proceed to the left of your screen. Go down, activate another button and proceed left anew. Go down, press on the button and make sure that the alien is right behind you (you have to make another go at the button). Head back to where the vacuum and enlarger/reducer contraptions are. Normalize and confuse the martian. Chase him near the vacuum and suck. Shrink yourself before going straight ahead. In the next area, you will find an enlarger on your left side and three buttons in triangle formation to your right. Step on the lower left button to activate another field directly above the right button and release the field holding the alien. Somewhere in the hallway is another button. Step on it to allow the alien to move in closer to your position. Step on the topmost button to activate a barrier directly aligned to it (be sure to step on this button only when you are abnormal in size or get electrocuted) and at the same time release the high-voltage gate leading to the socket. Make sure that the alien is cornered near the ground connection. To do this, play with the top button and lure him in to that position. When secured, normalize yourself and step on the right button to access the alien. Plant your vacuum, ready your remote and begin the chase. Suck. Now, you're ready for the last one. Trek to the area directly in front of the entrance. Jump. Step on the button without stopping. Plug in the vacuum. Ready your remote and position yourself close to the button then, run as your life depends on it. There is a mini-space craft hovering above you and it's shooting out a laser beam. Keep a safe distance from the ship and run forward without stopping/looking back. Step on the buttons to create an opening. Upon turning, make a dash until you see the alien. Chase it but, don't overtake. Just make sure that you're a few steps behind it, following it all the way (taking care not to step on the buttons). When you do get a glimpse of it nearing the vacuum, activate remote to suck that last assignment. Don't forget to step on the button to open the barrier to your left. Activate final switch ahead of you and deliver the goodies to Marvin... Feast your eyes on the remaining sequences that will follow...

You just completed Sheep Raider!

Good job! Well done!

## 12. TIME-CLOCK LOCATIONS (and how to get them)

LEVEL 01. Before proceeding to the open field, check out the area where you conversed with Daffy. There is an ingress somewhere. Enter if you want to use the time-clock for your first bonus.

LEVEL 02. Proceed (jump) to the side where another boulder is located. Push this one down to open a secret passage. Jump down (careful not to end up in the water or a piranha will have you for a snack) and see the time-clock at your disposal. Punch in/out to gain a bonus marker.

LEVEL 03. Cling to the nearest tree (on top) and go bungee jumping. Hold a lettuce and entice the sheep to go from one button to the other to open the gate. Boing yourself up. Take up the elastic and go to the far edge where another button is located. Leave a trail of lettuce from there (taking note of the lettuce icon to ascertain that the sheep follows it) to the first tree. Cling anew and fetch the sheep. Put it down while you jump down and step on the button. Again, timing is critical. As soon as he enters the opening, run to the far side where the rising platform and boulders are. In the process the sheep will step on the button upstairs and this will trigger the platform to go up. Once up, place the dynamite to expose an opening. Don't worry about getting blown up. The only way to return the sheep on ground level is to either burn to a crisp or get boxed by Sam. Your dice. Step on the button inside to open the gate near Sam's area. Tie the elastic in between the trees to serve as a slingshot with Ralph as the shot. Just stretch yourself away from the cliff and watch Ralph get hurled to the area where you started the level. Get a fresh rocket and fly towards the opening. You'll be flying over cliffs so be careful. Eject when you're close to the time-clock. Use it and move forward. There will be an opening that will lead you to the lettuce patch area.

LEVEL 04. At long last, after several attempts, I got it! Search the stream. Midway, there is a gaping hole on the right side. Continue swimming inside. Surface and run around the spiral walkway. The time-clock can be found on top. Whew!

LEVEL 05. On the catapult area, pick up the rock all the way to the icy body of water. Go all the way to the last iceberg. Stay as close to the edge as possible and drop the rock (it will turn into an ice block). You'll be carried away together with it. Wait for it to sail across. Alight as soon as you're near the time-clock. Use it. Grab the rocket and return to the catapult area.

LEVEL 06. Right after dropping into the pit, you'll see the time-clock through the flooring of the next area. To get the bonus, defuse the mine and take it. Position it outside the transparent ice wall. Push the block of ice towards the screen. Next, push it to the left side then, away from the screen. Lastly, push it close to where you planted the mine. The blast will create some more room for you to push it further on the solid wall in the middle section of that side. Next, push it towards the screen anew. Another mine will reappear. Disable it and plant it near the crack on the floor making sure that it is in the path of the giant ice cube when you push it away from the screen. The explosion will cause the crack to break. Go down the hole and use

the time-clock.

LEVEL 07. Proceed near the crane area. Somewhere in the left side, there is a not too conspicuous opening. To reach it, use the umbrella from the highest point of the icy walkway.

LEVEL 08. To earn a bonus, go down the cliff (once more). Travel back to the past. Plant the seed on the opposite side of the cliff (where the time-clock is located and return to present-day. You'll see a full grown tree. Climb and jump to activate the bundy. When you've finished, travel back in time and pick up the seed. Return and climb.

LEVEL 09. Proceed to the final step (after the series of mines and counter mines) straight ahead. Side step the last counter mine. Do a double Double jump (this is quite tricky) on the thin plank to reach the bonus item. After using it, allow yourself to fall in the quagmire and proceed.

LEVEL 10. To expose the time-clock, slightly push the metal elbow nearest you. Next, push down the second metal elbow all the way to the middle of the cross mark. Then, push it all the way the left side of the screen as far as it will go. Proceed to the cannon and fire. The fired cannon ball will smash some boulders and reveal a passageway where the time-clock is located. Swim across to activate.

LEVEL 11. Use the magnetic line by bringing the countdown mine close to the pile of rocks on the lower level. The blast will reveal an opening containing the bonus.

LEVEL 12. The time-clock is hidden somewhere near the ghost costume. Just take a few more steps straight ahead and turn left (down screen). Use the wolf's eye view and feast your eyes on your prize.

LEVEL 13. You'll find the time-clock on the left side of the inner area that Sam is patrolling. Just check on your timing (pun intended) when going for it.

LEVEL 14. Push the boulder near the edge. Push it when the train comes to a complete stop (of course, you have to push the button first). Jump to its top and on to the head (driver) portion of the train. Once more, jump to the right side. There is actually a space (where the time-clock rests) on what initially seems like a solid wall.

LEVEL B1. It's somewhere in the bull area (again, thanks cleese!). Remember the mailbox where you ordered the fan? On top of it is an opening. To reach it use the elastic band (starting point would still be from the other side). It's going to take a lot of practice/body English maneuvering Ralph to get into it but, it's possible. After operating the time-clock, just climb to get back on track. Good luck!

LEVEL B2. There is an opening just beside Sam's area. Tip-toe your way to this location. To the right of your (with Ralph facing the) screen is where you will see the time-clock. Seems far-off but, you can do a double jump to reach it.

13. ADDITIONAL...

a. LEVELS (including walkthrough)

There are two extra levels in the game. Even if you haven't completed the couple of hidden stages you'd still get to "finish" the game, "Sheep, Dog 'n' Wolf" (per Daffy) and proceed to Level 15. However, you'd have a number 02 on your "Sheep to Catch" data every time you load your game (and that can be pretty annoying). By purchasing the last two bonus items, you'd be let in on the secret on how to access said levels. Since you've reached this part of the FAQ, might as well continue reading on to find out...

First, the HIDDEN-AUTUMN (a.k.a. B1) LEVEL. To reach this part (quoted from the game, verbatim) "Go into the autumn hall, here you'll have to jump inside the dark side of the black wall. Then, follow the path until you see a level's door." Now, the walkthrough:

Order and take elastic. Tie in between the trees. Catapult yourself to the other side and avoid the bull (either by jumping or following the path without disturbing the bunch of dried leaves). Order fan. Swim across to your starting point. Cling to the lone tree (don't forget to take the elastic you used earlier) near the edge of the cliff and bungee jump to retrieve fan. Ride the raft and use the fan to return to where the bull is. Side step (or just for the fun of it, you can make the bull drop down the fall area. Do this by running towards the tree near the edge of the cliff, cling then drop. Watch the bull fall to his imminent doom) and proceed to the catapult area. Set the catapult so that when you use it to hurl yourself, you'd end up tip-toeing the ledge of the opening. Control Ralph towards the left so he ends up on the side where the platform and lettuce patch are. You may also get to this part via the water area where the second raft is located. You have to run quickly, tho and jump the steps hurriedly to avoid Sam (you might want to pause by going inside the goal first -- it is fenced from all sides). Harvest. Go down and lure the sheep near the button area. Hide your lettuce and quickly ascend to ride the platform. Wait for the sheep to step on the button in order for you to cross the other side. Cling to the tree and bungee with a lettuce on hand. Entice the sheep to come nearer. Put lettuce down so the sheep stays a while longer before returning to step on the button. Since you'll probably be going upwards while doing this, time your next bungee jump so that you'd be able to carry the sheep on your next flight. Proceed to the opposite end. Ride the raft together with your sheep and use fan to navigate near the gate. When you can no longer pass, dive and leave your sheep behind. Surface where you rode the raft and look for the elevated walkway to your right. Follow the path and step on the first button to open the gate. Stay on it until the raft has completely entered the opening. Proceed to the second button and do the same. Although the raft will touch the next gate, it will slightly be off mark. Dive and position the raft. Go back up using the steps and press the last button. When the raft has crossed safely, dive. Keep low as there is an opening underneath the gate. Surface when you have reached the other side. Carry your sheep. Tie the elastic once more in between the trees and slingshot your sheep to the catapult area. Ditto for you. Adjust the setting of the catapult so that it hits the spot (practice with the rock). Load your sheep first then, zoom. Follow and you just nailed the first hidden level.

The other mystery level is the other PAST-PRESENT (a.k.a. B2) LEVEL. To access this (quoted from the game, verbatim) "You'll have to enter past-present level's door from the other side." Now, the walkthrough: Order, take and use the time-travel device. Go towards the farther side and climb the vines. Jump from step to step until you reach the area where the seed is. Grab, plant it near the first vine area and return to the present setting. Climb and jump to reach the higher

level. Go back in time, retrieve the seed, climb the vine and make another trip. Swim across, order the elastic and go back to the past. Climb the series of vines to reach the boulder. Push down and push again towards the bridge then, time travel anew. Cross the bridge and retrieve the elastic. Return to the early ages and retrieve the seed. Keep in touch with the present right after. Swim, surface and use the magical chronometer. Plant and return. Climb and jump to the higher area. Again, travel back in time, plant the seed and make a quick return. Climb and jump to reach higher ground. Harvest lettuce. Proceed near the rock and tree area. Go back to the past. Reverse position of the boulder and seed then, return to contemporary times. Entice the sheep to go nearer the puddle it is facing by putting a piece of lettuce. Climb, jump and run towards the end of the hallway you will encounter. Cling to the tree, bungee jump and carry your sheep all the way to the goal!

#### b. BONUS

Bonus 1: Picture: Character Sketch - 1 point  
Bonus 2: Picture: Background Sketch - 2 points  
Bonus 3: Picture: Storyboard - 2 points  
Bonus 4: Picture: Backgrounds and Characters - 1 point  
Bonus 5: Picture: Behind the Scenes - 2 points  
Bonus 6: Picture: Intro Storyboard - 3 points  
Bonus 7: Tip: To access Hidden-Autumn Level - 3 points  
Bonus 8: Tip: To access Past-Present Level - 3 points

#### c. TIPS

- \* Always survey the area before starting to pinpoint the location of items and in order to have a "feel" of the puzzle you'll be solving.
- \* Always position the camera according to your comfort zone.
- \* You cannot double-jump or run when carrying your sheep.
- \* When defusing mines, don't take it immediately after the last action. Wait for the "take" prompt before doing so.
- \* Keep a safe distance from the ice block when pushing it. Make sure you are nowhere near it when it touches a live mine.
- \* Same goes when greeting a ghost. Wait for his acknowledgment before moving on.
- \* Forgotten which levels you have already secured the time-clock? Upon entering the level door, you'll be prompted whether level has been completed or fully (that's your cue) completed.

#### 14. PARTING SHOT

Much as I logged in many hours shaping this up and double-checking the material, there might be some lapses (in spelling, grammar or what-have-you) that could have escaped me and somehow found its way in these pages. You'll also have to forgive me for the touches of side remarks and wisecracks in between (at least 'm pretty certain it does not cover half the content, haha). For these, I would have to excuse (Excuses, excuses...hehehe) mineself.

Hey, I had a fun time doing this. Hope this has been comprehensive enough in helping you get out of any entanglements you might have encountered while playing Sheep Raider. If you have any questions pertaining to the game I'd be more than happy to entertain them.

Best regards,

## 15. CREDITS

I would like to extend mine deepest gratitude to the following individuals and organizations who helped shape up this first venture of mine in the world of FAQs:

\*Warner Brothers (Interactive Entertainment), for bringing to life such Looney characters.

\*Infogrames team, for developing/publishing such an addicting game which fully compliments the zany toons of WB.

\*Gamespot.com, for giving me a brief background on Sheep Raider.

\*GameFAQs.com, for providing a venue where dreams are built and where fellow dreamweavers can share rhapsodies.

\*Paul Yuen, for the valuable tips and tricks such as: checking out the bonus items using limited points; pointing out B1 and B2 levels; defeating the dragon and Sherman/Gossamer.

\*frankieoc, for leading me to the missing time-clock in Level 7 and providing a name for the wolf (I doubt it was Wily).

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\*Richard Ryley for his kind words, info on Gossamer, extra moves (jumping in front of Sam Sheepdog -- call it blind luck but, I still think that's pretty cool). Other suggestions such as taking the riverbank area in B1 as an alternative to reach the lettuce patch and avoiding the leaves [including Level 4] plus, the "official" Level 14 walkthrough.

\*Peter Judson/Neoseeker.com, Anja and Chris/Psxcodez.com, Dave/Cheatcc.com and Shawn/Gamesteronline.com for politely asking permission (I say it's more of sending me an invitation - granted, of course) to have this FAQ posted in the respective websites they represent. Their kind gestures have been truly touching...

\*Tony Patton (and his daughter) for his (their) inspiring words and sharing with me additional sites I can visit.

\*Paul Livesey for his kind words and for sharing another hint on Level 13 (geez, I never thought of that).

\*those who took/are taking the time out to get a glimpse/browse through this FAQ -- YOU make the difference!

\*others I may have inadvertently forgotten (mine apologies) but have in their own special way contributed in making this FAQ a possibility.

\*\*\*\*\*NOTHING FOLLOWS\*\*\*\*\*

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