

# Spider: The Video Game Walkthrough

by Raycon

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## Spider: The Video Game

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1. Introduction	<INTR>
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Spider: The Video Game is a little known game released way back in 1997, and yet despite all the technical advancement that's transpired since then, it still remains my favorite game. It's not much compared to the innovation of modern developments, but perhaps it's the simplistic gameplay

that gives it it's charm... Anyhoo, this is my first FAQ, and hoping it goes well; always figured the game could use a guide, if only just to compile all the information that goes with the game, that might otherwise be lost to time.

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## 2. Gameplay Basics

<GMBS>

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The gameplay is relatively straightforward. It abides by basic platforming mechanics with a few twists that suit the mechanical spider theme... The object of the game is to survive (obviously) and reach the microchips placed throughout the levels (the green sphere things with a box-looking object inside them). Note, however, that there are often numerous microchips per level. You never need all of them to pass to the next area, but collecting all of them does unlock a "concept art" video after the credits. This guide will detail the location of all of them, which you may pursue at your discretion.

In addition to microchips, CD pieces are also scattered throughout the levels of an area (usually 3). Collecting all 3 will unlock a bonus level (however, these are not required to move forward with the game).

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### Controls

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Directional Buttons	Move in direction indicated
X	Jump / Spin web when upside down
O	Use armed front weapon
Square	Use armed rear weapon
Triangle	N/A
R1 Button	Switch between front weapons
L1 Button	Switch between rear weapons
Start	Pause / Unpause
Select	Returns to map when paused
Start + Select	Resets when held down

Note: controls are customizable from "controls" menu in options

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### Background

(source: Spider Instruction Booklet)

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Excerpts from the research diary of Dr. Michael Kelly, Nanotechnology's most brilliant and innovative research scientist...

October 27, 2017

Arachnoid research day 522

\*\*\*\*\*

Day 30 since port implanted in cyber-arachnid subject. All micro connections are responding. Dare I believe that the implant is a success... at last?

November 12, 2017

Arachnoid research day 538

\*\*\*\*\*

12th attempt inserting cyber-leg into 2nd port on thorax of arachnid subject. And again, instantaneous electric spark melted connector electrodes. What is

the aberrant conductor? Think, think, think! Possibly should try anaerobic environment - vacuum tube - for critical phase?

November 16 2017

Arachnoid research day 542

\*\*\*\*\*

Worked too late last night, vision too blurry for microsurgery today. Took the day off to think, ponder and recharge... but couldn't keep away from lab. Just sitting here, musing... if the leg insertions take hold (and now that the electrical shorting problem is solved, success isn't that far off), could other types of cyber-implants be possible? Not necessarily for motility, but let's say... neural actuators implanted in the cortex of the arachnid. That's an avenue I must explore... the exchange of biologic data in electrical form...

January 1, 2018

Arachnoid research - electrical impulse phase, day 46

\*\*\*\*\*

The neural transmitter works! While wearing it, I beamed a motion impulse to the arachnid, and it reared its leg. My theory of electrical transubstantiation of thought into movement has passed each proof test. My next goal: consistently error-free transmission of movement. So far, three cyber-legs are active: no electrical fusing or shorting. Irritating message today on the ansa-phone - MicroTech is sending a flunky "just to see how things are progressing, won't be in the way, pretend he's not there." Fat chance. I'll get rid of him fast. And I'll cover the vacuum tube and FF04 electron magnifier while he's here.

January 5, 2018

Arachnoid research - electrical impulse phase, day 50

\*\*\*\*\*

I've cranked the magnification up to 200. The cyber-leg insertions are a piece of cake - every one's a success now. Have added a little something to my latest leg implants: scaled-down weapon accessories. Used my scalpel for the first one. Concerning MircoTech, that guy yesterday was a beady-eyed royal pain. Funny, I still feel like he's watching me.

February 16, 2018

Arachnoid research - electrical impulse phase, day 92

\*\*\*\*\*

My schedule: arm the robotic arachnid and complete the neural transfer of critical data. If all goes well, I'll be ready in about 3 weeks. This could be my banner year. Finally!

March 7, 2018

Arachnoid research - electrical impulse phase, day 111

\*\*\*\*\*

Neural transmitter malfunction... Data transfer a success, but the headpiece started to sear. Took several seconds after shutdown to yank it off my head. The force felt like a magnetic suction. Maybe data transfer rate is set too high? I'll use a lower DTR setting and extend the transfer time for tomorrow's attempt.

March 8, 2018

Arachnoid research - electrical impulse phase, day 112

\*\*\*\*\*

Legs inserted successfully. Subject arachnid primed for data transfer. DTR at minimum, transfer time: 12 seconds. All dials at optimum settings. Here we go. This one should be perfect...

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3. Walkthrough

<WKTH>  
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This guide is assumes you are interesting in pursuing every microchip/CD Piece. To accommodate that task, each level will be broken down into exits, or microchips (any of which may be used to navigate the level). It also assumes you will collect the DNA strands along your general path of exploration (and may refer to them for reference), and will mark points where an extra life is likely to be obtained (with EXTRA LIFE + 1) if you expend even a half-hearted effort to grab the one's along the path (though they are in no way necessary). Additionally, CD Pieces are listed in their respective section (should you need it for reference). With that... let the game begin!

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3.1 Laboratory <WK.1>  
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Before the main menu comes up, an FMV plays depicting the beginning of the tragic scenario. A scene unfolds revealing the basic premise of the story. Dr. Michael Kelly is attacked for the work on his project, but in the assault, the machine fails to shut down resulting in the headpiece becoming grafted to Dr. Kelly's skull (as described in the journal entries...). The thieves carry off his body, hoping to deal with the problem elsewhere. Meanwhile his mind is now connected to his invention, a cybernetic spider, and it's your job to pursue the attackers and save... yourself. Also, a box of experimental military technology was broken which released a bunch of mechanical insects. Onward!

++++  
Level 1: Lab Floor  
Microchips: 1  
++++

-Microchip 1 (Table)-

This level's fairly basic. The entire environment is circular, in that if you walk long enough in one direction, you'll eventually return to where you started.

To begin, it really doesn't matter which way you choose to go, so for simplicity's sake, we're going right (though note, there is a health pickup to the left if you get hurt).

Just after the box (picking up any easy to grab DNA strands along the way), you'll encounter the first enemy; a spider. This one's a pain without a weapon, but if you catch it from behind, you can take it out with two slashes, no problem (which is made easier by its predictable patrol pattern).

Once dealt with, climb the green tower, where you're once again presented with a choice, upper level or lower. For simplicity's sake, we'll take the upper first.

Be careful on the jump, as the flame jets will hurt you. Time your jump carefully (the jets use predictable timing). As soon as you clear the first, wait for the second to dissipate and get past that one. Now you have some breathing room. Cross over the computer and proceed carefully past the next

alternating flame-jets in a similar fashion.

The lower path offers a new enemy, one of the more common ones: the wasp. Easy enough to ignore usually, and fairly difficult to take out with the slash without getting hurt yourself. Best ignored for now, 'less you want to test your mettle with the slash.

At the end of both paths is another tower. Again, we'll take the upper path for simplicity's sake. Be wary of the flame-jet that's difficult to see on the edge. Time your jump carefully.

Just past the flame-jet is your first upgrade; the Flamethrower. At this point, you have no reason not to grab it (better range than the slash, at least). On the other side is another flame-jet to sneak past and a DNA strand hanging in the air. Feel free to jump freely after it, as you'll land safely on another box like the one from the start (which may actually be a monitor, in hindsight...).

The bottom path offers only DNA strands, so feel free to go and grab those, or ignore them altogether.

Atop the box at the end of both paths is another health point if you need it, as well as another spider on the other side. You may take it out with your new Flamethrower or just ignore it (though it doesn't take much of your Flamethrower supply).

Continue down the path of DNA strands until you come across your next upgrade: the Missile launcher. Arguably one of the easiest and most destructive upgrades, be sure to grab it (but be sure your flamethrower is equipped so you don't replace it by accident). Beware, as there is a wasp just past the Missile upgrade. Fortunately, the Missile pickup makes these guys a cinch. Dispose or ignore accordingly and move to the next tower (just make sure the green circle is clear around the target to avoid wasting a missile).

Once again, a decision point. For now, we'll move onward. In-between the yellow towers is another spider. Ignore or dispose, but be careful in crossing if you leave it be (these things have a tendency to sneak up on me). Past that is another high/low road. The high just has a couple DNA strands, so do with that what you will.

The lower road is about the same; continue past the blue tower and you'll find a wasp, and just past that a health point (if you did not take the one from the beginning). And we've come full circle.

Back at the yellow tower (the path we ignored earlier), take the high road that goes to the left; you will find initially a health point guarded by a spider. Use caution. Just past that is the exit, but don't hit it just yet. Make a small jump (so you land on the platform, but not in the microchip) and crawl under the platform. Roughly directly underneath the microchip is our first CD Piece. Spin a web (the jump button) and snag it. Then hit the exit; we're done here.

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+++++
Level 2: Sinks
Microchips: 1
+++++
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-Microchip 1 (Fan)-

Another straightforward level, with the complexity being every part having a

high and low portion, which I'll attempt to navigate.

Right off the bat, we have a challenge. A glowing blue sink (which will hurt you) and a spider patrolling on the other side. Get the timing down for the spider (not too difficult; his patrol is fairly long) and make a clean jump to the other side (this sink does not need a running start, but it does not hurt to be careful). Then deal with the spider accordingly.

On the other side is the same thing, but shorter patrol this time. If you have missiles left, consider using one, otherwise, take care in your timing. For this sink, you also might want to consider giving yourself a bit of a runway (just enough to get moving ought to do). Past that, besides the spider you may or may not have dealt with, is a platform and a path of DNA strands going down.

This guide assumes the lower path for now. Before you plunge, take note of your equipped weapons. If you have the Missile launcher and Flamethrower, you will want to have the one you find most useful equipped, in case you land on the upgrade at the bottom (if you follow the DNA strands straight down, you'll be fine).

At the bottom is the Poisoner, which works like the Flamethrower, but has a slow rising effect to it (great for wasps). It also seems to last longer. As a downside, it seems to be less powerful than the Flamethrower, but it lingers longer to do more damage, so the two sort of balance each other out. The choice is yours; equip the weapon you want to keep first, then grab the upgrade (or leave it, but if you've used any, a full weapon is better than a depleting one).

Just past that is a sink with a wasp on the other side (unless you're making an insanely long jump, you shouldn't be able to hit the wasp. Also a health point if you need it; take care of the wasp if you like, Poisons great at it. I recommend jumping to the wasp's elevation to properly douse it in poison, but use little. It doesn't take much to destroy a wasp with this stuff. Past the sink ahead is a wall to climb to the next portion of sinks, but back to the other path...

EXTRA LIFE + 1

On the upper path, the first platform is safe, so feel free to jump to it. The next has a patrolling spider, so beware and time it carefully. At the end of this second, long platform is the next set of sinks, where the upper and lower paths converge.

You might be getting déjà vu. Well, it's not without reason; watch out for the spider on the other side (again). His patrol is also long like the spider from the start, so you have plenty of time after he turns away. Just take care to jump far enough to cross the sink (small running start will do).

Past the spider on the other side is another sink (this one without a spider, surprisingly), so leap at your own discretion. Past that... yet another upper and lower path.

Upper path first this time. The first platform is safe. The second has a spider circling it's perimeter, to time that accordingly. Beyond that is a platform slightly lower (also safe). And the platform just past that has another CD Piece. Feel free to grab, but DO NOT jump into the fan. I've tried it, it is fatal. The exit is directly below you (or more specifically, roughly below the middle of the platform for reference). Feel free to webspin your way into it, but for completion's sake, I will cover the lower path as well (though there isn't anything significant).

Lower path: no upgrade this time, but otherwise same setup. There is a spider on the other side of the first sink. He has a long patrol, so be careful. Otherwise, just more DNA strands and another sink to jump. On the other side is the exit.

++++  
Level 3: Lab Top  
Microchips: 3  
++++

-Microchip 1 (Counter End)-

Our first multi-exit level. I will cover the closest one first.

This level's pretty tough, at least in relation to the last two. If you go to the left, you'll meet another element both familiar and new at the same time... fire. Yes, it will kill you (eventually...). Conveniently, there is a shield beneath you. Once you grab it, you have roughly 5-7 seconds before it goes out so move quickly to the other side, but be careful (er, more careful) as there is a Missile upgrade partially obscured by the beaker. Make sure you don't replace one of your better weapons by mistake.

To get back, simply crawl along the wall up and to the ceiling. Cross over as far as you can and webspin. Then simply jump back to the original platform (the wires were in the way, which stopped you from doing that on the way over).

Back to the start of the mission, there is a gap with fire on the right. There is a spider on the other side, but he doesn't patrol all the way up the edge, so in case you don't see him, just make a small enough jump to clear the chasm without going too far onto the counter. You should see him here; do whatever.

Be careful just past that, as there is a flask here. It may look innocuous, but it will fall once you run under it. I've tried running under it enough to trigger the fall and run back, but it seems timed perfectly to make that almost impossible. So just run like hell and jump the gap on the other side once past the flask (but don't jump too far).

Another flask. Same strategy.

A wall here confronts you, climb it (following the trail of DNA strands). Depending on what you're equipped with at this point, it might be easier to follow the ceiling over (but not too far) until you see spider that dips up and down from his web. If not equipped with heat-seeking missiles, it might be easier to slash/poison him to death when he returns to the ceiling. Your call.

Whatever you decide there, more wires block your path, so you have to jump back down. Along the ground are DNA strands, and then another gap. Jump it.

Here, climb along the wall and then jump to the edge of the counter here. You will come across a tall box and a short box, followed by a... what looks like a mound. Be careful on the turn past the mound, as another spider patrols. Follow the path around another turn and to another string of DNA strands leading down. Go down.

Down here around the corner, you will find the Boomerang upgrade hovering in a red-light (my personal favorite). Has unlimited ammo and great range; pick it up if you have a free slot or that appeals to you, just watch out what weapon you replace.

Past that is another gap. Jump to the wall for the DNA strands, or just jump down. At the base of the box and across the gap is another spider (who is in perfect range of the boomerang if you have it). Do whatever with that and cross the gap.

EXTRA LIFE + 1

Past the gap is another glowing stand and a mound. Be careful at the top of the first mound; a spider descends rapidly here. Either time your crossing or take him out. Once that's done, there's a health point here at the top of the stack. At the bottom is another fast descending spider. Watch out, take it out, and crawl up the side (DNA strands).

Crawl along the surface until you're on the counter a level up. Another flask confronts you... You should be able to clear it without having to jump (but make sure you clear it). Here, more fire. Make a careful jump to the first narrow platform and stop. If you haven't triggered it already, jump in place as high as you can go (closer to the right edge if necessary), so that the spider ahead of you starts to descend. Time your jump (it descends very low) or destroy it.

Jump to the next platform, where you're confronted by an even larger gap. Get a running start is all the advice I can really offer you (though there's not much room). As long as you're at the edge when you jump, you should have no problems. Once there, jump the higher platform in front of you (high jump), and to the platform below that. Just below it, you should be able to see your CD Piece. Move around to the bottom and grab it (the fire's safely out of range, even at the bottom of the pit).

Around the corner, you'll find a drop (or crawl down, whatever; the game's freedom is cool like that). Here you'll find your first rear weapon: the Smart Bomb. It's capable of removing every enemy on your screen (with the exception of bosses...). You don't have any rear weapons, so you don't have to worry about replacing anything, pick it up.

Past that is another ramped ledge with fire pits. On a word of faith, crawl around the edge of the platform to go under it (the fire can't hurt you unless you jump or something...). You should just be able to make out the blue shine of something underneath. Webspin and grab it; it's an extra life.

Back topside, make a bold leap to the other side. A spider will begin to descend in the gap you crossed, but it shouldn't get even close to hitting you. You can ignore it or destroy it at this point.

Crawl forward a little bit to a red glowing display, but don't cross over it. Jump in place in front of it and another spider will descend. Deal with that however. On the other side? Microchip.

-Microchip 2 (Microscope Shelf)-

I will assume for microchip 2 that you haven't grabbed microchip 1, so there will be a lot of repeat. To skip to where the paths diverge, scroll to the DIV.131 tag in large outline below.

If you go to the left, you'll meet another element both familiar and new at the same time... fire. Yes, it will kill you (eventually...). Conveniently, there is a shield beneath you. Once you grab it, you have roughly 5-7 seconds before it goes out so move quickly to the other side, but be careful (er, more careful) as there is a Missile upgrade partially obscured by the beaker. Make sure you don't replace one of your better weapons by mistake.



To get back, simply crawl along the wall up and to the ceiling. Cross over as far as you can and webspin. Then simply jump back to the original platform (the wires were in the way, which stopped you from doing that on the way over).

Back to the start of the mission, there is a gap with fire on the right. There is a spider on the other side, but he doesn't patrol all the way up the edge, so in case you don't see him, just make a small enough jump to clear the chasm without going too far onto the counter. You should see him here; do whatever.

Be careful just past that, as there is a flask here. It may look innocuous, but it will fall once you run under it. I've tried running under it enough to trigger the fall and run back, but it seems timed perfectly to make that almost impossible. So just run like hell and jump the gap on the other side once past the flask (but don't jump too far).

Another flask. Same strategy.

A wall here confronts you, climb it (following the trail of DNA strands). Depending on what you're equipped with at this point, it might be easier to follow the ceiling over (but not too far) until you see spider that dips up and down from his web. If not equipped with heat-seeking missiles, it might be easier to slash/poison him to death when he returns to the ceiling. Your call.

Whatever you decide there, more wires block your path, so you have to jump back down. Along the ground are DNA strands, and then another gap. Jump it.

Here, climb along the wall and then jump to the edge of the counter here. You will come across a tall box and a short box, followed by a... what looks like a mound. Be careful on the turn past the mound, as another spider patrols. Follow the path around another turn and to another string of DNA strands leading down. Go down.

Down here around the corner, you will find the Boomerang hovering in a red-light (my personal favorite). Has unlimited ammo and great range; pick it up if you have a free slot or that appeals to you, just watch out what weapon you replace.

Past that is another gap. Jump to the wall for the DNA strands, or just jump down. At the base of the box and across the gap is another spider (who is in perfect range of the boomerang if you have it). Do whatever with that and cross the gap.

EXTRA LIFE + 1 (only if this is your first path)

Past the gap is another glowing stand and a mound. Be careful at the top of the first mound; a spider descends rapidly here. Either time your crossing or take him out. Once that's done, there's a health point here at the top of the stack. At the bottom is another fast descending spider. Watch out, take it out, and crawl up the side (DNA strands).

Crawl along the surface until you're on the counter a level up. Another flask confronts you... You should be able to clear it without having to jump (but make sure you clear it). Here, more fire. Make a careful jump to the first narrow platform and stop. If you haven't triggered it already, jump in place as high as you can go (closer to the right edge if necessary), so that the spider ahead of you starts to descend. Time your jump (it descends very low) or destroy it.

Jump to the next platform, where you're confronted by an even larger gap. Get a

running start is all the advice I can really offer you (though there's not much room). As long as you're at the edge when you jump, you should have no problems. Once there, jump the higher platform in front of you (high jump).

=====DIV.131=====

RETURN NOTE:

If you skipped here from above, simply follow the path until you get to the place with platform arranged in a pyramid sort of fashion (such as \_-\_) and stop at the highest of the platforms (should be a white pad/device of some kind in the background with green and blue buttons all over it).

Also, if you're continuing from last microchip and keeping up with DNA strands:

EXTRA LIFE + 1

Anyway, here you might notice walls on either side of the white device. Jump onto either one (doesn't really matter, but due to the ceiling being blocked, the left side might be easier) and approach the mounds on the shelf here. There is a wasp on the other side, so beware of stray shots as you're crossing the mound.

Past the mound (and the wasp) is another wall. Climb it and around to the microscope on the upper counter shelf here. You can probably see the microchip on the other side. Step up and claim your prize.

-Microchip 3 (Counter End Alcove)-

Again, and in the future, this will assume you have NOT played through the last microchip (Microscope Shelf), and a lot will repeat. To skip to the diverging point, scroll/find DIV.132.

If you go to the left, you'll meet another element both familiar and new at the same time... fire. Yes, it will kill you (eventually...). Conveniently, there is a shield beneath you. Once you grab it, you have roughly 5-7 seconds before it goes out so move quickly to the other side, but be careful (er, more careful) as there is a Missile upgrade partially obscured by the beaker. Make sure you don't replace one of your better weapons by mistake.

To get back, simply crawl along the wall up and to the ceiling. Cross over as far as you can and webspin. Then simply jump back to the original platform (the wires were in the way, which stopped you from doing that on the way over).

Back to the start of the mission, there is a gap with fire on the right. There is a spider on the other side, but he doesn't patrol all the way up the edge, so in case you don't see him, just make a small enough jump to clear the chasm without going too far onto the counter. You should see him here; do whatever.

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Another flask. Same strategy.

A wall here confronts you, climb it (following the trail of DNA strands). Depending on what you're equipped with at this point, it might be easier to follow the ceiling over (but not too far) until you see spider that dips up and down from his web. If not equipped with heat-seeking missiles, it might be

easier to slash/poison him to death when he returns to the ceiling. Your call.

Whatever you decide there, more wires block your path, so you have to jump back down. Along the ground are DNA strands, and then another gap. Jump it.

Here, climb along the wall and then jump to the edge of the counter here. You will come across a tall box and a short box, followed by a... what looks like a mound. Be careful on the turn past the mound, as another spider patrols. Follow the path around another turn and to another string of DNA strands leading down. Go down.

Down here around the corner, you will find the Boomerang hovering in a red-light (my personal favorite). Has unlimited ammo and great range; pick it up if you have a free slot or that appeals to you, just watch out what weapon you replace.

Past that is another gap. Jump to the wall for the DNA strands, or just jump down. At the base of the box and across the gap is another spider (who is in perfect range of the boomerang if you have it). Do whatever with that and cross the gap.

EXTRA LIFE + 1 (only if this is your first microchip)

Past the gap is another glowing stand and a mound. Be careful at the top of the first mound; a spider descends rapidly here. Either time your crossing or take him out. Once that's done, there's a health point here at the top of the stack. At the bottom is another fast descending spider. Watch out, take it out, and crawl up the side (DNA strands).

Crawl along the surface until you're on the counter a level up. Another flask confronts you... You should be able to clear it without having to jump (but make sure you clear it). Here, more fire. Make a careful jump to the first narrow platform and stop. If you haven't triggered it already, jump in place as high as you can go (closer to the right edge if necessary), so that the spider ahead of you starts to descend. Time your jump (it descends very low) or destroy it.

Jump to the next platform, where you're confronted by an even larger gap. Get a running start is all the advice I can really offer you (though there's not much room). As long as you're at the edge when you jump, you should have no problems. Once there, jump the higher platform in front of you (high jump), and to the platform below that. Just below it, you should be able to see your CD Piece. Move around to the bottom and grab it (the fire's safely out of range, even at the bottom of the pit).

Around the corner

EXTRA LIFE + 1 (if 3rd microchip)

You'll find a drop (or crawl down, whatever; the game's freedom is cool like that). Here you'll find your first rear weapon: the Smart Bomb. It's capable or removing every enemy on your screen (with the exception of bosses...). You don't have any rear weapons, so you don't have to worry about replacing anything, pick it up.

Past that is another ramped ledge with fire pits. On a word of faith, crawl around the edge of the platform to go under it (the fire can't hurt you unless you jump or something...). You should just be able to make out the blue shine of something underneath. Webspin and grab it; it's an extra life.

Back topside, make a bold leap to the other side. A spider will begin to descend in the gap you crossed, but it shouldn't get even close to hitting you. You can ignore it or destroy it at this point.

Crawl forward a little bit to a red glowing display, but don't cross over it. Jump in place in front of it and another spider will descend. Deal with that however.

=====DIV.132=====

RETURN NOTE:

If you've skipped here from above, just go all the way to the end (the microchip at Counter End) but don't jump into the microchip.

Ahead is the microchip, but don't jump into it. Instead, go under and up the wall behind it. Beware, if you did not take out the spider over the red display, he will be here still. There will also be one descending into the pit between the jump you made just before the red display.

Keep moving until the ceiling sharply turns up. Here, you will have to round the corner quickly, that you are flat against the wall. As you move up, a spider will descend; you should be safe, but be careful when crossing past it's roost (unless you nuked it with a missile) and continue. Just above his hold is the elusive third microchip.

++++  
Level B1 (Bonus): 70's Room  
Microchips: 1  
++++

If you grabbed all the CD Pieces, you'll have access to this piece of work. Don't relax just because it's a bonus level... this one's actually tougher than most of the regular levels. By the end you'll be grateful there's only one microchip.

-Microchip 1 (Floor)-

Interesting... concept. Anyway, proceed forward to the bookshelf (the vent behind you is an instant death... don't jump) and begin your ascent. At the top, beware a wasp at the far end. Beyond that, proceed down the side until you get to an opening about halfway down.

Here you can jump across (to the stereo... thing), crawl to the ground, or investigate. On the latter path...

Inside, the shelf above the lavalamp just houses some DNA strands (your call). The path on level with the lavalamp has an opening at the end; I would recommend either jumping down or crawling down the wall on the far side.

On this level is a clock where a spider is patrolling, so watch out. On the bottom (as you can hear) is a wasp and a Poisoner at the end (depending on what you're equipped with, you might pass it up).

Back at the entrance, the box across is patrolled by a spider, so watch carefully. A health point is at the top if you need it. The box to the left is also patrolled by a spider, which you can destroy/ignore before continuing on to the next bookshelf.

If you are interested in the bottom path I pointed out back at the intersection, it is occupied by a wasp, which may or may not be an appealing

alternative to two spiders. Once across, crawl up to the top where both paths converge.

About halfway across the top is yet another wasp. Just past him is an opening into the bookshelf (termite problem...?) that I will explore for completion purposes.

Regardless how you descend, the first shelf is nothing but DNA strands. The second one has a spider patrolling (which can be avoided if you crawl along the underside of the first shelf to the wall). The bottom shelf has more DNA strands and another opening. Here the paths again converge.

Up ahead is a corner, BE CAREFUL. A slug is on patrol on the other side of the corner. Depending on what weapon, it can take more hits than most (2 missiles/4 boomerang) and spits yellow... things at you from a distance (and tends to have an easier time hitting you than the wasp, considering it's on the same level as you). If you stand close enough that screen just starts to tilt around the corner and stop, you might be able to get the slug to spit at you (or whatever). If you're far enough away from the turn, he won't be able to hit you. When the pellets stop, his back is turned, and that's the time to pounce. The word here is caution. If you still have a smart bomb, feel free to use it here.

Continue to the next bookshelf and scale it here.

EXTRA LIFE + 1

Past the opening just behind the lava lamp is another wasp. You could jump from the far edge to some more speakers, but I'm going to start with the inside of the bookshelf.

The first shelf is only DNA strands, but the next has a spider. The third is also like the first, but the last (you might have noticed) has a wasp. At the end is the Mine rear weapon. It comes with 5 charges and can be used to lay stationary mines. Only really useful on patrolling enemies, but better than nothing (if you've used your smart bomb(s) already).

Back at the top, the first (small) stereo object is clear, as is the larger stereo next to it. The third (or, second LARGE stereo) has a spider on patrol. The next does not, but the larger one after it does as well. You might notice another spider patrolling along the top of the bookshelf in front of you as well.

Back to the bottom path, there is but a wasp and some DNA strands.

The bookshelf here (after doing whatever to the spider on the top) has an opening at the end. If you're not interested, you can easily climb down and take the microchip at the bottom, but if not...

The first shelf has a spider crawling along the record player. Across the gap is a clock and more DNA strands (nothing important). Below that is another spider on patrol, however he conveniently stop at the "The What" box, making him easy pickings if you descend from the right. The lower shelf has another spider as well and more DNA strands. An opening at the bottom reveals the microchip, but just past that is a Poisoner and Mine upgrade if you want them. Again, watch the vent; instant death.

~~~~~  
Microchips required to unlock gate: 3  
Prospective number of microchips: 6

~~~~~  
////////////////////////////////////  
3.2 Factory

<WK.2>

////////////////////////////////////  
You're greeted with an FMV depicting the bad guys making an escape under the cover of darkness, before taking shelter in... a factory of some kind. After them!

+++++  
Level 4: Boxes  
Microchips: 1  
+++++

-Microchip 1 (Forklift)-

One of the harder levels in my opinion. There may only be one microchip, but the entire level is divided between a high road and a low road. For the purpose of the guide, I will cover both paths, but note that you can only acquire the CD Piece by taking the "low road."

You start on a box. Jump/crawl on to the next box, but stop at the top edge; a spider patrols around the upcoming corner. Catch him off-guard. Around the corner, you fall onto another box (having reference points in this level is going to be... difficult) and can see a hanging box in front of you. It is clear, but the next one is not (spider on patrol). The one after that is as well- jump from there to the "wall" of boxes in front of you. As you climb up, you will see a Flamethrower you can drop backwards to get. I will leave that one to you...

EXTRA LIFE + 1

On the top, there is a gap (climbable) with a spider on the other side. Beyond that are more hanging crates. Predictably, the first is clear, but the next is not (spider). The bigger box you see past that is also clear, with a Mech-Mine upgrade floating below it. Unless you are toting two smart bombs, I highly recommend it; it does all the work of the regular Mine, but it moves opposite the direction you are facing when placed. It will be perfect for hanging box guardians.

The next box is also clear, but the one just after that has another spider doing his rounds. Making a safe landing and depositing a Mech-Mine in the right direction is a sure-fire way to clear it out.

The next box is large, but beware up ahead. A new flying enemy, the bat is out, and if you thought the wasp was bad, bats are a whole new ball game. Not only is their flight path faster and more erratic (more difficult to nail with non-homing attacks) they drop grenades on top of that. I'd recommend Missiles, but barring that, go for something with some range, or run and pray they don't hit you.

At this point, you have two paths available to you, one low and one high (as always). For the sake of CD Pieces, we will start with the low path. If you are looking a detailed guide on the high path, find DIV.211. If it weighs any influence on your decision, there are no bats on the lower path.

At the bottom of this large box you will see an opening and another box you can land on. Go there (before you get grenaded). On the other side of this box, you will see a gap to jump. If you time your jump carefully (just slightly before

the edge of the gap) you can land on the side of the jagged box above, leading to a Missile pickup. Though it might be risky, and it's up to you whether it's ultimately worth the effort or not.

Regardless what you decide, leap across and continue, but watch out for the spider atop the darker crate. If you crawl along the side of the box on the left of this crate, you can find a Flamethrower pickup floating over the box the spider was on.

Back on the darker colored crate, you'll find another gap to leap, followed by a series of steplike crates and another gap past which is another hanging box. Beware, as a spider is making the rounds on this one. Once dealt with or passed, you can safely proceed to the next half a box, but be careful on the jump to the next small hanging crate; there is a wasp doing the rounds between this small box and the next one.

The next large box is safe, but the box across (and the area below) fall into a spider's patrol route, so use caution when proceeding at that point. The small hanging box around the corner is also patrolled by a spider.

From here, jump to the lower box (the bigger one) and climb up to jump on the smaller one hanging above the two. You will see another small box that looks like a tricky jump, but wait, as a spider is roaming around this one (if you have Mech-Mines left, you can make the jump and use that).

The next jump is about as tricky, but no spider this time, so take your time and don't fall. The longer box after that is spider-free for a change, and much easier to reach this time, as is the small box after that. From the small box, you should see the CD Piece floating in front of you. Take great care to not only snag the CD Piece in your jump, but try to align yourself so that you fall along the chain in the background (ensuring you land on the box below).

Once you land, you can hear (and see) a wasp floating between the next two boxes. Be sure to take that into account when you jump. On the stretch of two larger boxes beyond that, there is a spider to be aware of (however, he will not show up until you jump, that I can tell; fortunately, he will start on the opposite end, giving you plenty of time to destroy/avoid it).

On the forklifted box beyond that is the microchip, but note that there is an extra life under the box just begging to be collected. Then feel free to collect the microchip.

=====DIV.211=====

Back at the large box, if you are taking the upper path, you will have to deal with the bat. It doesn't help in this situation that you're forced to climb up two boxes before you can even see it. Watch the grenades (and for christ's sake, don't get hit!) and time your move with the ebbing. Once taken care of (or avoided), you'll cross more boxes in an undulating fashion before confronted with a turn.

When you get to the small box bridging a gap below, you can see another box hanging just above you. There is a spider guarding this one as well, so time your jump well if you take the leap (though there is nothing but DNA strands here). Keep forward until you hit the wall you have to scale and continue until you get to an edge. You should see a bat floating out there, almost out of range. If can take it from here, that would be ideal.

Scaling down the side, you will see a Missile launcher, but it's placed so close to the bottom it might not be worth it (though it is possible, just

incredibly risky). Aside from that, the small hanging box ahead is clear as is the next one. A spider guards the next piece of land, so bear that in mind. Keep forward around another turn and wait at the edge. A bat is making a long patrol here, so be patient (you may trigger it by stepping down, but don't linger). Do what you will and proceed carefully down the "steps." At the bottom, you will find another large hanging box and a Mech-Mine upgrade just below and to the right of it.

Nowhere else to go, the box is clear, but the smaller one past it is guarded by a spider. The small box beyond that and the large one past that are clear as well. On the right side of the large box (after the turn), wait to see the spider crawling along the box on the other side. It will be a difficult jump to time, so time it well.

On the other side is a gap and a small box on the other side. Jumping to it, you will see the CD Piece, but you are not able to get it on this path. Just ahead, you might see the faint edges of a wasp between the next two boxes, so take that into account when you jump. On the stretch of two larger boxes beyond that, there is a spider to be aware of.

On the forklifted box beyond that is the microchip, but note that there is an extra life under the box just begging to be collected. Then feel free to collect it.

```
+++++  
Level 5: Conveyors  
Microchips: 1  
+++++
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-Microchip 1 (End of Chute)-

This is another multi-part level. I will try to cover every path here.

At the beginning, you will find yourself being blown towards a slide by a fan. If you are quick enough (not that you don't have plenty of time) you can go back and grab a Mine upgrade by the fan. But be careful, as with most questionably dangerous looking things in this game, the fan will kill you.

When done, take the slide down to the conveyor. It is long and full of DNA strands. At the end is an inclined conveyor followed by a flat conveyor with a wasp playing sentry over it. Time your jump carefully. Below the flat conveyor is a Flamethrower pickup.

Three more inversely positioned inclined conveyors follow with a wasp floating between the last and another flat conveyor at the top. Past that is another metal chute like the start with a compressor in front of the slide (time your spree carefully; shouldn't be too difficult here). The slide behind that leads to a series of short flat conveyors. Another wasp to take heed of hovers just past the second conveyor. Beyond which is another inclined conveyor that breaks into two paths (yet again). I will cover both (the right path can be found below at DIV.221).

The left path is another inclined conveyor, this one with a Missile upgrade at the top. A good tool that will prove useful for the wasp on the flat conveyor to the right, as it trickily navigates forward and backward in the background, making it only possible to be hit when it is in line with your character. Unless you have missiles, in which case one rocket takes care of that.

There is another tricky jump here to another inclined conveyor. The path again divides into up and down. Take the upper path (another inclined conveyor),



where you can easily spot the CD Piece floating inbetween the jump to the next conveyor. If you aim to grab it, make sure you land on the larger flat conveyor below it (a simple enough feat). The path to the right here leads to the right path from earlier. Skip to DIV.222

=====  
=====DIV.221=====

The right path leads to a short flat conveyor with a health point. Past that is a longer, downward inclined conveyor with a wasp floating inbetween the next conveyor (as well as a Smart Bomb pickup). There are two upward inclined conveyors past that, followed by a tricky jump to an inversely angled upward conveyor on the left; this leads to where the left path ended. Head up the path and to the long flat conveyor on the left and continue reading.

=====  
=====DIV.222=====

EXTRA LIFE + 1

So now that both paths have converged, jump to the angled conveyor on the left, then make the jump to the conveyor above. If you followed the left path earlier (or both) you will find this is from where you jumped down to grab the CD Piece. If not, feel free to grab it and return to this spot.

Instead of jumping down, jump across to the short flat conveyor, and to the next inclined upward conveyor. A longer conveyor follows that, succeeded by another chute. Be careful of this one; try to land on the edge (or just not too far in) to avoid being crushed by the compressor on the other side.

Past the compressor is the microchip. Huzzah.

++++  
Level 6: Machine Room  
Microchips: 3  
++++

Now, for the only multi-chip level of the Factory. It's going to be tricky. I'll start with the closest.

-Microchip 1 (Molten Pit)-

You start on a box with a fan blowing over you. As usual, this fan will kill you.

You can see a conveyor ahead you and a hole underneath it. Crawl into the hole. On the underside, though hard to see at this angle, is a health point on the left. To the right is the first Electro-Beam upgrade of the game, but it is guarded by a rapid flame-jet. If you are so ambitious, take the utmost caution. It's a beam that auto-targets any enemy on the screen. As a downside, it doesn't come with much fuel, so use it wisely (or pass it up for more efficient weapons).

Below are two conveyors, with a box against the wall below that. Beware, as to the right of the box is a new enemy: the rat. Unlike the other ground enemies, it's very quick and unpredictable, capable of turning on a dime without notice. On top of that, it spits green pellets (much like the slug). You don't have to deal with this rat, but if you decide to, it is best to use what distanced weapons you have at your disposal, without endangering yourself at close range (at which the rat excels).

Otherwise, hop on the box and crawl down the side to the left and into the

hole. Another rat will confront you on the upper level here, but you should be able to bypass it very easily. Below, as you can see, is the microchip, at the back of a molten pool. Grab the shield and hit the microchip before it fades, if you don't care for the DNA strands.

-Microchip 2 (Hazard Chute)-

Skip to DIV.231 if you're familiar enough with the level to at least the first microchip (Molten Pit).

You start on a box with a fan blowing over you. As usual, this fan will kill you.

You can see a conveyor ahead you and a hole underneath it. Crawl into the hole. On the underside, though hard to see at this angle, is a health point on the left. To the right is the first Electro-Beam upgrade of the game, but it is guarded by a rapid flame-jet. If you are so ambitious, take the utmost caution. It's a beam that auto-targets any enemy on the screen. As a downside, it doesn't come with much fuel, so use it wisely (or pass it up for more efficient weapons).

Below are two conveyors, with a box against the wall below that. Beware, as to the right of the box is a new enemy: the rat. Unlike the other ground enemies, it's very quick and unpredictable, capable of turning on a dime without notice. On top of that, it spits green pellets (much like the slug). You don't have to deal with this rat, but if you decide to, it is best to use what distanced weapons you have at your disposal, without endangering yourself at close range (at which the rat excels).

Otherwise, hop on the box and crawl down the side to the left and into the hole.

=====[DIV.231](#)=====

RETURN NOTE:

Return to the molten chute where you grabbed the first microchip (Molten Pit).

You will see a rat on the upper left path here; it will have to be taken out, preferably with a ranged weapon. If you prefer to dodge it, you'll have to move quickly, but considering the compressor on the other side of the rat, it's recommended you find some way to get rid of it. All else fails, wait in the chute until it turns around and pounce on it. Just past the compressor, is your second microchip.

-Microchip 3 (Hole in the Wall)-

Now for the tougher one.

This time jump from the box, across the conveyor to the pile of boxes on the other side. A spider will approach from ahead, and unfortunately his patrol covers the entire pile of boxes, so beware. Ahead you will find a table (which you can jump on to find two boxes and a bunch of DNA strands) and a conveyor running vertically down below. If you take the conveyor, you will acquire a bunch of DNA strands and be led to the area where the first rat from the other two microchips dwells, but you don't have any business down there, so just follow it back up.

Progress forward around a turn until you arrive at another conveyor belt (this time vertically up). You will see a Boomerang upgrade halfway up, and the backside of the conveyor is full of DNA strands.

You will notice a hole on the wall behind the conveyor. Enter along the ceiling to avoid being surprised by the rats inside. After dealing with it (if you did) you can snag a bunch of DNA strands and an extra life.

Emerge from the hole and progress further up the wall. You will find yourself in front of a conveyor that passes through flame jets. Instead of dealing with them jump onto the closest "lip" of the flame-jet (preferably when it's not flaming, just to be safe) and scale it quickly to the top. You will find a string of DNA strands, the last CD Piece for this area, and a Smart Bomb pickup off to the other side of the jets.

EXTRA LIFE + 1

On the other side of the flame-jet conveyor, you will find two compressors right next to each other (the other may not be visible from the first). Time your run and race under the first, but be careful to stop between the two. There is little room, and I often get caught myself, so be extra careful here. When you've successfully accomplished that, execute the easier task of dodging the second one.

You will come to some boxes where a wasp patrols. After either dealing or skipping past that, the screen will turn to a box against the wall below a hole in the wall. Unfortunately, there is yet another rat on the other side, and you cannot cheat and use the ceiling like before. Either use something that auto-targets, or jump in front of the hole throwing the boomerang you might have picked up earlier. Aside from those options, you could run for it and hope for the best; the angle here really isn't friendly to most other weapons.

Past that is the microchip. Grab and you're done.

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+++++  
Level B2 (Bonus): Tubes  
Microchips: 3  
+++++
```

If you didn't see it, there are three microchips in this bonus level. Like the other, it's not exactly going to be a picnic. I'll start with the closest.

-Microchip 1 (Doughnut)-

You start out in a tube reminiscent of the later Sewer chapters. This will be a difficult level to navigate, so I'll do my best to explain. You start on the left side of a gap with water in it. Cross it without falling in (there is nothing on the other side).

On the other side, you might immediately notice the Electro-Beam at an intersection. Grab it if you wish. The upward path leads to a circular tube with DNA strands and a spider. If not interested, skip the next paragraph.

Jump across so that you cling to the opposite side of the tube and crawl up (so that you will be on the "bottom" of the tube further up). Ahead is yet another intersection. This one is a circular tube, and it contains DNA strands along its inside and outside surface. A spider crawls along the inner circle of the tube, so beware. When finished, return to the first intersection.

If you are along the far right side of the tube here, continue down. Otherwise, leap across so that you are in the proper position. Ahead, you should see a spider patrolling below, which you may destroy or avoid altogether. Be careful, as just past that one, another spider is patrolling along the ceiling. At this

point either spin a web (don't jump down)to avoid it, or destroy him and keep truckin'.

You will hit a larger tube with a wasp patrolling the center (where a health point is also located). Do not jump down (you may spin a web to grab the health points) and keep along the ceiling. Eventually, the tube will intersect with another going up (another health point is below this one; it is tricky, but you can web spin and grab it without falling down). Follow this tube.

Halfway up, you will find a Poison pickup (your call). Past that, you will intersect again. A spider roams on the left; be careful in passing/eliminating it and continue left. You will hit another circular tube. A spider guards the inner surface of this one as well. You may grab the DNA strands here, but when you are finished, head through the microchip on the far side of the circular tube.

-Microchip 2 (Pond)-

Scroll to/find DIV.2B1 if you can find your way up to the previous microchip (Doughnut).

You start out in a tube reminiscent of the later Sewer chapters. This will be a difficult level to navigate, so I'll do my best to explain. You start on the left side of a gap with water in it. Cross it without falling in (there is nothing on the other side).

On the other side, you might immediately notice the Electro-Beam at an intersection. Grab it if you wish. The upward path leads to a circular tube with DNA strands and a spider. If not interested, skip the next paragraph.

Jump across so that you cling to the opposite side of the tube and crawl up (so that you will be on the "bottom" of the tube further up). Ahead is yet another intersection. This one is a circular tube, and it contains DNA strands along its inside and outside surface. A spider crawls along the inner circle of the tube, so beware. When finished, return to the first intersection.

If you are along the far right side of the tube here, continue down. Otherwise, leap across so that you are in the proper position. Ahead, you should see a spider patrolling below, which you may destroy or avoid altogether. Be careful, as just past that one, another spider is patrolling along the ceiling. At this point either spin a web (don't jump down)to avoid it, or destroy him and keep truckin'.

You will hit a larger tube with a wasp patrolling the center (where a health point is also located). Do not jump down (you may spin a web to grab the health points) and keep along the ceiling. Eventually, the tube will intersect with another going up (another health point is below this one; it is tricky, but you can web spin and grab it without falling down). Follow this tube.

Halfway up, you will find a Poison pickup (your call). Past that, you will intersect again. A spider roams on the left; be careful in passing/eliminating it.

=====DIV.2B1=====

RETURN NOTE:

If you here after the last microchip, you will continue as normal until you reach the intersection tube that goes straight up.

At this intersection you will proceed right instead of left (making it easy to

ignore the spider on the left). However, there is a spider on the ceiling to watch out for, in the event you have a tendency to jump (not unlikely, considering the DNA strands on the ceiling).

Past this, you will find a pit with another Electro-Beam. This pickup is unfortunately set very low in the pit, making it very hazardous to shoot for. Feel free if you're feeling lucky.

Past that is another large room with water along the bottom. The water will cause damage (spider's can't swim; especially robotic ones, it turns out), so stick to the rocks sticking above the surface. There is a health point between the first rock and second, but its angle is tricky, so you may break even if you don't pull it off right.

On the other side before the next rock is a wasp. Once past, there is another health point between this rock and the next (another tricky leap). Make that jump, and the microchip is in the tube straight ahead; can't miss it.

-Microchip 3 (End of Tube)-

If you've acquired either microchip (Pond or Doughnut), find/scroll to DIV.2B2

You start out in a tube reminiscent of the later Sewer chapters. This will be a difficult level to navigate, so I'll do my best to explain. You start on the left side of a gap with water in it. Cross it without falling in (there is nothing on the other side).

On the other side, you might immediately notice the Electro-Beam at an intersection. Grab it if you wish. The upward path leads to a circular tube with DNA strands and a spider. If not interested, skip the next paragraph.

Jump across so that you cling to the opposite side of the tube and crawl up (so that you will be on the "bottom" of the tube further up). Ahead is yet another intersection. This one is a circular tube, and it contains DNA strands along its inside and outside surface. A spider crawls along the inner circle of the tube, so beware.

EXTRA LIFE + 1 (if third trip through level)

When finished, return to the first intersection.

=====DIV.2B2=====

RETURN NOTE:

Proceed to the first intersection of the level.

At the first intersection of the level, you will once again want to go down, but this time along the bottom. Watch out for the first spider that is on your level this time. The next spider will be above you, and less of a threat (but you may deal with it anyway if you want).

Ahead of you will be a larger tube with water along the bottom (which will hurt you on contact). Use the rocks sticking out of the water to stay dry. Watch out, as a wasp floats between this rock and next one. Between the two is a health point if you need it.

Past the second rock is another pair of rocks with a health point in-between. Navigate them in the same way (no wasp this time). On the other side of the pool is an intersection going down. Ahead is another circular tube with DNA strands and a spider along the inside. Do with that information what you want.



Another FMV unfolds, depicting our sinister kidnappers vacating the factory for the city.

...Onward!

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+++++
Level 7: Down the Street
Microchips: 1
+++++
```

This is another one of those levels that has only one exit, but two methods of traversing it. I will try to cover both approaches.

-Microchip 1 (Drain Pipe)-

Right off the bat, you'll be confronted with the newest enemy: the grasshopper. Not terribly difficult, and a mostly predictable patrol route, the only complication is its tricky jumping pattern. Either catch it from behind, take it out from afar, or just jump quickly over it during one of its jumps.

Just past that is another, so use the same method you did before. Just a little further, you'll see a sewer drain. Here is where the path breaks. Since the CD Piece is in the lower path, I'll cover that one first. If you're planning on taking the upper path, look for DIV.311. Otherwise, continue reading.

Lower path: crawl along one of the sides, into the drain from the left side as a slug is oozing up and down the right. If you have not come across the slug before, they are annoying. Use the same projectile method as the rat (though a different color pellet), but are otherwise slow and exploitable. Catch them from behind to deal with the easily.

After you've dealt with the slug (or passed it up), you'll see the CD Piece on the left side against the wall. Easy enough to pick up.

You might want to cross to the right side now, seeing as how the left kind of... dead ends (watch for the slug if you left it) and follow it around the corner, so that you'll be on the roof of the sewer trench.

You'll see several boxes below which you can land on. Personally, I find it easier to stick to the ceiling, but it's your call. There is also a Mine upgrade here if you need it.

Just past the Mine upgrade, you might have noticed the blue water droplets falling from the ceiling above the second box. Whether you're on the boxes or on the ceiling, you'll have to time it (it will hurt you, as well as knock you off the ceiling if that's the case). As soon as it drops, run across (unless you're on the boxes, in which you'll want to wait for it to stop splashing and jump quickly to the next one before it drops again).

The box past that is safe, but the one on the other side of that is also being dripped on, so time that one as well. The next two boxes have the exact same line-up: safe and not safe. The set of three boxes beyond that one, however, is water free. Once past the corner, the entire row of boxes are drip-less, so you're safe to proceed at your own pace.

Once you get to the end of the roof, you can simply crawl out and onto the surface. Look to DIV.312 for where the paths converge.

=====DIV.311=====

Jump over the drain and approach the edge of the broken pavement (should see dirt ahead). Be careful, for in the middle of the patch is a flame-jet, and just past that is a slug (refer to the bestiary if this is your first encounter with it). You can skirt quickly past the flame-jet and wait at the edge of the broken pavement to time your move on the slug. When it's back is turned, that's the time to move.

Just past the slug is a health point. It's risky, but possible. If you always jump from the left to the right when attempting to grab it, worry first about making the jump and second about grabbing the health point in-between, you might have better luck that way. But be warned, the water will kill you instantly.

Past it is corner and another patch of dirt with a flame-jet in the middle of broken sidewalk. A slug does not guard the pavement immediately past it, thankfully. More forward to the drain where the lower path reunites with the upper.

=====DIV.312=====

Past the drain (moving right) you'll find another turn. On the decline just past it is a slug. It's hard to know when to move with this one, as he's off-screen. You can rush him and hope he's turned around or sit back on the flat edge of the incline and wait for the pellets to stop (you should be out of range) and move then.

Beyond him is another ditch with a life hanging above it, this one much easier to grab than the life point earlier. Feel free to capitalize on it. Past the ditch at the base of the incline is a grasshopper pouncing about. Eh, yeah, deal with that (or don't) and keep moving.

Another decline with a ditch, this one with a Missile upgrade hostage. Whether you plan to risk it or not, beware of the slug on the other side. He should start further down, but like the last, it's very difficult to tell when his back is turned, so be extra careful to compensate (this is why I hate slugs).

EXTRA LIFE + 1

Past that you'll find another turn, another decline with another slug on the prowl. Just past that one is another slug (still on the same decline). Whether you take them out or slip by, you'll arrive at the base where the microchip is waiting.

++++  
Level 8: Side of Building  
Microchips: 2  
++++

-Microchip 1 (Left Side)-

You start on a ledge. To the left, you can see another one as well as a wasp floating over it, so take that into account for your jump (be careful; the ledge and the wasp's patrol is small). The next brick is clean, but a spider patrols the exposed piece of wood that climbs vertically in front of you.

Instead of climbing up, climb around and jump to the ledge on the other side of it. The brick to the left of that one has a wasp flying over, but also an extra life underneath. Once you have that in tow (or feel you don't need/want it) return to the wood.



Up here you'll have two choices, a ledge to your right or a pipe to your left. Some extras lie to the right (guarded by a solitary wasp), but if you're not interested, skip this and the next paragraph. Leap to the ledge on the right. The aforementioned wasp is floating over the ledge to the right of this one, so be careful (the wasp is about the same level as you are, making you easier to pick off).

Leap to the wasp ledge when clear/dealt with and to the next one, where you'll find a health point in the middle and a lateral piece of wood to the right. In the middle of the slat is a life (yet another) and a Missile upgrade below. As there is nothing else this way, return to the junction with the pipe on the left.

Back at the junction, jump to the pipe. You might notice a ledge off to the left. If you place yourself well, you can land it (but watch out for the wasp floating back and forth over it). It has a Smart Bomb upgrade and some DNA strands. To get back, take a leap of faith to the right. You'll land on the vertical slat from earlier.

Otherwise, continue to climb the pipe to come to another fork. For this microchip, we will take the left path, where a spider can be seen patrolling. Past him, jump onto the angled slat of wood above this ledge and climb to the top. You will see a ledge on either side of you with a microchip on the one to the left. Take that one.

-Microchip 2 (Right Side)-

If you're comfortable finding your way up to the previous piece (Left Side), find DIV.321.

You start on a ledge. To the left, you can see another one as well as a wasp floating over it, so take that into account for your jump (be careful; the ledge and the wasp's patrol is small). The next brick is clean, but a spider patrols the exposed piece of wood that climbs vertically in front of you.

Instead of climbing up, climb around and jump to the ledge on the other side of it. The brick to the left of that one has a wasp flying over, but also an extra life underneath. Once you have that in tow (or feel you don't need/want it) return to the wood.

Up here you'll have two choices, a ledge to your right or a pipe to your left. Some extras lie to the right (guarded by a solitary wasp), but if you're not interested, skip this and the next paragraph. Leap to the ledge on the right. The aforementioned wasp is floating over the ledge to the right of this one, so be careful (the wasp is about the same level as you are, making you easier to pick off).

Leap to the wasp ledge when clear/dealt with and to the next one, where you'll find a health point in the middle and a lateral piece of wood to the right. In the middle of the slat is a life (yet another) and a Missile upgrade below. As there is nothing else this way, return to the junction with the pipe on the left.

Back at the junction, jump to the pipe. You might notice a ledge off to the left. If you place yourself well, you can land it (but watch out for the wasp floating back and forth over it). It has a Smart Bomb upgrade and some DNA strands. To get back, take a leap of faith to the right. You'll land on the vertical slat from earlier.

Otherwise, continue to climb the pipe to come to another fork.

=====DIV.321=====

RETURN NOTE:

Go through the level until you reach the fork at the top of the pipe.

This time, you will want to jump to the ledge on the right. A spider crawls along the angled wooden slat here, so watch for him before you attempt to climb it. At the top, try to jump to the side/underside of the ledge on the right. A wasp floats over it, and this puts you in a safer position to ignore/deal with it when the time is best. Watch out, as it hovers much lower than most others.

Having past him, you will see a small ledge below and to the right of this one. A spider roams it, so watch out. The next one is spider free. You will see a string of DNA strands which will easily lead you into the microchip, but if you're interested in the CD Piece, don't just yet. Instead, move to the left or right side of the bottom of the brick and spin a web to descend as low as you can to get a better bead on your target (though there's no way to see it up here; you will have to act on faith...). Beware, as a spider lurks down there as well. Make the leap of faith and move to the underside of the brick (watching out for the spider that circles it) where you will find the CD Piece. Now you may freely grab the exit.

++++++  
Level 9: Park  
Microchips: 2  
++++++

-Microchip 1 (Burrow)-

You start out on a rock on a pond. How you got there, I have no idea. But there is a stick poking out of the water in front of you. This jump is tricky, so try to get a running start (though you don't have much room) and try to make the leap.

At the top of the stick, you will see a log. On the log, you will see a spider crawling about, so factor this in your timing. Then jump down. Regardless whether or not you took the spider out, crawl to the back end (the right side) and dangle on the very edge of the underside. You should find an extra life.

From the back of the log you will see another rock. Do your best not to overjump it. Floating over this rock is a Missile upgrade. Don't know what you have, so that decision is up to you. Past that is another rock, again, jump carefully.

Another stick is beyond this rock. Try not to hit the water (it kills, surprisingly enough). Crawl to the end of this stick, where you might see a grasshopper leaping about in the dirt just a little up ahead. Jump down and avoid/kill the grasshopper in the process.

Up the path, you will see a beer bottle as part of the background (the game's realistic like that). Be careful, as a flamejet is going off just past it (from a gasoline can, of all things). If you're feeling risky, you can leap inside when the flame jet is off to find an extra life. As long as you jump in and out before it goes off again, you'll be fine, but don't try to crawl in from above; it does not work.

Regardless what you do, leap over the flame-jet and onto the can to crawl past it. Here, you will find a health point (might help if you got burnt getting the

life) and a stream. Jump the stream (might take a running start) but stop on the rock. A grasshopper moves back and forth ahead of you, so avoid/eliminate it.

Past the grasshopper, you'll find a completely optional path. It houses a CD Piece and some other things, but is pretty tricky. If you want to pass it up, find DIV.331. Otherwise, continue reading.

You'll see the log with the opening just ahead. Crawl into the hole, but stop once you can see yourself past the dirt. Flame-jets alternate here, so time your descent down the wall. Past the most immediate flame-jet, you will see a rat guarding the floor with a Missile launcher and an extra life in the air above it (with the second flame-jet flare just above that). Whether you kill the rat or grab the extras is up to you.

Once on the ground (rat or not) move slowly. A flame-jet periodically blocks your path just in front of you. Time your move carefully, as there is another flame-jet on the other side. Past those two, however, the path up the incline is mostly clear (the flame-jets above you shouldn't reach you unless you jump). When it levels out again, you'll see a health point guarded by a flame-jet, completely optional.

Once the path starts to incline upward again, another flame-jet blocks your path (you'll have to time this one, too). Just run when it dissipates until the level gets flat again to be safe. After that, keep climbing along the walls until you reach the underside of an otherwise inaccessible log. Here is the CD Piece.

Now for the fun part, backtracking. At the first flame-jet here (where the base is level again), time your move past it. If you run down the incline and stop at the base, you'll be safe. As you keep moving, you'll see another decline. At the base of this one is another two flame-jets in a row to time your way past. It isn't until you're crawling your way up the wall you started down on that you'll have to watch out for the last flame-jet, alternating in blocking your path. Again, be careful here. Keep going and you'll be back where you started.

=====**DIV.331**=====

Ignore the path leading into the log and jump over it. Keep along the path, past the grass and under the wooden block.

EXTRA LIFE + 1

Moving forward, the path will turn a couple of times and you'll see a Mech-Mine upgrade, good if you're not already toting around Smart Bombs (and may be even if you are). Past that is the log with the CD Piece underneath if you didn't take the alternate path. Move carefully forward until you reach the edge.

Here you can jump across, or slide down a bit down the side (the wall is slippery here, so you will slide whether or not you want to) before you jump to grab the extra life between the DNA strands. You should land in a concrete pipe. Moving forward, you'll see two more rocks in water, but this jump will be tricky from this camera angle.

A short (half) jump will cross the first one, but the second rock requires a running start. Once past that, approach the bank but stop- a spider advances on you. Do whatever it is you do whenever that happens and past him is the microchip hidden away in a burrow.

-Microchip 2 (Pipe)-

If you feel you can navigate this level up to the last microchip (Burrow), scroll/find DIV.332.

You start out on a rock on a pond. How you got there, I have no idea. But there is a stick poking out of the water in front of you. This jump is tricky, so try to get a running start (though you don't have much room) and try to make the leap.

At the top of the stick, you will see a log. On the log, you will see a spider crawling about, so factor this in your timing. Then jump down. Regardless whether or not you took the spider out, crawl to the back end (the right side) and dangle on the very edge of the underside. You should find an extra life.

From the back of the log you will another rock. Do your best not to overjump it. Floating over this rock is a Missile upgrade. Don't know what you have, so that decision is up to you. Past that is another rock, again, jump carefully.

Another stick is beyond this rock. Try not to hit the water (it kills, surprisingly enough). Crawl to the end of this stick, where you might see a grasshopper leaping about in the dirt just a little up ahead. Jump down and avoid/kill the grasshopper in the process.

Up the path, you will see a beer bottle as part of the background (the game's realistic like that). Be careful, as a flamejet is going off just past it (from a gasoline can, of all things). If you're feeling risky, you can leap inside when the flame jet is off to find an extra life. As long as you jump in and out before it goes off again, you'll be fine, but don't try to crawl in from above; it does not work.

Regardless what you do, leap over the flame-jet and onto the can to crawl past it. Here, you will find a health point (might help if you got burnt getting the life) and a stream. Jump the stream (might take a running start) but stop on the rock. A grasshopper moves back and forth ahead of you, so avoid/eliminate it.

Past the grasshopper, you'll find a completely optional path. It houses a CD Piece and some other things, but is pretty tricky. If you want to pass it up, find DIV.333. Otherwise, continue reading.

You'll see the log with the opening just ahead. Crawl into the hole, but stop once you can see yourself past the dirt. Flame-jets alternate here, so time your descent down the wall. Past the most immediate flame-jet, you will see a rat guarding the floor with a Missile launcher and an extra life in the air above it (with the second flame-jet flare just above that). Whether you kill the rat or grab the extras is up to you.

Once on the ground (rat or not) move slowly. A flame-jet periodically blocks your path just in front of you. Time your move carefully, as there is another flame-jet on the other side. Past those two, however, the path up the incline is mostly clear (the flame-jets above you shouldn't reach you unless you jump). When it levels out again, you'll see a health point guarded by a flame-jet, completely optional.

Once the path starts to incline upward again, another flame-jet blocks your path (you'll have to time this one, too). Just run when it dissipates until the level gets flat again to be safe. After that, keep climbing along the walls until you reach the underside of an otherwise inaccessible log. Here is the CD Piece.

Now for the fun part, backtracking. At the first flame-jet here (where the base is level again), time your move past it. If you run down the incline and stop at the base, you'll be safe. As you keep moving, you'll see another decline. At the base of this one is another two flame-jets in a row to time your way past. It isn't until you're crawling your way up the wall you started down on that you'll have to watch out for the last flame-jet, alternating in blocking your path. Again, be careful here. Keep going and you'll be back where you started.

=====  
=====DIV.333=====

Ignore the path leading into the log and jump over it.

=====  
=====DIV.332=====

RETURN NOTE:

If from above, progress through the level until you reach the log with the alternate path.

Past the log is a dirt path with what looks like a wooden block over your head. Jump onto this wooden block. It leads to a concrete tube. Follow it to the floating blocks. This camera angle is not jump friendly, so you will have to be more careful about how you jump. It might be possible to overleap these jumps, but most of a full jump should cover the distance perfectly, as well as the next one. Once on the other side, you can breathe a sigh of relief.

Move to the edge so that you can see the platform above you. A spider roams here and his patrol is dangerously short, so you will have to take him out. However you decide to do that, the platform above you is safe (and the one above that).

You might notice a couple of platforms to the right, but there is nothing there (I checked) so ignore them. Keep ascending the platforms until you spot another spider crawling on top of one (fifth one up). You will have to take him out, too. After it, keep ascending until you reach the sixth platform up. You will see another pipe to your right and a platform to your left. The platform is empty, so take the pipe. In here is the microchip.

++++  
Level B3: Under the Street  
Microchips: 1  
++++

-Microchip 1 (End of Sewer)-

This level resembles the alternate path from Down the Street. Regardless, you start out on top of a piece of wood. Move forward slightly to see a spider patrolling the next piece of wood. Jump carefully.

The next piece of wood is safe. The one after that, however, is not. The spider does not patrol down the end of the piece of wood, so as long as you do not land on top, you should avoid being hit.

Beyond that is yet another piece of wood (no spider here). There is a slug noticeably crawling along the next piece, so do what you can to avoid/destroy it before it hits you.

Past the slug slat, is another clear piece, as is the smaller piece past that. There is a flat piece of wood next, but there is a spider crawling along it so

be careful.

Crawl around the corner to see another jump, but don't jump yet. There is a rat on the other side. If you can see him and make the jump is safe (or better yet, take it out from here) do so. Otherwise, make the leap and hope you can get the jump on him.

At the end of that piece, you'll see another small piece sticking out, enemy free. The larger slat ahead has another rat on it, so again, be careful. If you can, try to wait until it turns around, but even then you'll have to be quick.

Regardless what happens there, the next piece is safe. The flat piece just past that has a slug patrolling, so use caution when leaping to take care of that. The next piece is small and enemy-free, but another slug moves along the next piece of wood (you'd think somebody flushed away a log cabin) so whatever strategy worked for the last one, do that here. Once the slug is gone/passed up, you'll see the microchip. Not too bad as far as bonus levels go.

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+++++  
Level 10: Along the Street  
Microchips: 1  
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This is one of the tougher levels, but mostly because of all the surprises along the way. Hopefully, this guide will remove that problem, but there's no telling; there are several new and difficult enemies along the way.

-Microchip 1 (Drain Pipe)-

The first surprise is just ahead. It's a new enemy for this level: the fly, your basic suicide bomber. It usually floats in the foreground where it can't hurt you first, then attacks from off-screen in an attempt to bombard your location. It's not tough to shake off, but it's when they don't start in the foreground, but in your line of fire. It goes down with any weapon in one hit, but most of the time it's best to ignore them (they're not great shots).

This one, however, is one of the latter. As you're crawling forward, you will see a square manhole with flame-jets coming out of it. A split second later, a fly will appear from the left going straight for you. Either jump or crawl backwards to avoid it. It will then buzz off-screen for a moment and try to bombard you. Luckily, it's accuracy the second time around isn't good, so unless you're standing absolutely still, you should be pretty well off.

As mentioned earlier, the manhole in front of you is spewing fire at regular intervals. Cross to the middle when it dies down. Before you cross the rest of the way, there are two things to take note of: one is the Missile pickup just past the manhole (you can probably see it). The other is the Grenadier bat that is performing a bombing run on the other side.

Unlike the other bat, this one takes more hits and carries "bouncing" grenades. What this means for you is that when the bat flies your way, a string of grenades will be bouncing your way beneath it (making it impossible to dodge/jump past). Which really leaves one choice here (and the game was nice enough to leave these missiles to provide an idea what that is).

Past the two drain pipes in the background is another bat on patrol. Respond in kind. You'll find another manhole just past that (same flame-jet pattern).

EXTRA LIFE + 1

The next part is very tricky, so I will try to explain. There is a bat and a new enemy ahead, the mantis. The mantis comes equipped with a boomerang and does not go down easy. It appears out of the ground without warning and immediately begins to assault you unless it's turned the wrong way (if you are so lucky). On top of that, it can withdraw back into the ground just as it appeared and reappear nearby (hopefully backwards). The deal is, depending on how quickly you traverse the next patch and what you see along it, you will see these enemies in a different order.

Scenario 1: you proceed slowly (or until you see a stray grenade) and stop when you see a grenade or two bounce in front of you. If the bat is nowhere to be found, it is because the game has replaced it by the manhole you just crossed. If you backtrack, you will find it. However, because of this, you will encounter the mantis on/just before the next manhole, often with its back turned (making it much easier to deal with).

Scenario 2: you proceed and see the bat flying in front of you (which you will have to deal with however). For some reason, this causes the mantis to appear a little ways after the manhole, and unfortunately, almost always facing you. My best advice is as soon as you see it coming out of the ground, try to jump over it so that it can't hit you (doesn't turn around) and take it out that way.

It might be just my copy that causes this, but regardless, when the mantis is dealt with or you have moved past it, you will round a corner where the sidewalk gives way to asphalt. On the other side of this patch is more sidewalk with a health point attempting to hide behind the pole. There is also a Boomerang pick-up here, but know that its not terribly effective against the bats and mantises, but the range is helpful.

The manhole past the pickup is alternating flame-jets, making it slightly more of a challenge. Time it well and don't dwell, but watch out for the bat that patrols the other side. If you're quick (and still have missiles) you should have no difficulty taking it out. Otherwise, try to catch with no grenades in tow and run underneath before it fixes that.

The manhole past the bat has the same flame-jet pattern. Cross accordingly, but watch out for the mantis that will appear on the other side (backwards if you're lucky; if not, jump quickly over it).

Past the mantis around the bend is more asphalt and a grasshopper that patrols it (which is rather harmless compared to everything else so far). Another lies just beyond this one. Dispose or ignore and you should arrive at more sidewalk. Be careful, as a mantis appears once you hop on the edge. Either take advantage of its turned back or hop off and try again (and hope you get lucky).

However that is handled, there is a manhole behind him with the same alternating flame-jet pattern (not a terribly safe city) with a grasshopper just past it. On the other side of the grasshopper is another manhole (same pattern), but another mantis will appear on the other side, so be ready for it.

Past the mantis is yet another manhole with alternating flame-jets and another grasshopper. If you keep going forward, you will find more asphalt, this one with a microchip at the end. Hurray, on to the next chapter.

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Microchips required to unlock gate: 12  
Prospective number of microchips: 22  
~~~~~

Another FMV, this one of our flunkies rendezvousing with a getaway driver or something... and they must have turned down the ride, as next you see the spider watching them hideout in a museum... Anyway

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Level 11: Display Cases  
Microchips: 3  
++++

-Microchip 1 (Display Cases)-

I absolutely love the song that plays here. That aside, we're going to grab the easy one first. This level may look simply on the exterior, but you have no idea how complicated it gets. I'd say all the levels take a leap in difficulty from this point on; you have been warned.

You start on the floor with another one of those killer fans our spider seems to hate so much, so go to the right, where you'll see a display case with a spider waiting underneath to drop. Either kill it or run past it (merely jumping in place will trigger it).

The next two display cases are fine (helpfully color-coded white and guarded ones by black), but the next obviously is not. Whatever you do about the spider, there's a Missile upgrade next to him. Watch out; a spider patrols the ground just past this display case.

Past the one he's guarding, you'll find another enemy-free display case and a wall. The wall is what we're interested in, so climb until you can jump to the side/top of the display case you just walked through (watch for the spider crawling up and down higher up the wall).

Feel free to jump from this display case to the next (we're going backwards). There are no more enemies to worry about on these display cases (if you killed them earlier; if not, they're still guarding the underside of some), so just hop across until you reach the exit. If only they were all this easy.

-Microchip 2 (Under Pendulums)-

Now for the tricky ones. Find/scroll DIV.411 if you know your way around up to the last microchip (Display Cases).

You start on the floor with another one of those killer fans our spider seems to hate so much, so go to the right, where you'll see a display case with a spider waiting underneath to drop. Either kill it or run past it (merely jumping in place will trigger it).

The next two display cases are fine (helpfully color-coded white and guarded ones by black), but the next obviously is not. Whatever you do about the spider there's a Missile upgrade next to him. Watch out; a spider patrols the ground just past this display case.

Past the one he's guarding, you'll find another enemy-free display case and a wall.



#### RETURN NOTE:

If here from above, navigate your way past the display cases to the wall.

At the wall, watch out for the spider patrolling just a little higher up its surface. Once he's been taken care of it (I don't know any way to safely avoid him), keep climbing until you crawl into a vent. At the end of this vent a spider lurks on the ceiling, waiting to drop down once triggered. You can take care of him or run past him real fast (he's not very quick).

You might have noticed a Smart Bomb on the ceiling. It only a little risky, but if you get a running start and jump at the more "vertical" section of vent, you can land on the opposite side (what would be the ceiling of the vent), but note that you can only grab the opposite surface close to the fan at the bottom (where the surface is flat). As long as you jump as far as you can and don't start TOO far back, you shouldn't miss it.

Whether you went for the Smart Bomb or not, you'll find out here are a bunch of (apparently broken) television sets. Oh, and broken fuse boxes. Don't touch the wires on those; our spider doesn't conduct electricity very well.

From the first set, you can see a fuse box to leap to, or if you go lower, another television in jumping range. Take the lower route (television) as the fuse box is not in jumping range of anything past that.

On the right side of the television set is another fuse box. Jump to it (if by some way it is possible, don't hit the bottom). Don't jump from here yet. Instead jump in place to trigger a spider descent. Either deal with him or time your jump past him to the next set.

On top of the TV, you might notice another spider lurking between the next jump. Trigger him in the same way to clear the way. The next TV is clear, and has a health point floating underneath it if you need it. To the right of the TV are two fuse boxes placed about as inconveniently as it gets.

Try to jump to the furthest one right without leaping into the wires of the higher one. From there, jump to the higher one (going backwards now) and to the TV set you can see here. There is no spider (on the next either) so jump to the next set in line (unless of course you didn't kill the dangling ones from earlier; they'll still be on the underside sliding up and down).

#### EXTRA LIFE + 1

The next TV is spider-free, too, but more fuses on the other side, so take note. If you hadn't already guessed, you'll have to jump to the closer one, then to the next, but don't jump to the TV just yet. A spider circles the perimeter, so don't jump at the wrong time.

The next TV does not have a spider, so jump freely there. The next one, however, does, so watch your jump. The next to TVs are clear, and you will see a trail of DNA strands leading to the wall (that's not coincidence, so jump to the wall).

From here, don't go down. There's nothing down there (I checked). Just a fuse box and fan right below that. If you keep climbing up, you'll enter yet another vent (about identical to the first). Like the last, if you time your jump well and jump from where the vent starts to bend more "vertically" you should land on the other side (ceiling). No Smart Bomb, but a health point here if you need it.

Whatever you decided, out the vent is a new area of steel beams and all kinds

of impractical torture devices (just kidding. Well, kinda). Keep moving forward around two turns and you'll see a jump. This one of those "what the hell" jumps that makes this level difficult. Not only do you have to make it, you have to watch the pendulum on the other side (spider doesn't like pendulums either). Even worse, you have to make the jump again between another pendulum.

The first jump you'll want to make low (so you grab the side and less the top; if even just your legs are sticking out, it'll get you). On the next jump, you won't be so lucky. My advice? Jump, and jump quickly. If you time it right, you jump past the whole gauntlet with a couple quickly and well-placed jumps. There's not much more advice I can give you here (though I suppose you could land perfectly between the pendulums, but that's never worked out for me (crazy hit detection)).

Past that is... more pendulums. In the middle of this set is a health point, and on the underside of the middle "platform?" The microchip. If you want, you can just jump to the first platform (before the first pendulum) and crawl underneath that. Web spin, and you can easily make the jump to the exit without even bothering with the pendulum.

-Microchip 3 (Top of Beams)-

Find/scroll DIV.413 if you know your way up to the previous microchip (Under Pendulums) or to DIV.412 if you know the level well enough to the first microchip (Display Cases).

You start on the floor with another one of those killer fans our spider seems to hate so much, so go to the right, where you'll see a display case with a spider waiting underneath to drop. Either kill it or run past it (merely jumping in place will trigger it).

The next two display cases are fine (helpfully color-coded white and guarded ones by black), but the next obviously is not. Whatever you do about the spider, there's a Missile upgrade next to him. Watch out; a spider patrols the ground just past this display case.

Past the one he's guarding, you'll find another enemy-free display case and a wall.

=====[DIV.412](#)=====

RETURN NOTE:

If here from above, navigate your way past the display cases to the wall.

At the wall, watch out for the spider patrolling just a little higher up its surface. Once he's been taken care of it (I don't know any way to safely avoid him), keep climbing until you crawl into a vent. At the end of this vent a spider lurks on the ceiling, waiting to drop down once triggered. You can take care of him or run past him real fast (he's not very quick).

You might have noticed a Smart Bomb on the ceiling. It only a little risky, but if you get a running start and jump at the more "vertical" section of vent, you can land on the opposite side (what would be the ceiling of the vent), but note that you can only grab the opposite surface close to the fan at the bottom (where the surface is flat). As long as you jump as far as you can and don't start TOO far back, you shouldn't miss it.

Whether you went for the Smart Bomb or not, you'll find out here are a bunch of (apparently broken) television sets. Oh, and broken fuse boxes. Don't touch the wires on those; our spider doesn't conduct electricity very well.

From the first set, you can see a fuse box to leap to, or if you go lower, another television in jumping range. Take the lower route (television) as the fuse box is not in jumping range of anything past that.

On the right side of the television set is another fuse box. Jump to it (if by some way it is possible, don't hit the bottom). Don't jump from here yet. Instead jump in place to trigger a spider descent. Either deal with him or time your jump past him to the next set.

On top of the TV, you might notice another spider lurking between the next jump. Trigger him in the same way to clear the way. The next TV is clear, and has a health point floating underneath it if you need it. To the right of the TV are two fuse boxes placed about as inconveniently as it gets.

Try to jump to the furthest one right without leaping into the wires of the higher one. From there, jump to the higher one (going backwards now) and to the TV set you can see here. There is no spider (on the next either) so jump to the next set in line (unless of course you didn't kill the dangling ones from earlier; they'll still be on the underside sliding up and down).

EXTRA LIFE + 1 (if this is your first microchip this level)

The next TV is spider-free, too, but more fuses on the other side, so take note. If you hadn't already guessed, you'll have to jump to the closer one, then to the next, but don't jump to the TV just yet. A spider circles the perimeter, so don't jump at the wrong time.

The next TV does not have a spider, so jump freely there. The next one, however, does, so watch your jump. The next two TVs are clear.

EXTRA LIFE + 1 (if this is your third visit)

On the side of the second TV you will see a trail of DNA strands leading to the wall (that's not coincidence, so jump to the wall).

From here, don't go down. There's nothing down there (I checked). Just a fuse box and fan right below that. If you keep climbing up, you'll enter yet another vent (about identical to the first). Like the last, if you time your jump well and jump from where the vent starts to bend more "vertically" you should land on the other side (ceiling). No Smart Bomb, but a health point here if you need it.

Whatever you decided, out the vent is a new area of steel beams and all kinds of impractical torture devices (just kidding. Well, kinda). Keep moving forward around two turns and you'll see a jump. This one of those "what the hell" jumps that makes this level difficult. Not only do you have to make it, you have to watch the pendulum on the other side (spider doesn't like pendulums either). Even worse, you have to make the jump again between another pendulum.

The first jump you'll want to make low (so you grab the side and less the top; if even just your legs are sticking out, it'll get you). On the next jump, you won't be so lucky. My advice? Jump, and jump quickly. If you time it right, you jump past the whole gauntlet with a couple quickly and well-placed jumps. There's not much more advice I can give you here (though I suppose you could land perfectly between the pendulums, but that's never worked out for me (crazy hit detection)).

Past that is... more pendulums. In the middle of this set is a health point.

RETURN NOTE:

Yes, you will actually have to navigate these pendulums this time (if you're reading from above), so navigate your way through the level until you reach the point where you found the last microchip.

Depending on the situation on your run, you may actually have to time this the right way; for me the pendulums were moving perfectly out of sync so that I couldn't quickly jump past the second. If that is the case, as soon as you clear the first, position yourself about as centered on the narrow platform as you can and jump when it's safe. That's the best I can offer you here.

Once past, you will find another long beam, this one leading a vertical beam you will climb up. Unfortunately, the camera angle does not change to accommodate this. This isn't a problem until you get to the top where you will have to jump fans. Yeah. Jump long to avoid getting diced.

There is health point after the first fan if you need it. Jump the second fan in the same manner as the first. As you come around the corner (once past that) you will see a bunch of narrow beams sticking out of the wall. You will have to jump from one to the next, so take care not to miss (they are narrow, after all).

On the last beam before the jump to a vertical one, watch for a spider on the prowl (his patrol includes the entire length of the beam). Whatever you do about that, crawl under the vertical beam to the other side and climb on top where things are safe and flat again. Further ahead is another spider, so don't run into it.

Past him is the microchip. Past the microchip is a fan, so don't jump past it, it's not a trick (I checked). Just grab the exit.

++++  
Level 12: Volcano  
Microchips: 3  
++++

Probably the hardest level in the game, if not for the enemies (one of the toughest is introduced here), then for the INSANE jumps it demands you to make. Not to mention the completely random exit microchip that can only be found by pure chance (as far as I know). We'll start with that one.

-Microchip 1 (Mid-Air)-

Hope you brought a good weapon, as a platform away is arguably the toughest of all the enemies: the scorpion. Its tail fires beams like the wasp, but three at a time (and a hell of a lot more accurate). You want to be extra careful whenever you try to jump over it; it will calculate your trajectory to try to pick you out of the air (no joke). You might be able to dupe it by getting just close enough so it will try to pick you with its pincers and just fall short (better than being shot), which will give you an opportunity to either attack or jump over (be warned; it turns around when you do). Whatever you do, use caution on this big guy. He doesn't play around... Anything with range works best (Missiles, Boomerang, Mech-Mines), but be careful with the boomerang, as he can still shoot at you while being stunned some times (and takes several hits even with the boomerang). Poison kills it the fastest, if you're able to get that close.

Enemy profile aside, at the start you are on a platform in some lava (Museums

are pretty high-tech in the future, you see). On the next platform over is the aforementioned scorpion, but a flame-jet intermittently goes off between the platforms, so watch out. Either rush the scorpion, or stand warily at the edge (but don't get hit by the beams) until he goes away (timing the flame-jet, of course) and deal with him that way.

Once you've overtaken his platform the next is also guarded by a flame-jet (but no scorpion). The one past that has just the opposite, so try to take it when it's safe. There is smaller rock dangerously low on the lava and a couple floating platforms past that. A wasp patrols between the second platform and the one beyond that (off-screen), so be careful when jumping.

From the third platform, you will see a green pillar you can jump to. Do that. On top is the Poisoner pickup, which is good for wasps and scorpions (but you won't see many more of the latter), so that's up to you. You might have noticed the wasp playing sentry to the left, so don't get hit when timing your jump.

The floating platform past this has (probably) a much needed health point. The one past that has a spider you might have noticed. Do whatever you do to make sure you don't land on it. Past this you will see a long jump to an angled rock in the lava. Try not to miss, but be prepared to move quickly, as a wasp patrols the airspace between this rock and the next.

The next rock is smaller (and safe, if you took out the wasp) and the next is tall (and also safe). The jump past that is to a smaller rock (which only makes it trickier). Another wasp hovers between it and the next jump, so be prepared to react fast if you arrive at a bad time. Two more small rocks follow that one, but if you took out the wasp, you will have no danger (other than missing).

Here you will find a really big pillar. Climb to the top. You might notice some DNA strands forming a trail in the air back the way you came. If you start at the top of the pillar and jump far enough out, you'll see it leads to the CD Piece for this level. As soon as you grab it, you should be high enough that if you move yourself through the air back to the left, you should be able to land on the pillar you just jumped off from. Much easier than trying your luck on one of the intermittent platforms below.

EXTRA LIFE + 1

Back on top of the pillar (whether you took it or not) you will see a platform on the left side. Don't jump yet; a spider trolls back and forth. Either take him out or time your jump well. On the left of this platform is an even smaller platform (palms getting sweaty yet?). Jump carefully.

The next jump is much less friendly. Not only is it to a smaller platform and higher up, but a spider guards it. If you a ranged weapon, use it, otherwise make the leap with arms swinging so this guy doesn't have a chance to slash you. Past that it another platform right next to it, same size and everything. Here you will have to take my advice and conduct a leap of faith. Simply "drop" (literally) through the gap between these two identical level platforms. If you don't deviate from the path, you should land right in the microchip. How you're supposed to find it other than by accident, I have no freakin clue.

-Microchip 2 (Lava)-

If you know the stage well enough to the point of where you grabbed the last microchip (Mid-Air), you can skip to DIV.421

Hope you brought a good weapon, as a platform away is arguably the toughest of

all the enemies: the scorpion. Its tail fires beams like the wasp, but three at a time (and a hell of a lot more accurate). You want to be extra careful whenever you try to jump over it; it will calculate your trajectory to try to pick you out of the air (no joke). You might be able to dupe it by getting just close enough so it will try to pick you with its pincers and just fall short (better than being shot), which will give you an opportunity to either attack or jump over (be warned; it turns around when you do). Whatever you do, use caution on this big guy. He doesn't play around... Anything with range works best (Missiles, Boomerang, Mech-Mines), but be careful with the boomerang, as he can still shoot at you while being stunned some times (and takes several hits even with the boomerang). Poison kills it the fastest, if you're able to get that close.

Enemy profile aside, at the start you are on a platform in some lava (Museums are pretty high-tech in the future, you see). On the next platform over is the aforementioned scorpion, but a flame-jet intermittently goes off between the platforms, so watch out. Either rush the scorpion, or stand warily at the edge (but don't get hit by the beams) until he goes away (timing the flame-jet, of course) and deal with him that way.

Once you've overtaken his platform the next is also guarded by a flame-jet (but no scorpion). The one past that has just the opposite, so try to take it when it's safe. There is smaller rock dangerously low on the lava and a couple floating platforms past that. A wasp patrols between the second platform and the one beyond that (off-screen), so be careful when jumping.

From the third platform, you will see a green pillar you can jump to. Do that. On top is the Poisoner pickup, which is good for wasps and scorpions (but you won't see many more of the latter), so that's up to you. You might have noticed the wasp playing sentry to the left, so don't get hit when timing your jump.

The floating platform past this has (probably) a much needed health point. The one past that has a spider you might have noticed. Do whatever you do to make sure you don't land on it. Past this you will see a long jump to an angled rock in the lava. Try not to miss, but be prepared to move quickly, as a wasp patrols the airspace between this rock and the next.

The next rock is smaller (and safe, if you took out the wasp) and the next is tall (and also safe). The jump past that is to a smaller rock (which only makes it trickier). Another wasp hovers between it and the next jump, so be prepared to react fast if you arrive at a bad time. Two more small rocks follow that one, but if you took out the wasp, you will have no danger (other than missing).

Here you will find a really big pillar. Climb to the top. You might notice some DNA strands forming a trail in the air back the way you came. If you start at the top of the pillar and jump far enough out, you'll see it leads to the CD Piece for this level. As soon as you grab it, you should be high enough that if you move yourself through the air back to the left, you should be able to land on the pillar you just jumped off from. Much easier than trying your luck on one of the intermittent platforms below.

EXTRA LIFE + 1 (if first visit)

=====[DIV.421](#)=====

RETURN NOTE:

If you are reading from the last chip (Mid-Air), you'll want to go through the level until you reach the really tall pillar where the CD Piece was.

There are actually two paths here, an upper and lower one (as usual). For convenience, I will cover the upper one first, as it has the added advantage that if you fall/miss a jump, there's a chance you could land on the lower path below, and not strictly lava. If you choose the lower path, skip to DIV.422.

Upper path:

Back on top of the pillar you will see a platform on the left side. Don't jump yet; a spider trolls back and forth. Either take him out or time your jump well. On the left of this platform is an even smaller platform. Jump carefully.

The next jump is much less friendly. Not only is it to a smaller platform and higher up, but a spider guards it. If you a ranged weapon, use it, otherwise make the leap with arms swinging so this guy doesn't have a chance to slash you. Past that it another platform right next to it, same size and everything.

If you are here from above, you will recognize this spot as the place where you dropped to find the last microchip. Instead, you'll simply jump to other rock. The next platform harbors a spider, to take care of it first, or jump when it's on its way back.

Whether you killed the spider or not, if you look closely, you will see a Smart Bomb floating over the platform next. There are no enemies guarding it, but if you do not want the Smart Bomb (for some reason) then place your jump to avoid landing on it.

EXTRA LIFE + 1 (if second visit)

Past this platform is another spider-guarded platform. The jump is tricky, so taking out the spider would make it easier, otherwise time it with the spider's trip back to the other side and take him out when you land it (or whatever). The next jump is again to a smaller platform. Careful.

Once again, you will see a pair of small sized platforms next to each other. Dropping between these two is a straight drop to the lava below (I checked) so don't do that this time. Skip to the next (apparently) enemy-clear one and stop, as another spider guards the larger platform past that. Once he's dealt with/jumped over, you'll see a floating brick... thing. Jump to that and to the top of the pillar past that. Skip to DIV.423.

=====**DIV.422**=====

If you chose the lower path, instead of jumping to the spider on the next platform, just crawl down the left side of the pillar. Eventually you will see a floating platform closer to the bottom. Jump to that, but watch out for the wasp that patrols on the other side.

Whether you took out the wasp or not, the next platform is a smaller one (and easier to jump to if the wasp was destroyed), and that's where you're headed so carefully make the jump. The next (larger) platform is also clear.

The airspace just past this one is also guarded by a wasp. Avoid/eliminate accordingly and jump to the next (smaller) platform.

EXTRA LIFE + 1

The smaller platform (situated lower) has a wasp guarding the other side of it off-screen, so be aware of that before you jump.

There is a Missile upgrade here. Feel free to grab them and make wasp-swatting

much easier. After which, jump to its quarry. The rock past this has another wasp on the other side, so be ready to move quickly if you jump at the wrong time. The next jump is to a larger platform (made much easier by less of the aforementioned wasp).

The next platform is also large, but hard to see (most of it is off-screen). Not surprisingly, the other side of it is also guarded by a wasp. Whatever strategy that's gotten you this far with that must be working, so use it again here.

You will find another large platform mostly off-screen. If the wasp is gone, the jump will be easier, if not, jump carefully. Once there, at last, you've reached the pillar. Simply climb to the top (there is a health point floating along the way) and rejoin the top path.

=====[DIV.423](#)=====

Now that everything's back together, this microchip requires that you crawl down the left side of this pillar. Towards the bottom, you will see a shield, but do not grab it yet. The shield here will go out well before you reach the microchip. The best strategy that I'd found was to IMMEDIATELY after you grab the shield to net you some distance. Then crawl as quickly as possible across the lava, and right before the shield runs out (about .5- 1 second after it fades) make a leap of faith. With any luck, you'll hit the exit.

Alternatively, you could attempt to "drop" into it from the path above. If the shield is giving you that much trouble, simply follow the top path to the end (do not jump into the microchip here) and dangle from the underside of the last brick. Drop straight down, voila, done.

-Microchip 3 (Floating Pillars)-

If you know the level up to the last microchip (Lava), skip to [DIV.424](#)

If you've gotten as far as the first (Mid-Air) and don't know your way to the second (Lava), you can skip to [DIV.425](#)

Hope you brought a good weapon, as a platform away is arguably the toughest of all the enemies: the scorpion. Its tail fires beams like the wasp, but three at a time (and a hell of a lot more accurate). You want to be extra careful whenever you try to jump over it; it will calculate your trajectory to try to pick you out of the air (no joke). You might be able to dupe it by getting just close enough so it will try to pick you with its pincers and just fall short (better than being shot), which will give you an opportunity to either attack or jump over (be warned; it turns around when you do). Whatever you do, use caution on this big guy. He doesn't play around... Anything with range works best (Missiles, Boomerang, Mech-Mines), but be careful with the boomerang, as he can still shoot at you while being stunned some times (and takes several hits even with the boomerang). Poison kills it the fastest, if you're able to get that close.

Enemy profile aside, at the start you are on a platform in some lava (Museums are pretty high-tech in the future, you see). On the next platform over is the aforementioned scorpion, but a flame-jet intermittently goes off between the platforms, so watch out. Either rush the scorpion, or stand warily at the edge (but don't get hit by the beams) until he goes away (timing the flame-jet, of course) and deal with him that way.

Once you've overtaken his platform the next is also guarded by a flame-jet (but no scorpion). The one past that has just the opposite, so try to take it when



it's safe. There is smaller rock dangerously low on the lava and a couple floating platforms past that. A wasp patrols between the second platform and the one beyond that (off-screen), so be careful when jumping.

From the third platform, you will see a green pillar you can jump to. Do that. On top is the Poisoner pickup, which is good for wasps and scorpions (but you won't see many more of the latter), so that's up to you. You might have noticed the wasp playing sentry to the left, so don't get hit when timing your jump.

The floating platform past this has (probably) a much needed health point. The one past that has a spider you might have noticed. Do whatever you do to make sure you don't land on it. Past this you will see a long jump to an angled rock in the lava. Try not to miss, but be prepared to move quickly, as a wasp patrols the airspace between this rock and the next.

The next rock is smaller (and safe, if you took out the wasp) and the next is tall (and also safe). The jump past that is to a smaller rock (which only makes it trickier). Another wasp hovers between it and the next jump, so be prepared to react fast if you arrive at a bad time. Two more small rocks follow that one, but if you took out the wasp, you will have no danger (other than missing).

Here you will find a really big pillar. Climb to the top. You might notice some DNA strands forming a trail in the air back the way you came. If you start at the top of the pillar and jump far enough out, you'll see it leads to the CD Piece for this level. As soon as you grab it, you should be high enough that if you move yourself through the air back to the left, you should be able to land on the pillar you just jumped off from. Much easier than trying your luck on one of the intermittent platforms below.

EXTRA LIFE + 1 (if first visit)

=====[DIV.425](#)=====

RETURN NOTE:

If you are reading from the first chip (Mid-Air), you'll want to go through the level until you reach the really tall pillar where the CD Piece was.

There are actually two paths here, an upper and lower one (as usual). For convenience, I will cover the upper one first, as it has the added advantage that if you fall/miss a jump, there's a chance you could land on the lower path below, and not strictly lava. If you choose the lower path, skip to [DIV.426](#).

Upper path:

Back on top of the pillar you will see a platform on the left side. Don't jump yet; a spider trolls back and forth. Either take him out or time your jump well. On the left of this platform is an even smaller platform. Jump carefully.

The next jump is much less friendly. Not only is it to a smaller platform and higher up, but a spider guards it. If you a ranged weapon, use it, otherwise make the leap with arms swinging so this guy doesn't have a chance to slash you. Past that it another platform right next to it, same size and everything.

If you are here from above, you will recognize this spot as the place where you dropped to find the last microchip. Instead, you'll simply jump to other rock. The next platform harbors a spider, to take care of it first, or jump when it's on its way back.

EXTRA LIFE + 1 (if third visit)

Whether you killed the spider or not, if you look closely, you will see a Smart Bomb floating over the platform next. There are no enemies guarding it, but if you do not want the Smart Bomb (for some reason) then place your jump to avoid landing on it.

EXTRA LIFE + 1 (if second visit)

Past this platform is another spider-guarded platform. The jump is tricky, so taking out the spider would make it easier, otherwise time it with the spider's trip back to the other side and take him out when you land it (or whatever). The next jump is again to a smaller platform. Careful.

Once again, you will see a pair of small sized platforms next to each other. Dropping between these two is a straight drop to the lava below (I checked) so don't do that this time. Skip to the next (apparently) enemy-clear one and stop, as another spider guards the larger platform past that. Once he's dealt with/jumped over, you'll see a floating brick... thing. Jump to that and to the top of the pillar past that. Skip to DIV.424.

=====  
=====DIV.426=====

If you chose the lower path, instead of jumping to the spider on the next platform, just crawl down the left side of the pillar. Eventually you will see a floating platform closer to the bottom. Jump to that, but watch out for the wasp that patrols on the other side.

Whether you took out the wasp or not, the next platform is a smaller one (and easier to jump to if the wasp was destroyed), and that's where you're headed so carefully make the jump. The next (larger) platform is also clear.

The airspace just past this one is also guarded by a wasp. Avoid/eliminate accordingly and jump to the next (smaller) platform.

EXTRA LIFE + 1

The smaller platform (situated lower) has a wasp guarding the other side of it off-screen, so be aware of that before you jump.

There is a Missile upgrade here. Feel free to grab them and make wasp-swatting much easier. After which, jump to its quarry. The rock past this has another wasp on the other side, so be ready to move quickly if you jump at the wrong time. The next jump is to a larger platform (made much easier by less of the aforementioned wasp).

The next platform is also large, but hard to see (most of it is off-screen). Not surprisingly, the other side of it is also guarded by a wasp. Whatever strategy that's gotten you this far with that must be working, so use it again here.

You will find another large platform mostly off-screen. If the wasp is gone, the jump will be easier, if not, jump carefully. Once there, at last, you've reached the pillar. Simply climb to the top (there is a health point floating along the way) and rejoin the top path.

=====  
=====DIV.424=====

RETURN NOTE:

If this is in fact your third microchip (or your second, but you grabbed the second microchip first), you can go ahead and make your way through the level

until you reach the pillar with the shield you used to grab the last microchip.

On this pillar you are going to look to the upper path, where you'll see another floating brick/rock thing. Before you jump, there is a wasp on the other side, so be ready to react quickly if your landing is at a bad time.

The next brick is further down, but safe, so go ahead and jump. The next brick in line has a wasp hovering over the airspace just past it, so be careful of that when you jump. Aside from the wasp, the brick is safe, as is the next one. The brick after that is higher up, and also supports the microchip you're after on the top side.

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Level 13: Dinosaur Bones
Microchips: 1
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This is probably my favorite level, if not for the track playing in the background, or the unique tranquil theme of the level, then for the insane amount of lives you can pick up here. Think of it as kind of a breather from all the other challenges lately.

-Microchip 1 (Skull)-

You will start (surprisingly enough) on some dinosaur bones. Just ahead of you, over a gap, is more dinosaur bones (3 long). Jump carefully and you might have noticed a moving "bone" oscillating back and forth over the gap to the left. Time your jump well and attempt to land on it.

It will cross the gap to a set of two dinosaur bones on the other side. Make the jump when you are close enough. From here, you can see another string of dinosaur bones (4), and from there more moving bone elevators. Jump to the next one when it is close enough.

It will traverse the gap to another elevator (this one actually going up and down). Jump to that one when it is safe. As this one ascends, you will see an Electro-Beam upgrade directly above you; grab it if it's better than what you're currently carrying. After that, cross the gap to the next set of bones (2).

The set after this is 4-long again, this time with a life floating underneath. String down and grab it if you need it (why wouldn't you?). Past that is another bone elevator. Jump when appropriate.

Another elevator-elevator junction here. Same strategy, jump when the two are close enough and to the bone string beyond it. There is a spider on patrol on this string, but his patrol stops before the end, so your jump should be safe. You will land on what is the first portion of what appears to be a rib cage of some kind.

EXTRA LIFE + 1

Beneath this rib-cage (you might have noticed) is a free extra life. There's absolutely no risk, and no reason not to grab it (unless you're cool like that), so brace yourself for the next jump.

I find this one tricky because it goes up instead of sideways. Also there is a spider lingering on the other side (if you jump low enough, his patrol won't come near you), so take that into account. You should now be on the second rib cage portion.

A third is just ahead of you. I'm sure you won't be too surprised to hear it also has a spider lurking just past your landing zone, but as long as you land closer to the start of the chain, he won't reach you. Ignore it or get of it, but on the underside (you probably already noticed) is yet another extra life. If you string down from the underside you can grab this one without any risk as well.

Back at the front of this third rib cage portion, you see another floating bone set (we'll call the dorsal vertebrae), a set of three. The jump shouldn't give you any difficulty (no enemies guarding it). There is another bone elevator on the other side of this string; jump with care.

It will join with yet another bone elevator; jump to this one when convenient. This will shockingly enough, connect with yet another bone elevator (you might notice the CD Piece floating above it). Jump to this one and grab it if you're interested.

Jump to the next (and last) string ahead of you without worry (no spiders) and then to the skull in front of you (kinda neat). Go down, along the underside first if you're interested in not one, but TWO extra lives. Otherwise crawl into the mouth and voila, you've cleared it.

++++  
Level 14: Model City  
Microchips: 4  
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Welcome to the only 4-microchip level. It's a little tricky, but shouldn't be any trial compared to Volcano, and this guide will attempt to help to reduce even that. So with that in tow...

-Microchip 1 (Tomb)-

Right out of the gate, decision time. We'll start toward the right (the more dangerous one with the flame-jet spewing out of a seemingly bottomless pit? Yeah, that way). Time your jump carefully across the flame-jets (they are reliably predictable) to reach the first platform. Then time another flame-jet to reach the second.

You should land at the base of an incline (there are stairs in the foreground). There are a ton of DNA strands here as well (feel free to grab them; there's nothing on the other side worth mentioning), but watch out for the dual flame-jets halfway up. When you've grabbed all the DNA strands you can handle, stop in front of them. When the flame-jets die down, crawl into the hole between them.

Along the way down, you'll see a Missile upgrade (grab if useful) and just past that another pit with a flame-jet. Time your jump. The next pit will to much surprise, be neither bottomless or be spewing fire. Instead, there is a spider lurking inside, and an extra life if you consider it worth the effort.

Just past that is the microchip we're after. Well that wasn't so hard.

-Microchip 2 (Platforms Top)-

This time, we are going left (our only option left). Jump over the hole (no flame-jets this time) and take note of the spider crawling along the white marble sphinx sculpture thing, here. When dealt with/passed up, continue down the sphinx's backside. You'll notice a pit with platforms. If you continue to

crawl down the backside, slightly into the pit (carefully) you can pick up another extra life (they're just throwing them at us now). Otherwise, jump to the first platform.

There is a flame-jet here and a bat (bomber) on the other side. Take it out from here if you can, else time your jump across the flame-jet so that you don't run into the bat at the same time. There is yet another platform on the other side with a flame-jet. Time your jump to the piece of land ahead.

Another platform and flame-jets; same strategy. There is no bat this time, so just worry about the fire. Once on the other side of the pit, you'll see an incline (there are stairs in the foreground here). At the top of the incline, is another bat. Either run past it or eliminate it.

On the other side of the incline the path will curve slightly and a spider will be crawling about toward a black statue/sculpture thing. However you get past the spider, climb the statue. You'll see a Boomerang pickup over the fallen/angled column here.

Along the top a bat is flapping about. Either run past it or take it out when the time is right. At the end of the statue (Stonehenge?) you'll see a Mech-Mine upgrade dangling off to the side. Feel free to grab it. At the base is a health point.

If you continue, you'll crawl over another black statue (unimportant) and catch sight of a pit that lies just ahead. No fire here, but jump carefully. As you keep moving, you'll see a platform up ahead and a pit with fire. The path keeps going, but jump onto the platform here.

On the other side of the platform, you'll spot another platform across that you can jump to. On this platform, you can jump to a platform above the last one or keep going left. For this microchip, we are going to take the latter.

Jump to the platform behind and above you. You will see yet another platform over this one, but with a spider on patrol. Do whatever it takes to jump past him, and onto the platform past that one. Just above and to the left, you will see the microchip.

-Microchip 3 (Platforms Left)-

If you have the level figured out well enough from the last one (Platforms Top), skip to DIV.441.

This time, we are going left (our only option left). Jump over the hole (no flame-jets this time) and take note of the spider crawling along the white marble sphinx sculpture thing, here. When dealt with/passed up, continue down the sphinx's backside. You'll notice a pit with platforms. If you continue to crawl down the backside, slightly into the pit (carefully) you can pick up another extra life (they're just throwing them at us now). Otherwise, jump to the first platform.

There is a flame-jet here and a bat (bomber) on the other side. Take it out from here if you can, else time your jump across the flame-jet so that you don't run into the bat at the same time. There is yet another platform on the other side with a flame-jet. Time your jump to the piece of land ahead.

Another platform and flame-jets; same strategy. There is no bat this time, so just worry about the fire. Once on the other side of the pit, you'll see an incline (there are stairs in the foreground here). At the top of the incline, is another bat. Either run past it or eliminate it.

On the other side of the incline the path will curve slightly and a spider will be crawling about toward a black statue/sculpture thing. However you get past the spider, climb the statue. You'll see a Boomerang pickup over the fallen/angled column here.

Along the top a bat is flapping about. Either run past it or take it out when the time is right. At the end of the statue (Stonehenge?) you'll see a Mech-Mine upgrade dangling off to the side. Feel free to grab it. At the base is a health point.

If you continue, you'll crawl over another black statue (unimportant) and catch sight of a pit that lies just ahead. No fire here, but jump carefully. As you keep moving, you'll see a platform up ahead and a pit with fire. The path keeps going, but jump onto the platform here.

On the other side of the platform, you'll spot another platform across that you can jump to. On this platform, you can jump to a platform above the last one or keep going left.

=====DIV.441=====

#### RETURN NOTE:

Go through the level in much the same way as before, but stop when you reach the platform at the end with a platform to the left and right to choose from.

Jump to the platform on the left, where you'll see the CD Piece floating, but no clear indication of a safe landing spot. As long as you grab and don't "float" backward, you should land without trouble. You'll also see the microchip here, just to the left.

-Microchip 4 (Model)-

If you've grabbed either of the two microchips previous (Platforms Top or Platforms Left) or know your way up until about that point, skip to DIV.442

This time, we are going left (our only option left). Jump over the hole (no flame-jets this time) and take note of the spider crawling along the white marble sphinx sculpture thing, here. When dealt with/passed up, continue down the sphinx's backside. You'll notice a pit with platforms. If you continue to crawl down the backside, slightly into the pit (carefully) you can pick up another extra life (they're just throwing them at us now). Otherwise, jump to the first platform.

There is a flame-jet here and a bat (bomber) on the other side. Take it out from here if you can, else time your jump across the flame-jet so that you don't run into the bat at the same time. There is yet another platform on the other side with a flame-jet. Time your jump to the piece of land ahead.

Another platform and flame-jets; same strategy. There is no bat this time, so just worry about the fire. Once on the other side of the pit, you'll see an incline (there are stairs in the foreground here). At the top of the incline, is another bat. Either run past it or eliminate it.

On the other side of the incline the path will curve slightly and a spider will be crawling about toward a black statue/sculpture thing. However you get past the spider, climb the statue. You'll see a Boomerang pickup over the fallen/angled column here.

Along the top a bat is flapping about. Either run past it or take it out when

the time is right. At the end of the statue (Stonehenge?) you'll see a Mech-Mine upgrade dangling off to the side. Feel free to grab it. At the base is a health point.

If you continue, you'll crawl over another black statue (unimportant) and catch sight of a pit that lies just ahead. No fire here, but jump carefully. As you keep moving, you'll see a platform up ahead and a pit with fire.

=====DIV.442=====

RETURN NOTE:

Proceed through the level until you reach cross the pit without fire and find yourself at the platform you had to jump onto (that led to the two other microchips). This time, do not jump onto the platform.

Ignore the platform, but take care when passing in front of the corner with the flame-jet; I have been hurt by it before. If you keep going, you pass some tall pointy statues and come to another pit with fire and platforms. Time your jumps carefully, but stop before you get to the other side. A spider crawls along the area in which you would land. Either take it out or wait for it to leave.

On the other side, more flame-pits. Again, same strategy (but no spider blocking your path this time). If you keep moving forward, you will come to the final microchip.

++++  
Level B4 (Bonus): Temple  
Microchips: 1  
++++

Imagine someone saw the beginning of Volcano and thought that it was somehow a cool idea to make the entire level like that. Well, that's what Temple is. Fortunately, there's only one microchip.

-Microchip 1 (Rock Bridge)-

As you move forward along the stone path, you will come to a pit of lava with a grasshopper guarding the rock on the other side. Time your jump carefully or kill it from here.

The next jump is very long, so be sure to get a running start. From this thicker rock, you'll see another but smaller rock to the left. Jump to it. Past it you will see yet another rock (this one larger), so go there, too (no danger save for the lava).

Around the turn here, you will see a much larger rock with an incline. There is a wasp floating on the other side, so remember that when you jump. There is also a Missile pickup here (to help with the wasp, maybe). The rock past this is inversely inclined but clear (unless you didn't kill the wasp), so jump there.

The next rock is smaller, and again guarded by a wasp, so be careful of that. The rock past that (other than the wasp you may or may not have taken care of) is clear, as is the flat rock past that one. You will see a tall rock here to the left. A spider crawls along it, so make sure you don't jump at a bad time. Past that, you will see a rock here stretching from the ceiling. Go to that one next.

EXTRA LIFE + 1

If you keep crawling up, you come to a very rapid flame jet with an extra life hostage. If you look closely, you will see this is actually two flame-jets very close to one another. The only way I've ever been able to grab it was by spinning a web down a little in front of it (very close and very little down the web), and using the momentum of the swing to leap into the extra life when the furthest flame-jet had died down, but I'm rarely able to pull it off without getting burnt. Whether you're willing to risk it is your call.

Back on the rock that stretches from the ceiling, just crawl around underneath it to the other side. Along the ceiling here, you will see another flame-bait. This one's the Electro-beam upgrade and like the last, this is actually two flame-jets; again, if it is risky, but possible (if you even want the pickup to begin with). Otherwise, spin a web down before you get to the flame-jet to spot another tall rock sticking out of the lava. Drop to this.

To get to the other side, you will still have to dodge the flame-jet here, so proceed carefully and quickly. There is another tall rock sticking out of the lava here to jump to. The flame-jet beside this rock is out of range and shouldn't lick you on the way up. From this rock, jump to the one to the left that extends down from the ceiling.

The flame-jet just a bit to the right only guards DNA strands, so unless you're a die-hard collector or just want the challenge, it's probably not worth it. When that's settled (or ignored), watch out for the wasp on the other side and crawl around the underside of this of this ceiling-born rock as well.

Crawl up and onto the ceiling, then down the other hanging rock (watching out for the wasp if you left it) and onto the other side. Crawl up to the ceiling and all the way to the hanging rock to the left here. You can jump to the tall rock to the right here for some DNA strands, but otherwise there's nothing of note.

On the left side, you see DNA strands leading to a shield. That's not coincidence- take it and run (might be easier if you drop into it by web). You should have plenty of time to hit the small pigmy-looking rock on the other side before it goes out. There is a health-point here on top of the second rock if you need it.

There are flame-jets between the pigmy rocks, so if your shield ran out, time your jump to the second pigmy rock carefully, and the same for the third. The fourth has a Poisoner upgrade if you want it; if not, jump carefully (also avoiding the flame-jet here) so that you don't pick it up.

The next four rocks are like the others; dodge the flames and jump when clear. You will see a wickedly unstable looking platform at the end, so jump to it. The higher one after that is also safe, but the one past that has a rock over it. It operates in the same manner as the flasks from the lab, only it's got much more surface area, so I found it much safer to jump onto the platform and jump back (if you jump just far enough on to the platform, you will trigger the fall). I can seldom run past it without getting smashed.

The platform beyond that is clear, but the next has another block waiting to crush you. The block is closer, but I found the same strategy works here; jump onto the platform and jump off, or if it fails to trigger, walk just far enough in to trigger the fall and jump back.

Whatever was most successful for you, the next platform is clear, as is the lower one past that. You will see a string of DNA strands on a rock; a mantis will appear here. As soon as you land, be ready for anything. There's no telling where it'll show up or which way it'll be facing.





Missile: >6

Poisoner: P

Electro-Beam: <2

Mech-Mine: N/A

////////////////////////////////////  
3.5 Sewer <WK.5>  
////////////////////////////////////

Here, you'll see another FMV with the spider tailing our usual suspects, only to be rejected at the door. So he uses a little ingenuity (like a good spider would). Anyway...

+++++++  
Level 15: The Wells  
Microchips: 3  
+++++++

-Microchip 1 (Well 1 Mid-Air)-

Well, that's a different track... Anyway, you start out in a tube/pipe like the bonus level Tubes. If you try to go right, you'll find the green portion of the pipe has no traction, but if you keep jumping, you'll find a Poison upgrade here.

Whether you want it or not, head to the left (the only other way) where the pipe will turn down.

EXTRA LIFE + 1

Watch out as the pipe levels out again, as a spider patrols along that portion. When safe, follow the pipe around another bend, but again, watch out for the spider crawling along the other side of it. The pipe will eventually come to an end and you'll crawl down into... well, a well.

On the lower concrete ledge here, you'll spot another one to the left, slightly higher. A wasp patrols the air over it, so be careful. Past it will be a series of smaller bricks, an obvious Electro-Beam pickup on the lower one. Take it if you want, but otherwise take the higher rock.

You'll see a wooden slat here that climbs vertically. Follow it up. A spider patrols the small brick to the left at the top, so destroy it if you want to make your life easier. Above this rock is another with a string of DNA strands hinting at it. Jump to this one. There will be a wasp above you, but you can ignore it if you want. Just jump as far left from here as you can and you have the exit.

-Microchip 2 (Well 2 Mid-Air)-

If you're good up until the last microchip (Well 1 Mid-Air), skip to DIV.511.

You start out in a tube/pipe like the bonus level Tubes. If you try to go right, you'll find the green portion of the pipe has no traction, but if you keep jumping, you'll find a Poison upgrade here.

Whether you want it or not, head to the left (the only other way) where the pipe will turn down.

EXTRA LIFE + 1 (if first visit)

Watch out as the pipe levels out again, as a spider patrols along that portion. When safe, follow the pipe around another bend, but again, watch out for the spider crawling along the other side of it. The pipe will eventually come to an

end and you'll crawl down into... well, a well.

On the lower concrete ledge here, you'll spot another one to the left, slightly higher. A wasp patrols the air over it, so be careful. Past it will be a series of smaller bricks, an obvious Electro-Beam pickup on the lower one. Take it if you want, but otherwise take the higher rock.

You'll see a wooden slat here that climbs vertically. Follow it up.

=====  
=====DIV.511=====

#### RETURN NOTE:

Just progress through the level until you get to the piece of wood with a spider guarding a small brick on the left and more wooden slats to the right.

You'll notice a brick-guarding spider on the left and some more wooden slats on the right. Ignore the spider and go right. On here, climb down the right side of the slats to see a brick with a string of DNA strands above it- a spider patrols here, so when it is safe jump to this one.

To the right of this you will notice two more bricks, one much lower with an extra life on it. If you want it, you'll either have to backtrack here (no great setback) or make a risky jump to the longer platform on the left. The former is safer, but the latter shouldn't be difficult if you hold left all the way down when you jump (a leap of faith).

When back at where we started, this time jump to the higher one. There is a rock to the left and above this one. Jump there. There will be another rock higher up here, but to the right; a wasp hovers over it, so don't get caught off-guard when you jump.

Once dealt with, jump to the brick and pipe to the left and follow it into the hole. You'll be back in a pipe like the beginning. As the pipe starts to turn left (and turn a shade of pink) a spider will approach you. Use your usual strategy for that. Past it, the path will turn into a slide to expedite your descent.

Down here you'll see a Mine pick-up, which isn't a bad idea if you're not toting anything already. If you changed your mind and want to traverse back up, it's very possible if you jump constantly. But moving forward, you'll arrive in yet another well.

You're on the top of this one, it looks like, and just below the brick is another wooden strut with a spider making his rounds. Either ignore the spider or take it and proceed to this strut.

#### EXTRA LIFE + 1

From the left side of this strut, you should see a familiar glowing green. Time your jump well, and voila, the second microchip.

#### -Microchip 3 (Pipe)-

If you have grabbed the previous microchip (Well 2 Mid-Air) and know your way around to at least that far, skip to DIV.512

If you know your way up to the first (Well 1 Mid-Air) but not the second, skip to DIV.513

You start out in a tube/pipe like the bonus level Tubes. If you try to go

right, you'll find the green portion of the pipe has no traction, but if you keep jumping, you'll find a Poison upgrade here.

Whether you want it or not, head to the left (the only other way) where the pipe will turn down.

EXTRA LIFE + 1 (if first visit)

Watch out as the pipe levels out again, as a spider patrols along that portion. When safe, follow the pipe around another bend, but again, watch out for the spider crawling along the other side of it. The pipe will eventually come to an end and you'll crawl down into... well, a well.

On the lower concrete ledge here, you'll spot another one to the left, slightly higher. A wasp patrols the air over it, so be careful. Past it will be a series of smaller bricks, an obvious Electro-Beam pickup on the lower one. Take it if you want, but otherwise take the higher rock.

You'll see a wooden slat here that climbs vertically. Follow it up.

=====  
=====DIV.513=====

RETURN NOTE:

Just progress through the level until you get to the piece of wood with a spider guarding a small brick on the left and more wooden slats to the right.

You'll notice a brick-guarding spider on the left and some more wooden slats on the right. Ignore the spider and go right. On here, climb down the right side of the slats to see a brick with a string of DNA strands above it- a spider patrols here, so when it is safe jump to this one.

To the right of this you will notice two more bricks, one much lower with an extra life on it. If you want it, you'll either have to backtrack here (no great setback) or make a risky jump to the longer platform on the left. The former is safer, but the latter shouldn't be difficult if you hold left all the way down when you jump (a leap of faith).

When back at where we started, this time jump to the higher one. There is a rock to the left and above this one. Jump there. There will be another rock higher up here, but to the right; a wasp hovers over it, so don't get caught off-guard when you jump.

Once dealt with, jump to the brick and pipe to the left and follow it into the hole. You'll be back in a pipe like the beginning. As the pipe starts to turn left (and turn a shade of pink) a spider will approach you. Use your usual strategy for that. Past it, the path will turn into a slide to expedite your descent.

Down here you'll see a Mine pick-up, which isn't a bad idea if you're not toting anything already. If you changed your mind and want to traverse back up, it's very possible if you jump constantly. But moving forward, you'll arrive in yet another well.

You're on the top of this one, it looks like, and just below the brick is another wooden strut with a spider making his rounds. Either ignore the spider or take it and proceed to this strut.

=====  
=====DIV.512=====

RETURN NOTE:

Proceed just as you did before until you reach the wooden slat in the second well (where you jumped to grab the microchip).

Go to the right side of this wooden slat and jump to the rock you'll see here floating on its own to the right. You might notice the spider crawling along the wooden slat below this one; you can move to one of the other nearby rocks if it gives you a better drop here.

Whatever you decided about the spider, you want to go to this slat. To the wooden slat just to left of this, you might see a health point barely visible underneath the lower rock/brick thing. Grab if you need it and go back to the right. There is another wooden slat in this direction; jump there.

At the rightmost side of this slat is a longer rock floating higher and to the right, and another one below it. Jump to the latter. When you land, you'll notice a spider running a perpetual web-spin underneath. Unfortunately, there is no real way to reach him (unless you have an auto-targeting weapon, in which case you might consider taking it out to make things easier later).

EXTRA LIFE + 1 (if third visit)

Otherwise, you'll want to jump to the small rock to the left and below the slat, from there to the one below/left of that, and the one a little further left of that. You'll notice a spinning spider here, but no easy way to get it. There is a slat just visible below this rock. Do your best to land on it.

There is an extra life on the right side of the slat (you'll have to crawl down and jump to it), but it is more difficult if you cannot take out the spider here. It's a dead end, so you'll have to jump back as well (take care not to hit the spider).

Back on the other side of the slat (whether you chose to pursue the life or not), you'll see a long concrete ledge with a wasp on patrol. Either pass it up or take it out and move toward the pipe at the back. The microchip is here, but the spider I mentioned further up drops in front it, so time your jump well (unless you took it out, then congratulations).

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Level 16: Along the Sewer
Microchips: 2
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-Microchip 1 (Food Carton)-

Like the track? Get used to it. A spider crawls toward you right at the start. Don't let it catch you off-guard.

Jump to the floating brick here, then to the pipe (careful). A bat (grenadier) will approach, but its flight path stops just before the pipe (but be ready in case a stray grenade makes its mark). Whatever you decided to do about the bat, jump to the string of DNA strands below and to the floating concrete brick.

To the left is a Poison pickup (you could have jumped here from the pipe as well, if you were feeling risky). The right one is what we want, so go there. You will see a string of DNA strands leading to another pipe; jump with care. There is another floating brick on the right of that, so jump to it and to the edge of land past that.

There is another pipe here, but this one to crawl along and not so much straddle perilously over water hazards. Move forward until you see the gap and

the bat. Either time your jump to dodge the bat (it moves forward and back in the background), or take it out with something that can reach it.

On the other side, the pipe turns up, but watch out when it levels out again; there is a spider here. Past him and back on the ground on the other side of the pipe, you will find my favorite pickup, the Boomerang under a floating rock. Regardless what you decide about it, jump on the rock. There is a pipe past (the dangerous-er kind) and a bat flying like the last one between it. Either time your jump or take it out (the latter here actually being more dangerous due to the narrow pipe here).

On the next pipe's underside is a health point if you need it. Jump to the pipe past that to find another bat flying in and out of the third dimension. Same strategy as before and jump to the concrete block. Crawling along the piece of land past the block you will come across something terrible. Giant spinning spider torture wheels (or close to it).

The trick to these is keep moving to align yourself with the next jump. Luckily, being a spider means you won't fall off, so you can alternatively just hunker down until it turns you into the position to jump and do it that way. Either way, when ready, jump to the first, but not yet to the second; a spider crawls along it (and resisting its turning motion quite well). Whenever its safe (or when the spider is taken out), make the jump.

The next one, fortunately, does not have a spider, so feel free to jump whenever. The one past that is partially submerged in water; you will have to jump quickly to the next wheel to avoid being thrown into it. On the next one, a bat flies in and out of the background in front of the proceeding wheel (couldn't be easy could it). When the bat is furthest AWAY from the screen (when it's facing backwards and smallest) is the safest time to jump (unless you can take it out; that would definitely be safer).

The water wheel beyond that is again, half-submerged in water, so jump quickly to arrive back on land. Another pipe here (the good kind), but a spider crawls along the top so be aware of that. If you follow the pipe down and around, you will come to another gap with a bat on patrol (pretty popular with the sewer crowd).

When safe, jump to the next pipe and follow it to the base where you'll find another health point (and a spider who comes to greet you). If interested, there is an extra life at the end of the pipe you see hanging here; just jump onto the edge and follow it to the other side of the trench to find it. Otherwise, simply keep moving along to the Chinese food box where you'll find your microchip. That wasn't so bad.

-Microchip 2 (Doughnut Pipe)-

If you have a handle on the level up to the last microchip (Food Carton), skip to DIV.521

A spider crawls toward you right at the start. Don't let it catch you off-guard.

Jump to the floating brick here, then to the pipe (careful). A bat (grenadier) will approach, but its flight path stops just before the pipe (but be ready in case a stray grenade makes its mark). Whatever you decided to do about the bat, jump to the string of DNA strands below and to the floating concrete brick.

To the left is a Poison pickup (you could have jumped here from the pipe as well, if you were feeling risky). The right one is what we want, so go there.

You will see a string of DNA strands leading to another pipe; jump with care. There is another floating brick on the right of that, so jump to it and to the edge of land past that.

There is another pipe here, but this one to crawl along and not so much straddle perilously over water hazards. Move forward until you see the gap and the bat. Either time your jump to dodge the bat (it moves forward and back in the background), or take it out with something that can reach it.

On the other side, the pipe turns up, but watch out when it levels out again; there is a spider here. Past him and back on the ground on the other side of the pipe, you will find my favorite pickup, the Boomerang under a floating rock. Regardless what you decide about it, jump on the rock. There is a pipe past (the dangerous-er kind) and a bat flying like the last one between it. Either time your jump or take it out (the latter here actually being more dangerous due to the narrow pipe here).

On the next pipe's underside is a health point if you need it. Jump to the pipe past that to find another bat flying in and out of the third dimension. Same strategy as before and jump to the concrete block. Crawling along the piece of land past the block you will come across something terrible. Giant spinning spider torture wheels (or close to it).

The trick to these is keep moving to align yourself with the next jump. Luckily, being a spider means you won't fall off, so you can alternatively just hunker down until it turns you into the position to jump and do it that way. Either way, when ready, jump to the first, but not yet to the second; a spider crawls along it (and resisting its turning motion quite well). Whenever its safe (or when the spider is taken out), make the jump.

The next one, fortunately, does not have a spider, so feel free to jump whenever. The one past that is partially submerged in water; you will have to jump quickly to the next wheel to avoid being thrown into it. On the next one, a bat flies in and out of the background in front of the proceeding wheel (couldn't be easy could it). When the bat is furthest AWAY from the screen (when it's facing backwards and smallest) is the safest time to jump (unless you can take it out; that would definitely be safer).

The water wheel beyond that is again, half-submerged in water, so jump quickly to arrive back on land. Another pipe here (the good kind), but a spider crawls along the top so be aware of that.

EXTRA LIFE + 1 (if second visit)

If you follow the pipe down and around, you will come to another gap with a bat on patrol (pretty popular with the sewer crowd).

When safe, jump to the next pipe and follow it to the base where you'll find another health point (and a spider who comes to greet you). If interested, there is an extra life at the end of the pipe you see hanging here; just jump onto the edge and follow it to the other side of the trench to find it.

=====  
=====DIV.521=====

RETURN NOTE:

You can go ahead and make your way to the end of the level, just don't go to the Chinese box.

Here you'll see a pipe with its faucet hanging down (the same one you might have crawled along to get the extra life). Jump into this faucet and crawl down

its interior until you arrive underground. You'll come to a circular pipe. At the opposite end is the microchip, but on the right side is the level's CD Piece.

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Level 17: Food Cartons
Microchips: 3
+++++
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I take it back, THIS is the hardest level in the game. You'll see why in a minute...

-Microchip 1 (Chute 1 Left)-

That's right, top-down view. And yes, it is for the ENTIRE level. Hope you're good at judging those leaps...

Make the first jump to the tetris-shaped rock. At the end of this one, wait to spot a spider patrolling the next tetris. Then jump to that one.

At the end of this, you'll spot an egg-carton. Jump carefully to this. Ahead is another rock with a spider. Jump when he's gone or taken care of. The next rock in line, fortunately, does not have a spider. Jump when ready. Here you'll spot a plastic tube. Take care when jumping into it and make sure you're really "in" it (and not still on the rock).

To hop out of the tube (onto the rock below you, not the rock ahead), simply hop forward slightly. Here you can move backward along egg-cartons to claim the Electro-Beam you no doubt spotted earlier, as well as a health-point floating along the way, or move forward (but wait for the spider patrolling the other side to leave before you do).

Whatever you did about the spider, past this tetris is another egg-carton. Jump carefully. A spider guards the next tetris as well, so be careful when jumping here, too. The next l shaped rock is spider free and has another tube. You can keep moving forward or take the tube across and take the left path. This microchip is on the left path, so go there.

Jump carefully to the other side here and you'll notice a green chute. It is slippery, so once you climb over it you will slide to the other side. You might notice an extra life along the way, so try not to miss it.

EXTRA LIFE + 1

If for some reason you changed your mind or you want to go back and try to get the extra life, you can leap along the slime-chute to go back to where it started. Otherwise, you will come to a egg-carton tetris. There is a slug here, so be careful as to when you jump.

The next rock is l shaped and has another plastic tube junction, but if you proceed past it a bit, you'll see a health point on the other side. With that, you'll have to jump into the plastic tube to move on (so you'll once again be on the left path of this sewer trench).

On the other side of the tube is an egg carton; take care when leaping to it. There is a small rock past that with another plastic tube junction. Move to the end of the rock and try making a small leap backwards to land in the plastic tube. There is a Poisoner upgrade on the other side. If you do not want it, jump carefully to avoid picking it up (if it is even possible to avoid it, that is). Then move to the end of this rock to spot the microchip.



-Microchip 2 (Chute 2 Right)-

If you've grabbed the last microchip (Chute 1 Left) or got a good enough idea to that point in the level, scroll to DIV.531

Make the first jump to the tetris-shaped rock. At the end of this one, wait to spot a spider patrolling the next tetris. Then jump to that one.

At the end of this, you'll spot an egg-carton. Jump carefully to this. Ahead is another rock with a spider. Jump when he's gone or taken care of. The next rock in line, fortunately, does not have a spider. Jump when ready. Here you'll spot a plastic tube. Take care when jumping into it and make sure you're really "in" it (and not still on the rock).

To hop out of the tube (onto the rock below you, not the rock ahead), simply hop forward slightly. Here you can move backward along egg-cartons to claim the Electro-Beam you no doubt spotted earlier, as well as a health-point floating along the way, or move forward (but wait for the spider patrolling the other side to leave before you do).

Whatever you did about the spider, past this tetris is another egg-carton. Jump carefully. A spider guards the next tetris as well, so be careful when jumping here, too. The next l shaped rock is spider free and has another tube. You can keep moving forward or take the tube across and take the left path.

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=====DIV.531=====

RETURN NOTE:

Go through the level until you reach the plastic tube junction before the slime-chute.

Instead of taking the tube, ignore it so that you are on the right path. Jump to the next rock where you come to a green chute. Like the first (if you from above) you'll slide down its length once you take it. To get back just jump repeatedly while moving backwards if for some reason you changed your mind.

EXTRA LIFE + 1 (if second visit)

On the other side you'll see an egg-carton tetris. A slug roams here, so again, be careful when you jump (and don't get shot on the other side). Past this is a lone rock and another egg-carton tetris. There is another slug here, so if you want, you can wait on the first egg-carton tetris for it to turn around (you can see its shots from here, but it shouldn't be able to hit you) and jump on it when the shots stop coming.

At the end of this path is the part why I consider this the hardest level in the game. This platform here is moving back and forth, and making a jump this precise with this camera angle is difficult. The best I can suggest is don't be afraid to overjump it, as my problem is falling short.

If by some miracle you make it, there'll be another slug-guarded egg-carton tetris on the other side (if you're quick, the slug won't have a chance to turn around). The rock past this is another plastic pipe junction (if you keep going, you'll find an egg-carton with a Mine pickup if you're interested). With no other way to go, take the plastic tube.

The egg-carton tetris on the other side has another slug on the roam (maybe now you see why I hate these things). Past him is to my horror, another moving platform. Again, timing is everything and it's better to jump too far than not

far enough.

The other side has yet another slug. If you jump and move quickly enough (jumping off these things is much easier than jumping on) you should catch this one off-guard, too. Past him is another rock with another plastic tube junction.

Leap into the entrance of the plastic tube and jump carefully at the other end to get out of it (there is very little room to land on already). Ahead, moving forward, will be an egg-carton, a lone rock, and another longer rock leading to another slime chute. There is the level's CD Piece along this chute, and the exit waiting for you at the end.

-Microchip 3 (Chute 2 Left)-

This is the most difficult of the three, just warning you now...

If you just ran the gauntlet that was the last chip (Chute 2 Right) or feel you know the level well enough up to that point, find DIV.532

If you got a good idea how to navigate the map up to the first microchip (Chute 1 Left), but not the second, find DIV.533

Make the first jump to the tetris-shaped rock. At the end of this one, wait to spot a spider patrolling the next tetris. Then jump to that one.

At the end of this, you'll spot an egg-carton. Jump carefully to this. Ahead is another rock with a spider. Jump when he's gone or taken care of. The next rock in line, fortunately, does not have a spider. Jump when ready. Here you'll spot a plastic tube. Take care when jumping into it and make sure you're really "in" it (and not still on the rock).

EXTRA LIFE + 1 (if third visit)

To hop out of the tube (onto the rock below you, not the rock ahead), simply hop forward slightly. Here you can move backward along egg-cartons to claim the Electro-Beam you no doubt spotted earlier, as well as a health-point floating along the way, or move forward (but wait for the spider patrolling the other side to leave before you do).

Whatever you did about the spider, past this tetris is another egg-carton. Jump carefully. A spider guards the next tetris as well, so be careful when jumping here, too. The next l shaped rock is spider free and has another tube. You can keep moving forward or take the tube across and take the left path.

=====[DIV.533](#)=====

RETURN NOTE:

Go through the level until you reach the plastic tube junction before the slime-chute.

Instead of taking the tube, ignore it so that you are on the right path. Jump to the next rock where you come to a green chute. Like the first (if you from above) you'll slide down its length once you take it. To get back just jump repeatedly while moving backwards if for some reason you changed your mind.

EXTRA LIFE + 1 (if second visit)

On the other side you'll see an egg-carton tetris. A slug roams here, so again,

be careful when you jump (and don't get shot on the other side). Past this is a lone rock and another egg-carton tetris. There is another slug here, so if you want, you can wait on the first egg-carton tetris for it to turn around (you can see its shots from here, but it shouldn't be able to hit you) and jump on it when the shots stop coming.

At the end of this path is the part why I consider this the hardest level in the game. This platform here is moving back and forth, and making a jump this precise with this camera angle is difficult. The best I can suggest is don't be afraid to overjump it, as my problem is falling short.

If by some miracle you make it, there'll be another slug-guarded egg-carton tetris on the other side (if you're quick, the slug won't have a chance to turn around). The rock past this is another plastic pipe junction (if you keep going, you'll find an egg-carton with a Mine pickup if you're interested). With no other way to go, take the plastic tube.

The egg-carton tetris on the other side has another slug on the roam (maybe now you see why I hate these things). Past him is to my horror, another moving platform. Again, timing is everything and it's better to jump too far than not far enough.

The other side has yet another slug. If you jump and move quickly enough (jumping off these things is much easier than jumping on) you should catch this one off-guard, too. Past him is another rock with another plastic tube junction.

=====DIV.532=====

RETURN NOTE:

Go through the level like last time until you get to not the first, but the SECOND slime chute, or to the plastic tube junction we took to get to the second slime chute (take the right path at the first slime chute).

For this microchip, we are not taking the junction, so move past it and jump to the next rock and the one beyond that to find another slime chute. About halfway down it will be another life. At the end is another egg-carton tetris with surprisingly, no slug sentry. The lone rock past that is clear too, but to my horror, the epitome of evil lies on the other side (I know; what's next, locusts?). A sideways moving platform.

This leaves even less leeway, so timing is EVERYTHING. Jump early so that you should land just as the platform stops and starts to move back the other way. That's about all the advice I have for this monster. If you make it, you will find yourself with two options. The path on the right has another Electro-Beam upgrade. The left path, on the other hand offers a health point.

Whichever you choose, you'll find another moving platform stops at both. You'll have to jump here (using the same working strategy you've been using, hopefully) and to the egg-carton tetris ahead. There is a slug here, and the erratic motion of the platform will make you difficult to hit if you want to wait its patrol out, but unless you dawdle excessively, you should again catch this one with its back turned.

The next tetris tells the same story. Use the strategy that works for you and find your way past it. At the other end is another sideways moving platform. But don't be intimidated, this is the last one. Just past it is another Chinese box with the microchip resting smugly on top. Congrats, it's all downhill from here. Mostly.

++++  
Level 18: Up the Well  
Microchips: 3  
++++

-Microchip 1 (Brick Over Waterfall)-

Déjà vu? You start in a similar place to the first well level, but no Poison pickup here. Crawl along to immediately emerge into the well in question. Careful, as a spider crawls along the rock/brick ledge just below you. At the other end is small rock/brick to jump to, and another slightly higher and on the right.

There is a pipe opening to the right here whose sides you can crawl along safely.

EXTRA LIFE + 1

There is a wooden strut to the right of that with a Poison upgrade resting safely on the other side if you're looking for it. Jump to the rock on the left, and to the pair past that. You will see a lone rock slightly below and to the left with a longer rock to the left of that. The first rock is safe, but be warned of the scorpion crawling along the second (alternatively, you could jump from the last wooden strut to the one to the right, mostly avoiding the scorpion altogether).

Whether you jumped there from the left or made your way to it past the scorpion from the right, climb the wooden slat here. At the top is a pipe and a lateral wooden strut. Jump to this. Two wooden struts to the right (or alternatively, the wooden strut on the other side of the pipe; this is circular, after all) is a spider roaming if you're out for blood.

You're more interested in the lone rock ledge above the first lateral strut you jumped to. To the left of this is a brick that looks just out of range. In fact, it's not and if you jump at the right time and get enough of a running start, you can catch the side. Once here, you probably noticed the exit. If you're interested in the extra life next to it, just crawl under the exit to grab it.

-Microchip 2 (Under Wooden Strut)-

Those that have a handle on the map up to the last microchip (Brick Over Waterfall) can skip to DIV.541

Crawl along to immediately emerge into the well in question. Careful, as a spider crawls along the rock/brick ledge just below you. At the other end is small rock/brick to jump to, and another slightly higher and on the right.

There is a pipe opening to the right here whose sides you can crawl along safely.

EXTRA LIFE + 1 (if first visit)

There is a wooden strut to the right of that with a Poison upgrade resting safely on the other side if you're looking for it. Jump to the rock on the left, and to the pair past that. You will see a lone rock slightly below and to the left with a longer rock to the left of that. The first rock is safe, but be warned of the scorpion crawling along the second (alternatively, you could jump from the last wooden strut to the one to the right, mostly avoiding the

scorpion altogether).

Whether you jumped there from the left or made your way to it past the scorpion from the right, climb the wooden slat here. At the top is a pipe and a lateral wooden strut. Jump to this. Two wooden struts to the right (or alternatively, the wooden strut on the other side of the pipe; this is circular, after all) is a spider roaming if you're out for blood.

You're more interested in the lone rock ledge above the first lateral strut you jumped to.

=====DIV.541=====

RETURN NOTE:

Return to the rock you used to jump to the ledge with last microchip.

Jump to the next longer brick on the right and to the one past that. You will see a track along which an elevator travels. Once on it, on your ascension, you should see another elevator. Jump to it when you get the opportunity, but watch out for the scorpion that will guard the ledge on the right.

Three more elevators on the right side of this ledge, again, with a scorpion guarding the rock past them. There is also an Electro-Beam upgrade at the bottom of the third elevator's path. Once you grab it (should you pursue it), just time your jump so you land on the third elevator again as it hits the bottom of its track.

Back where the scorpion was, you'll notice a wooden slat to right here that is safe to jump to. You'll notice right away the exit, but also the extra life next to it. To reach it, go around over the top and climb along the underside.

-Microchip 3 (Top of Well)-

If you've got a good enough idea where to go up to the last microchip (Under Wooden Strut), skip to DIV.542

If you're familiar up to the first (Brick Over Waterfall) but not the second, skip to DIV.543

Crawl along to immediately emerge into the well in question. Careful, as a spider crawls along the rock/brick ledge just below you.

EXTRA LIFE + 1 (if third visit)

At the other end is small rock/brick to jump to, and another slightly higher and on the right.

There is a pipe opening to the right here whose sides you can crawl along safely.

EXTRA LIFE + 1 (if first visit)

There is a wooden strut to the right of that with a Poison upgrade resting safely on the other side if you're looking for it. Jump to the rock on the left, and to the pair past that. You will see a lone rock slightly below and to the left with a longer rock to the left of that. The first rock is safe, but be warned of the scorpion crawling along the second (alternatively, you could jump from the last wooden strut to the one to the right, mostly avoiding the scorpion altogether).

Whether you jumped there from the left or made your way to it past the scorpion from the right, climb the wooden slat here. At the top is a pipe and a lateral wooden strut. Jump to this. Two wooden struts to the right (or alternatively, the wooden strut on the other side of the pipe; this is circular, after all) is a spider roaming if you're out for blood.

You're more interested in the lone rock ledge above the first lateral strut you jumped to.

=====  
=====DIV.543=====

RETURN NOTE:

Return to the rock you used to jump to the ledge with last microchip (Brick Over Waterfall).

Jump to the next longer brick on the right and to the one past that. You will see a track along which an elevator travels. Once on it, on your ascension, you should see another elevator. Jump to it when you get the opportunity, but watch out for the scorpion that will guard the ledge on the right.

Three more elevators on the right side of this ledge, again, with a scorpion guarding the rock past them. There is also an Electro-Beam upgrade at the bottom of the third elevator's path. Once you grab it (should you pursue it), just time your jump so you land on the third elevator again as it hits the bottom of its track.

Back where the scorpion was, you'll notice a wooden slat to right here that is safe to jump to.

=====  
=====DIV.542=====

RETURN NOTE:

Go all the way to the wooden slat where the last exit was located (Under Wooden Strut).

Once here, you'll see an exit, but not the one we're interested in, so ignore it. Instead, crawl along the top and to the right. You'll spot two lone bricks in a row, safe to jump. Past that is another L-shaped junction of wooden slats with an elevator just to the right.

At the apex of the track is a lone brick ledge with a slanted slat next to it (both safe to climb). Two wooden blocks follow that (also safe), as is the wooden block higher and to the left. The slat left of that is patrolled by a spider. The valve/pipe/water spewing thing above you has the level's CD Piece.

The slat the spider was guarding leads to a couple concrete blocks with more wooden slats above it and a concrete brick just visible to the left. You can jump to this block and grab the exit in the pipe opening, or keep climbing the wooden blocks (there's no enemies or anything of great interest up there). Whichever way you go, the exit is to the left.

++++  
Level B5 (Bonus): Ryan's World  
Microchips: 1  
++++

-Microchip 1 (End of Sewer)-

There's really not much here but a shedload of DNA strands, so you shouldn't have any trouble with that... Just crawl along the path, over the pipe, jump

the food carton gap, and proceed to the exit.

EXTRA LIFE + 2

~~~~~  
Microchips required to unlock gate: 29  
Prospective number of microchips: 47  
~~~~~

////////////////////////////////////  
3.6 Evil Labs <WK.6>  
////////////////////////////////////

An FMV plays where you see the spider means business, and finally catches up to our evildoing antagonists...

+++++  
Level 19: Circuit Boards  
Microchips: 2  
+++++

The game takes a jump in difficulty here, but hopefully this guide will keep it from being too big of an issue.

-Microchip 1 (Lower Path)-

You start (surprisingly enough) on a circuit board. The ribbon in front of you leads to another circuit boards, this one with an electrified gate that's best jumped over, but watch out for the spider that patrols the other side. Past that is another ribbon that ends in a gap. Jump from this floating ribbon to the next and to the one after that.

A spider patrols this entire path, but you probably won't find it until you pass the circuit board, but keep a look out for it. Along the past the circuit board is a Missile upgrade, so pick that up if you're feeling destructive or something. The circuit board on the other side has a wasp and another electrified gate.

However you get around that, crawl along the ribbon to reach a circuit board above the previous one. There is a fan on the other side (fatal as usual) and an electrified fence. There is little landing room, so jump carefully. On the circuit board to the right of this, you'll find a break in the path.

Take the lower path, and if you follow the ribbon past this circuit board, you will find a break; a grasshopper patrols the other side, so factor that in before you jump. Past the ribbon it controls (or controlled) is a disc-holder/station deal (someone with better technical expertise would better be able to tell you what it is).

From there, you will have to jump to another ribbon, this one connected to some sort of... device. Anyway, keep climbing- the path will turn to a slippery silver. A bat (grenadier) flies here over the flat portion of the ribbon, so time your climb so that you don't get hit by one of its bouncing grenades.

EXTRA LIFE + 1

Surviving that, the next ribbon has a Flamethrower pickup and past that a spider on patrol. From the ribbon, you will see a tricky looking jump to an angled slippery silver surface below. Just make sure you jump to the ribbon at the bottom before you fall (and an extra life if you feel like being risky

here, though you can reach it with a crazy jump from the ribbon, too).

Past this ribbon, a grasshopper guards the circuit board. Beyond that, the ribbon will end in a gap with another slippery surface. Just make sure you keep climbing and you shouldn't have to worry about falling, but watch for the spider to roam this spiral. At the top is the microchip.

-Microchip 2 (Upper Path)-

If you are familiar enough with the level at least up to the last microchip (Lower Path), skip to DIV.611

You start (surprisingly enough) on a circuit board. The ribbon in front of you leads to another circuit board, this one with an electrified gate that's best jumped over, but watch out for the spider that patrols the other side. Past that is another ribbon that ends in a gap. Jump from this floating ribbon to the next and to the one after that.

A spider patrols this entire path, but you probably won't find it until you pass the circuit board, but keep a look out for it. Along the past the circuit board is a Missile upgrade, so pick that up if you're feeling destructive or something. The circuit board on the other side has a wasp and another electrified gate.

However you get around that, crawl along the ribbon to reach a circuit board above the previous one. There is a fan on the other side (fatal as usual) and an electrified fence. There is little landing room, so jump carefully. On the circuit board to the right of this, you'll find a break in the path.

=====**DIV.611**=====

RETURN NOTE:

Retrace your steps to where the path split after the circuit board with the electric gate and the killer fan.

Take the upper path here, jump to the next circuit board, but watch out for the wasp that guards the next two. The circuit board past him is pretty safe (if you destroyed him). You'll see a ribbon here that a spider patrols the upper portion of, so look out for him at about the point the ribbon flattens out.

Further up the ribbon, you'll see a small circuit board. A bat (grenadier) flies over the circuit board ahead of this one, and its grenades may bounce your way, so either pull out some tricky dodging maneuvers, or find a way to take it out (probably both). The next circuit board has a spider slinking about, so watch your jump. It also has a health point, should you need it.

Here the path splits again. The upper path is a dead end (for now) so take the lower path.

The lower path leads to a small circuit board with a precarious looking string of DNA strands leading down. Follow them closely if you want to avoid running into a spider patrolling just ahead of where they end. If you go to the right, you'll see another circuit board floating. This one with another electric fence and CD Piece.

Back where the spider was (or is) climb the ribbon he was guarding. You'll follow it upside down back around right side up. A bat (bomber) will be flying over the circuit board to the right here, so watch out. If you go to the right, you'll find a Missile pickup and an extra life, but jumping down here will take



you to the (previously dead-ended) upper path, so you'll have to make your way back around to the S-shaped ribbon.

Back on top of the S-shaped ribbon, if you follow it around you'll find a circuit board guarded by a grasshopper. Once past that formidable adversary, you'll notice a very small circuit board floating off to the left. If you jump to that, you'll notice another, slightly higher, but this one with a spider roaming about. The next is clear, but the one following has a spider out to make your life harder.

The small platform past the second spider-infested platform is also spider free. Off to the left, you can just barely see the corner of the circuit board you're set to jump next. Should you make it, follow the ribbon to the fan. If you acquired the last microchip already, you should recognize the silver slippery ribbons on the other side; this is the other half of the spiral chain.

EXTRA LIFE + 1

Regardless, jump the fan and climb the silvery ribbon- as long as you're moving, the ribbon should not give you any trouble. Unlike the other, there is no spider here, so climb to the top where the microchip is waiting.

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+++++
Level 20: Lab Top
Microchips: 3
+++++
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This level parallels the third level of the game of the game some. Except with a ramped up difficulty and a new enemy.

-Microchip 1 (Ceiling at Flame-Jets)-

You start out next to a sink on the counter. If you jump to the left, you'll find a Boomerang upgrade in a glowing green display, like it was just waiting for you to come along. Back where you started, creep to the first sink where you'll encounter the level's new enemy, the infected rat. As far as taking it out, handle it just like you would the first rat except expect it to take more hits before it goes down.

Past him is another sink to jump over, where you'll find a box against the wall. Climb the wall and continue to leap across the shelves until you reach the opposite wall. When you reach the first narrow ledge of the third level, stop. On the other side is a flask. Try your best to jump as far past it as possible so that it doesn't have time to crush you in-between the landing animation (which slows you down). On the other side is another flask to brave; run fast and crawl around the edge to avoid being crushed.

The next ledge has another flask. Jump as far past it as you can and keep moving so it doesn't hit you. Past the glowing green display is a corner, but around the corner is another infected rat. Try to keep it from getting the drop on you. Past him is another flask.

Hop down the hole (or crawl) on the other side of the flask. You'll see another gap to the right. You can skip the gap to find a flask over a white light, but it doesn't lead to anything but DNA strands on the ceiling. Down the aforementioned hole, there are two strings of DNA strands on the left (with a massive sink that's difficult to leap), but nothing else of note.

If you drop/web-spin from the edge of the gap you should land on the counter on the other side of the massive sink. The sink to the right here is leap-able,

but it's a narrow landing strip, so be careful not to overshoot it. A blue pool is in the gap on the other side of this. Before you jump it, know that there is an infected rat inside the biohazard box on the other side, so don't let it catch you off-guard.

When the rat is dealt with, hop the pit of blue ooze on the other side. Around the corner is another sink (interestingly enough, there is a health point in this sink, but it's obviously a wasted effort). Leap past it to find another biohazard box (no infected rat this time) where you can collect a Smart Bomb pickup.

Outside the biohazard box is a large sink; get a running start to make sure you clear it (the blue stuff kills you instantly). There is a box on the other side you can use to climb the nearby wall. Jump to the narrow platform, then to the next one. Climb the wall past that and leap onto the shelf a level up.

Apparently flame-jets are a common occurrence in corporate lab environments. Time your past it as I'm sure you're well versed by this point. The next is tricky as there is a flask in-between the two flame-jets. It's possible to stop before the flask, but then it will be difficult to get enough of a running start to outrun the flask, so it's recommended you run and stop just after the flask, dodging the crash and just short of the flame-jet. Whichever, once the flask is down, time your way past the third jet.

There is a pit at this wall here where a flame-jet is going off. Jump to the wall and instead climb up (carefully). There is a flame-jet up here, too, so watch your step. In the middle of the ceiling is our exit.

-Microchip 2 (Hole in Wall)-

If you read from above and have a good enough handle on the map up to that point, skip to DIV.621

You start out next to a sink on the counter. If you jump to the left, you'll find a Boomerang upgrade in a glowing green display, like it was just waiting for you to come along. Back where you started, creep to the first sink where you'll encounter the level's new enemy, the infected rat. As far as taking it out, handle it just like you would the first rat except expect it to take more hits before it goes down.

EXTRA LIFE + 1 (if second visit)

Past him is another sink to jump over, where you'll find a box against the wall. Climb the wall and continue to leap across the shelves until you reach the opposite wall. When you reach the first narrow ledge of the third level, stop. On the other side is a flask. Try your best to jump as far past it as possible so that it doesn't have time to crush you in-between the landing animation (which slows you down). On the other side is another flask to brave; run fast and crawl around the edge to avoid being crushed.

The next ledge has another flask. Jump as far past it as you can and keep moving so it doesn't hit you. Past the glowing green display is a corner, but around the corner is another infected rat. Try to keep it from getting the drop on you. Past him is another flask.

Hop down the hole (or crawl) on the other side of the flask. You'll see another gap to the right. You can skip the gap to find a flask over a white light, but it doesn't lead to anything but DNA strands on the ceiling. Down the aforementioned hole, there are two strings of DNA strands on the left (with a massive sink that's difficult to leap), but nothing else of note.

If you drop/web-spin from the edge of the gap you should land on the counter on the other side of the massive sink. The sink to the right here is leap-able, but it's a narrow landing strip, so be careful not to overshoot it. A blue pool is in the gap on the other side of this. Before you jump it, know that there is an infected rat inside the biohazard box on the other side, so don't let it catch you off-guard.

When the rat is dealt with, hop the pit of blue ooze on the other side. Around the corner is another sink (interestingly enough, there is a health point in this sink, but it's obviously a wasted effort). Leap past it to find another biohazard box (no infected rat this time) where you can collect a Smart Bomb pickup.

Outside the biohazard box is a large sink; get a running start to make sure you clear it (the blue stuff kills you instantly). There is a box on the other side you can use to climb the nearby wall. Jump to the narrow platform, then to the next one. Climb the wall past that and leap onto the shelf a level up.

Apparently flame-jets are a common occurrence in corporate lab environments. Time your past it as I'm sure you're well versed by this point. The next is tricky as there is a flask in-between the two flame-jets. It's possible to stop before the flask, but then it will be difficult to get enough of a running start to outrun the flask, so it's recommended you run and stop just after the flask, dodging the crash and just short of the flame-jet. Whichever, once the flask is down, time your way past the third jet.

=====DIV.621=====

RETURN NOTE:

Make your way to the flame-jet section and stop before the wall you climbed to reach the last microchip (Ceiling at Flame-Jets).

Jump to the wall here, but watch the flame-jet below. When it has subsided, go ahead and climb down here. On the level below, there will be two sinks to the right with a small landing space between them. Jump carefully past the two of them. The wall on the other side (when climbed) leads to a level up. Here you will see a flame-jet guarding and extra life if you dare (it's not too difficult).

To the right, past the microscope and the turn is another infected rat to watch out for. In the gap he was guarding, a level down and basking in a glowing green display, is a health point. If not interested or once grabbed, continue down the wall on the left. It will end in a sink; take care to jump over it. Past it is more blue stuff (but narrower) and a biohazard box with a flame-jet beyond that.

This biohazard box actually connects to another, this one with another infected rat. If you arrive using the ceiling of from the first box, you can avoid it altogether (or put yourself in a better position to attack). On the other side is a wall. As you climb it you'll notice a CD Piece guarded by a flame-jet. Grab it when the flames are down if it's of interest to you.

The next level has another flame-jet, seemingly empty-handed. It may be difficult to see, but there is actually a hole on the other side of this flame-jet. When it subsides, jump past and through the hole. In here will be a load of DNA strands and the microchip.

EXTRA LIFE + 1

There is a rat on the level above you, so take care not to jump too high as to hit it by mistake (has happened to me). When you have collected DNA strands to your heart's delight, take the exit.

-Microchip 3 (Wall by Shield)-

If you are acquainted enough with the level from the last microchip (Hole in Wall), skip to DIV.622

If you are familiar with the first (Ceiling at Flame-Jets), but not up to the second, skip to DIV.623

You start out next to a sink on the counter. If you jump to the left, you'll find a Boomerang upgrade in a glowing green display, like it was just waiting for you to come along. Back where you started, creep to the first sink where you'll encounter the level's new enemy, the infected rat. As far as taking it out, handle it just like you would the first rat except expect it to take more hits before it goes down.

EXTRA LIFE + 1 (if second visit)

Past him is another sink to jump over, where you'll find a box against the wall. Climb the wall and continue to leap across the shelves until you reach the opposite wall.

EXTRA LIFE + 1 (if third visit)

When you reach the first narrow ledge of the third level, stop. On the other side is a flask. Try your best to jump as far past it as possible so that it doesn't have time to crush you in-between the landing animation (which slows you down). On the other side is another flask to brave; run fast and crawl around the edge to avoid being crushed.

The next ledge has another flask. Jump as far past it as you can and keep moving so it doesn't hit you. Past the glowing green display is a corner, but around the corner is another infected rat. Try to keep it from getting the drop on you. Past him is another flask.

Hop down the hole (or crawl) on the other side of the flask. You'll see another gap to the right. You can skip the gap to find a flask over a white light, but it doesn't lead to anything but DNA strands on the ceiling. Down the aforementioned hole, there are two strings of DNA strands on the left (with a massive sink that's difficult to leap), but nothing else of note.

If you drop/web-spin from the edge of the gap you should land on the counter on the other side of the massive sink. The sink to the right here is leap-able, but it's a narrow landing strip, so be careful not to overshoot it. A blue pool is in the gap on the other side of this. Before you jump it, know that there is an infected rat inside the biohazard box on the other side, so don't let it catch you off-guard.

When the rat is dealt with, hop the pit of blue ooze on the other side. Around the corner is another sink (interestingly enough, there is a health point in this sink, but it's obviously a wasted effort). Leap past it to find another biohazard box (no infected rat this time) where you can collect a Smart Bomb pickup.

Outside the biohazard box is a large sink; get a running start to make sure you clear it (the blue stuff kills you instantly). There is a box on the other side you can use to climb the nearby wall. Jump to the narrow platform, then to the

next one. Climb the wall past that and leap onto the shelf a level up.

Apparently flame-jets are a common occurrence in corporate lab environments. Time your past it as I'm sure you're well versed by this point. The next is tricky as there is a flask in-between the two flame-jets. It's possible to stop before the flask, but then it will be difficult to get enough of a running start to outrun the flask, so it's recommended you run and stop just after the flask, dodging the crash and just short of the flame-jet. Whichever, once the flask is down, time your way past the third jet.

=====  
=====DIV.623=====

RETURN NOTE:

Make your way to the flame-jet section and stop before the wall you climbed to reach the last microchip (Ceiling at Flame-Jets).

Jump to the wall here, but watch the flame-jet below. When it has subsided, go ahead and climb down here. On the level below, there will be two sinks to the right with a small landing space between them. Jump carefully past the two of them. The wall on the other side (when climbed) leads to a level up. Here you will see a flame-jet guarding and extra life if you dare (it's not too difficult).

To the right, past the microscope and the turn is another infected rat to watch out for. In the gap he was guarding, a level down and basking in a glowing green display, is a health point. If not interested or once grabbed, continue down the wall on the left. It will end in a sink; take care to jump over it. Past it is more blue stuff (but narrower) and a biohazard box with a flame-jet beyond that.

This biohazard box actually connects to another, this one with another infected rat. If you arrive using the ceiling of from the first box, you can avoid it altogether (or put yourself in a better position to attack). On the other side is a wall. As you climb it you'll notice a CD Piece guarded by a flame-jet. Grab it when the flames are down if it's of interest to you.

=====  
=====DIV.622=====

RETURN NOTE:

Proceed through the level to the flame jets on the other side of the double-biohazard box, but do not enter the flame-jet or the hole past the flame-jet this time.

Above the flame-jet with the CD Piece is another flame-jet, but no prize worth trying for this time around, so continue. The level past that has another infected rat. Crawl up and along the ceiling to get in a better position to time your move. Beyond it you will see some boxes, and on the other side a flame-jet guarding a shield. It's not necessary, but it won't hurt.

Whether by crawling along the wall and ceiling of the alcove the shield was in, or just jumping from the boxes here, there is a flask hanging precariously on the edge (the shield would help with this). Past the flask is a microscope with a flame-jet on the ground next to it, and another on the wall to the left. Getting past these two will be tricky (the shield again, would help), but the microchip is on the wall just above these two.

++++  
Level 21: Hard Drives  
Microchips: 2  
++++

I'm terrible at these floating platform levels, but maybe you'll have an easier time.

-Microchip 1 (Right of Conveyor)-

You start out on a circuit board (sound familiar). Below you, you might be able to see a fan. Don't land on the circuit board in front of it, as the fan is blowing towards an electrified gate at the end of the board. If you instead leap as far as you can, you'll land on the ribbon past the gate, but watch out for the spider that patrols here (he should start higher up, giving you plenty of time to dodge/react).

Follow the ribbon until you see the first CD Holder/Disk Drive thing that lets you crawl around, but don't get too far ahead- a bat (bomber) is flying over it, so try to come around when you're it's not bombing directly over you...

On the circuit board to the left here you'll see a spider, but nothing else (so feel free to pass it up, less you got it out for the sucker). On the other side is another ribbon. Follow it to the next CD holder thing, where you'll see a string of DNA strands leading off it. If you ignore those for now and follow the CDs, you'll spot an extra life you might noticed earlier, relatively risk-free. Also a spider on the platform below you.

Here you can leap to the spider platform, or go up to the DNA strands from earlier and jump along them. In the middle of them is an Electro-Beam pickup. You'll land on the platform just past the spider-occupied one. Whichever you choose, the platform past that has a bat (grenadier) flying over it (it won't patrol unless you're on the very edge of the platform, if you're trying to time your jump).

There is a CD Holder past the bat. There is a high and low path here as well. If you choose the higher (the more difficult in my opinion) skip the next paragraph. For the lower, keep reading.

If you decide to crawl around and under the CD tray, and the second CD tray you will find a health point. If you drop by a web, you can swing and jump on to the platform here (without hitting the gates alongside the CD holder). There is an electrified gate on this platform to watch out for and the next platform is at first empty, but a spider will crawl along the ribbon past it. There is a platform to the left and slightly higher that will lead you to the upper side of the CD holders if you changed your mind, but otherwise continue down the ribbon until you hit a platform with a fan at the end. This is where the paths join (skip the next two paragraphs).

On the higher path, you can crawl down the inside of the CD holder to the ribbon where a spider roams back and forth (the electrified gate at the base of the first CD holder makes it a tight fit) and up the other CD holder, or just jump across without bothering with the spider at all. On the second CD holder you might notice the floating circuit board that's higher than the others; this is the higher path. A little ahead, you'll spot a fan; you will have to be quick here. As soon as you jump to the platform, be prepared to jump again, this time to the wall on the right side.

Climb along here until you reach the edge of the ribbon. You might be able to see the end is electrified. I think this is to stop you from crawling along the underside. Anyway, leap down here (the string of DNA strands might help) and crawl along the ribbon until you see another drop down to a circuit board below (the end of the ribbon here is also electrified). Jump down here to rejoin the bottom path.

On the platform past the fan at the end of this circuit board a spider patrols; be sure not to jump into it. On the other side is a conveyor that just loops around. On the other side you'll see a string of DNA strands, which are probably your safest bet on a safe jump to the next one. On the other side of the next is a similar string of DNA strands, this one with a health point in the middle, but the platform past it is guarded by a spider, so don't jump at the wrong time.

You might notice another conveyor belt past this one, but this one is more complex. Still, jump across and follow the belt around, but be prepared to jump when you hit the declining side- a roller up ahead will crush if you don't. There is another roller with the same problem just after this one. Past those two, the path is mostly clear. Just follow the conveyor around until you see a CD holder you can jump to on the right and time your jump well.

On the other side you will simultaneously spot a wasp and the exit. There is an extra life on the underside if you are interested, otherwise take the exit.

-Microchip 2 (Under Conveyor)-

If you grabbed the last microchip (Right of Conveyor) and are familiar enough with the level to that point, skip to DIV.631

You start out on a circuit board. Below you, you might be able to see a fan. Don't land on the circuit board in front of it, as the fan is blowing towards an electrified gate at the end of the board. If you instead leap as far as you can, you'll land on the ribbon past the gate, but watch out for the spider that patrols here (he should start higher up, giving you plenty of time to dodge/react).

Follow the ribbon until you see the first CD Holder/Disk Drive thing that lets you crawl around, but don't get too far ahead- a bat (bomber) is flying over it, so try to come around when you're it's not bombing directly over you...

On the circuit board to the left here you'll see a spider, but nothing else (so feel free to pass it up, less you got it out for the sucker). On the other side is another ribbon. Follow it to the next CD holder thing, where you'll see a string of DNA strands leading off it. If you ignore those for now and follow the CDs, you'll spot an extra life you might noticed earlier, relatively risk-free. Also a spider on the platform below you.

Here you can leap to the spider platform, or go up to the DNA strands from earlier and jump along them. In the middle of them is an Electro-Beam pickup. You'll land on the platform just past the spider-occupied one. Whichever you choose, the platform past that has a bat (grenadier) flying over it (it won't patrol unless you're on the very edge of the platform, if you're trying to time your jump).

There is a CD Holder past the bat. There is a high and low path here as well. If you choose the higher (the more difficult in my opinion) skip the next paragraph. For the lower, keep reading.

If you decide to crawl around and under the CD tray, and the second CD tray you will find a health point. If you drop by a web, you can swing and jump on to the platform here (without hitting the gates alongside the CD holder). There is an electrified gate on this platform to watch out for and the next platform is at first empty, but a spider will crawl along the ribbon past it. There is a platform to the left and slightly higher that will lead you to the upper side of the CD holders if you changed your mind, but otherwise continue down the

ribbon until you hit a platform with a fan at the end. This is where the paths join (skip the next two paragraphs).

On the higher path, you can crawl down the inside of the CD holder to the ribbon where a spider roams back and forth (the electrified gate at the base of the first CD holder makes it a tight fit) and up the other CD holder, or just jump across without bothering with the spider at all. On the second CD holder you might notice the floating circuit board that's higher than the others; this is the higher path. A little ahead, you'll spot a fan; you will have to be quick here. As soon as you jump to the platform, be prepared to jump again, this time to the wall on the right side.

Climb along here until you reach the edge of the ribbon. You might be able to see the end is electrified. I think this is to stop you from crawling along the underside. Anyway, leap down here (the string of DNA strands might help) and crawl along the ribbon until you see another drop down to a circuit board below (the end of the ribbon here is also electrified). Jump down here to rejoin the bottom path.

On the platform past the fan at the end of this circuit board a spider patrols; be sure not to jump into it. On the other side is a conveyor that just loops around. On the other side you'll see a string of DNA strands, which are probably your safest bet on a safe jump to the next one. On the other side of the next is a similar string of DNA strands, this one with a health point in the middle, but the platform past it is guarded by a spider, so don't jump at the wrong time.

EXTRA LIFE + 1 (if second visit)

=====**DIV.631**=====

RETURN NOTE:

Go through the level like normal (high or low path doesn't matter) but stop before the third (complex) conveyor. I'll go through it again for the sake of convenience.

On the other side of this platform is another conveyor, but this one is more complex. Go ahead and jump and follow it up, but be ready to jump over the roller ahead when the conveyor declines. There is another roller on the other side of the flat portion as well, so jump over that one to avoid being crushed.

On the other side of the rollers, follow the conveyor around until you begin to turn upside down. You will see a Smart Bomb upgrade here. Here is where we want to land (the platform past it is also acceptable), so grab it if you want, otherwise jump carefully to avoid it.

When on the platform past the Smart Bomb pickup (whether you landed or jumped here) you will see another platform to the left and higher. If you approach it slowly, the mantis that guards it should appear. If you can take it out safely from here, certainly do so, otherwise find another way to get past/get rid of it.

The platform past the mantis-occupied one is a long jump, but possible (get a good running start). The circuit board, ribbon, and platform connected to it are all safe. The next one is clear too, but a wasp guards the one above/to the left of it, so be sure you don't leap into any of its stray shots. When you think you have a clear jump, leap to the wasp-guarded platform. There is another platform higher and to the right here, but it only leads to the conveyor belt (if you want to go back). Otherwise, continue down the ribbon to grab the CD Piece and exit.



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Level B6 (Bonus): Brian's Folly  
Microchips: 1  
++++

-Microchip 1 (Middle of Ceiling)-

Another level just loaded with DNA strands. Go up the wall next to the TV and across the lights on the next level up and follow them across to the other side. On the opposite wall, crawl up here to the next level of lights as well. Jump across these to arrive back at the left side a level up. Climb the TVs here and up to the ceiling. Crawl along it to the right, but don't grab the microchip (in the middle of the ceiling) just yet. Go a little further and on the right side of the ceiling, basking in the light, is a CD Piece.

A CD Piece in a bonus level!?

EXTRA LIFE + 2

++++  
Level 22: On the Ceiling  
Microchips: 3  
++++

This'll be the real test right here. Long, loaded with enemies, and about as loaded with tricks and traps as it gets. Plus, I don't know about you, but it makes my hands sweat like crazy.

-Microchip 1 (Hanging Light)-

You start out on a TV (much like the bonus level). Climb from here to the ceiling. As you make your way past a divider you'll notice a fly. If you crawl across it quickly and to the nearby light, spin a web and dangle low enough, the fly will crash into the ceiling above you (neat, huh; stole it off the demo >\_>).

That little instance of blatant plagiarism aside, crawl across the next divider to the TV here. On the other side of the TV is an electrified surface on the ceiling (which will kill you to climb on, but won't hurt your back if you're jumping past it), and a scorpion on the TV below you. Do what you need to be sure he doesn't pick you off.

Below the left side of his TV are some lights to jump from, leading to the left. Between the second and third is a health point, but a fly will buzz in the foreground here as well. Just don't stand still and it should miss you completely. There is nothing past the fourth light, so return to the TV.

Regardless what surface (from the ceiling to TV or the lower ones) jump across. On the ceiling here in the corner is a Boomerang upgrade (if you want it). Otherwise, crawl along the left side of this TV here to reach other side. A spider patrols along the ceiling here, so watch out.

As you come around the turn, you'll find another TV with a scorpion on top (they're popular enemies here). Below him and his TV is a Mine pickup. The ceiling past the TV is electrified (or something) so you'll have to drop to these hanging lights here. When jumping to the third one, another fly will buzz into the foreground; again, if you're not standing still, you should be fine.

The fourth jump looks tricky but is in fact perfectly survivable. There is a

health point up here (you could probably leap to the divider and grab it that way; the divider is not electrified). A jump to the fifth light and another fly appears. Same strategy should work here, too.

The ceiling up here is not electrified, so jump to the divider here to get back up there (there is another light below and to the right, but it doesn't go anywhere). A spider runs a patrol just past the light up here on the ceiling, so keep an eye out for it.

Around the corner, you'll run into another divider. A scorpion guards the other side (but there are hanging lights here, the first one is below the light on the ceiling before the divider; you can drop to it here), so whichever strategy gets you past alive is obviously the best one.

However that's handled, the ceiling is where you need to be, so find a way up here, or just keep crawling along if you're already there. Around the divider here will be a hole, so crawl inside.

As an interesting twist, it is now the floor that is layered, electrified, so don't fall. Up past this crooked pipe/vent is a spider to be wary of. Crawl along to the next vent and follow it around the corner. At the end will be a block, and on it will be a scorpion. I suppose you don't have to take it out if you don't want to/can't, in which case crawl along the bottom and jump to the next vent here.

At the end of this vent (after a turn) will be a floating block (how do they do that?) with a health point below. On the right will be a spider dangling from a web, so take it out or time your jump carefully and proceed to the next vent, which leads out of the ceiling.

On the other side of the divider is simultaneously a Missile upgrade and a fly that threatens to bombard you (after showing his smug little mug in the foreground). Once that immobilizing threat is dealt with, continue along, but beware of the scorpion that patrols on the other side of the divider (and usually starts on the other side of a turn, making it tricky for him to hit you).

Past the scorpion's path is another divider, some more electrified ceiling tiles, and another series of hanging lights. Go for the latter and jump to the one past it. Don't jump to the TV just a little further though; a spider dangles menacingly overhead, so take care of that first (or don't). Then jump to the TV. There is an extra life underneath if you care to expend the effort, otherwise jump to the hanging light here.

The next hanging light is a tricky jump, but possible. Go on faith and jump to the one below and to the right of that one. To the right is another hanging light with the exit you're after.

-Microchip 2 (Off Hanging Lights)-

If you're familiar enough with the level from the last microchip (Hanging Lights), skip to DIV.641

You start out on a TV (much like the bonus level). Climb from here to the ceiling. As you make your way past a divider you'll notice a fly. If you crawl across it quickly and to the nearby light, spin a web and dangle low enough, the fly will crash into the ceiling above you (neat, huh; stole it off the demo >\_>).

That little instance of blatant plagiarism aside, crawl across the next divider

to the TV here. On the other side of the TV is an electrified surface on the ceiling (which will kill you to climb on, but won't hurt your back if you're jumping past it), and a scorpion on the TV below you. Do what you need to be sure he doesn't pick you off.

EXTRA LIFE + 1 (if second visit)

Below the left side of his TV are some lights to jump from, leading to the left. Between the second and third is a health point, but a fly will buzz in the foreground here as well. Just don't stand still and it should miss you completely. There is nothing past the fourth light, so return to the TV.

Regardless what surface (from the ceiling to TV or the lower ones) jump across. On the ceiling here in the corner is a Boomerang upgrade (if you want it). Otherwise, crawl along the left side of this TV here to reach other side. A spider patrols along the ceiling here, so watch out.

As you come around the turn, you'll find another TV with a scorpion on top. Below him and his TV is a Mine pickup. The ceiling past the TV is electrified (or something) so you'll have to drop to these hanging lights here. When jumping to the third one, another fly will buzz into the foreground; again, if you're not standing still, you should be fine.

The fourth jump looks tricky but is in fact perfectly survivable. There is a health point up here (you could probably leap to the divider and grab it that way; the divider is not electrified). A jump to the fifth light and another fly appears. Same strategy should work here, too.

The ceiling up here is not electrified, so jump to the divider here to get back up there (there is another light below and to the right, but it doesn't go anywhere). A spider runs a patrol just past the light up here on the ceiling, so keep an eye out for it.

Around the corner, you'll run into another divider. A scorpion guards the other side (but there are hanging lights here, the first one is below the light on the ceiling before the divider; you can drop to it here), so whichever strategy gets you past alive is obviously the best one.

However that's handled, the ceiling is where you need to be, so find a way up here, or just keep crawling along if you're already there. Around the divider here will be a hole, so crawl inside.

As an interesting twist, it is now the floor that is electrified, so don't fall. Up past this crooked pipe/vent is a spider to be wary of. Crawl along to the next vent and follow it around the corner. At the end will be a block, and on it will be a scorpion. I suppose you don't have to take it out if you don't want to/can't, in which case crawl along the bottom and jump to the next vent here.

At the end of this vent (after a turn) will be a floating block with a health point below. On the right will be a spider dangling from a web, so take it out or time your jump carefully and proceed to the next vent, which leads out of the ceiling.

On the other side of the divider is simultaneously a Missile upgrade and a fly that threatens to bombard you (after showing his smug little mug in the foreground). Once that immobilizing threat is dealt with, continue along, but beware of the scorpion that patrols on the other side of the divider (and usually starts on the other side of a turn, making it tricky for him to hit you).

Past the scorpion's path is another divider, some more electrified ceiling tiles, and another series of hanging lights. Go for the latter and jump to the one past it. Don't jump to the TV just a little further though; a spider dangles menacingly overhead, so take care of that first (or don't). Then jump to the TV. There is an extra life underneath if you care to expend the effort, otherwise jump to the hanging light here.

The next hanging light is a tricky jump, but possible.

=====[DIV.641](#)=====

RETURN NOTE:

Go through as normal, past the trip into the ceiling, the TV with the extra life under it, and stop once you make the jump to the really high hanging light.

From here, jump to the ceiling divider (watch out for the spider patrolling on the other side). Past said spider is another turn, and just around this turn is a scorpion, so be careful at that point. Move along, and just past the next divider will be yet another fly (same setup). On the TV past him a spider makes himself home, so however you handle competition, take care of that.

If you crawl around these TVs, you'll find some hanging lights off to the left; they lead to a health point if you're interested. On the right side of the TVs is a scorpion prowling on a TV below. Past him and to the right of the TV station here is another turn that a spider guards closely. Before the divider you might have spotted the Missile upgrade floating here (above a hanging light). Whether you want it not, fall/jump to this light.

There is another hanging light to the right of this one, but a spider roaming about it makes the jump difficult (unless the missiles could somehow help with that). The one to the right of that, thankfully, is clear. You might be able to see another one off to the right here; it's safe as well, but a scorpion guarding the TV next to it might fire a few stray shots in your direction. Take care not to be a casualty.

There are three hanging lights past this TV. A fly tries to move in on you in this process (for some reason he does not buzz in front of the screen for me here, so expect it without warning). Fortunately, the exit is off to the right of the third light.

-Microchip 3 (End of Wall)-

If you're familiar with the level up to the microchip described above (Off Hanging Lights), skip ahead to [DIV.642](#)

If you're familiar with the level up to the first microchip (Hanging Lights) but NOT the second (Off Hanging Lights), skip to [DIV.643](#)

You start out on a TV (much like the bonus level). Climb from here to the ceiling. As you make your way past a divider you'll notice a fly. If you crawl across it quickly and to the nearby light, spin a web and dangle low enough, the fly will crash into the ceiling above you (neat, huh; stole it off the demo >\_>).

EXTRA LIFE + 1 (if third visit)

That little instance of blatant plagiarism aside, crawl across the next divider to the TV here. On the other side of the TV is an electrified surface on the

ceiling (which will kill you to climb on, but won't hurt your back if you're jumping past it), and a scorpion on the TV below you. Do what you need to be sure he doesn't pick you off.

EXTRA LIFE + 1 (if second visit)

Below the left side of his TV are some lights to jump from, leading to the left. Between the second and third is a health point, but a fly will buzz in the foreground here as well. Just don't stand still and it should miss you completely. There is nothing past the fourth light, so return to the TV.

Regardless what surface (from the ceiling to TV or the lower ones) jump across. On the ceiling here in the corner is a Boomerang upgrade (if you want it). Otherwise, crawl along the left side of this TV here to reach other side. A spider patrols along the ceiling here, so watch out.

As you come around the turn, you'll find another TV with a scorpion on top. Below him and his TV is a Mine pickup. The ceiling past the TV is electrified (or something) so you'll have to drop to these hanging lights here. When jumping to the third one, another fly will buzz into the foreground; again, if you're not standing still, you should be fine.

The fourth jump looks tricky but is in fact perfectly survivable. There is a health point up here (you could probably leap to the divider and grab it that way; the divider is not electrified). A jump to the fifth light and another fly appears. Same strategy should work here, too.

The ceiling up here is not electrified, so jump to the divider here to get back up there (there is another light below and to the right, but it doesn't go anywhere). A spider runs a patrol just past the light up here on the ceiling, so keep an eye out for it.

Around the corner, you'll run into another divider. A scorpion guards the other side (but there are hanging lights here, the first one is below the light on the ceiling before the divider; you can drop to it here), so whichever strategy gets you past alive is obviously the best one.

However that's handled, the ceiling is where you need to be, so find a way up here, or just keep crawling along if you're already there. Around the divider here will be a hole, so crawl inside.

As an interesting twist, it is now the floor that is electrified, so don't fall. Up past this crooked pipe/vent is a spider to be wary of. Crawl along to the next vent and follow it around the corner. At the end will be a block, and on it will be a scorpion. I suppose you don't have to take it out if you don't want to/can't, in which case crawl along the bottom and jump to the next vent here.

At the end of this vent (after a turn) will be a floating block with a health point below. On the right will be a spider dangling from a web, so take it out or time your jump carefully and proceed to the next vent, which leads out of the ceiling.

On the other side of the divider is simultaneously a Missile upgrade and a fly that threatens to bombard you (after showing his smug little mug in the foreground). Once that immobilizing threat is dealt with, continue along, but beware of the scorpion that patrols on the other side of the divider (and usually starts on the other side of a turn, making it tricky for him to hit you).

Past the scorpion's path is another divider, some more electrified ceiling tiles, and another series of hanging lights. Go for the latter and jump to the one past it. Don't jump to the TV just a little further though; a spider dangles menacingly overhead, so take care of that first (or don't). Then jump to the TV. There is an extra life underneath if you care to expend the effort, otherwise jump to the hanging light here.

The next hanging light is a tricky jump, but possible.

=====  
=====DIV.643=====

RETURN NOTE:

Go through as normal, past the trip into the ceiling, the TV with the extra life under it, and stop once you make the jump to the really high hanging light.

From here, jump to the ceiling divider (watch out for the spider patrolling on the other side). Past said spider is another turn, and just around this turn is a scorpion, so be careful at that point. Move along, and just past the next divider will be yet another fly (same setup). On the TV past him a spider makes himself home, so however you handle competition, take care of that.

If you crawl around these TVs, you'll find some hanging lights off to the left; they lead to a health point if you're interested. On the right side of the TVs is a scorpion prowling on a TV below. Past him and to the right of the TV station here is another turn that a spider guards closely. Before the divider you might have spotted the Missile upgrade floating here (above a hanging light).

=====  
=====DIV.642=====

RETURN NOTE:

Retrace your steps up to the point where you picked up the missiles over the hanging light (shortly before the Hanging Lights).

If you grabbed the Missile upgrade here, leap to the divider on the ceiling to return. Otherwise, move across it and make your way up the inclined slope of the ceiling. At the apex is the CD Piece, hanging below a light. Watch out here, as a fly will try to dive bomb you (it came after me without warning, maybe it'll be nicer to you).

EXTRA LIFE + 1

On the other side, you'll have to climb down a wall, but watch for the scorpion guarding the TV here. Whether you snuck past when he wasn't looking or put your arsenal to use, crawl around the underside of the TV and continue. A spider roams the area just past it, so don't be too hasty. When you get past the spider, you'll hit another divider, but there is a scorpion on the other side to worry about. Best if you are able to take this guy with a ranged weapon of some sort.

If you somehow find a way past him, you'll eventually hit a wall. Just a little further down this wall is the microchip, but don't take the bait yet. Instead, return to the light that shining from the ceiling a little to the left of it and drop here. You'll land on the last CD Piece and an extra life. Now you're free to grab the exit.

++++  
Level B7 (Bonus): Kip's Bonus  
Microchips: 1



you're facing (as the spider takes too long to turn around). Other than that, good reflexes.

However, the fight is not as obvious as it looks (at least it wasn't for me...). You might notice (running around the stage) a bunch of electrified rods under glass. If you were lucky enough to find out by accident, his laser eyes are capable of breaking the glass, exposing the rod underneath (don't worry; it can't hurt you). The goal is trick it into "stabbing" the rods, at which point he'll be electrocuted (doing the real damage here). You can contribute by attacking the claw while he's busy screaming, speeding things up.

As it turns out, the rods themselves won't kill him. It will take at least 4 Slashes after using all six rods (so it's recommended you attack him while he's screaming in agony). Surprisingly, the Poisoner I found the most effective; armed with two, the boss'll be down before he gets to the sixth rod. The next most effective (also surprising) is the Flamethrower. Mech-Mines are also good (and a good way to stack up on damage if combined with any of the previous two). The only weapon that doesn't seem to work well (barring the obvious stationary Mine) is the Boomerang. The range is great, but the slow attack speed actually hurts here, making it a less than optimal choice of weapon. Even with all 6 rods, it took 24 total Boomerang hits to take the boss down for good.

HP:

Slash: 27+	Flamethrower: (8+)	Boomerang: 24+	Mine: N/A
Missile: (21+)	Poisoner: 2	Electro-Beam: (18+)	Mech-Mine: (12)

Due to the variable number of rods and attacks per stun, an accurate health measure here is impossible to determine. Attack as much as you can between stuns and it shouldn't even take all 6. The numbers in parenthesis indicate the number of Slashes it took after two sets of the respective weapon were used up. With the exception of the Boomerang, nothing required all six rods and some less than even five.

Whittle him down and you're done! Enjoy the finale.

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4.0 Bestiary

<BEST>  
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Seeing as how enemies have no fixed measure of health (and the number of hits varies with each weapon to each enemy) I've composed a chart listing how many hits, or the effectiveness of each weapon. A weapon with a number denotes how many hits that enemy will consistently require with that weapon. Ex:

Slash: 2

A weapon with a letter denotes effectiveness.

Ex:

Poisoner: E

E = Effective (a single tap/dose will take it out).

M = Moderate (two doses)

P = Poor (three and up; either wastes ammo or doesn't effect it)

The difficulty rating measures how difficult enemies are to eliminate in relation to one another, and the evasion rating measures how difficult enemies



are to ignore/elude.

With that in mind, on to the usual suspects.

#### Spider

Difficulty: 3/10

Evasion: 2/10

Probably one of the more basic enemies, and simultaneously one of the more difficult ones if improperly equipped. It looks like a you'd think a spider would, except metallic silver (and often sporting a black widow hourglass on its abdomen). Can only attack by slashing at you (or simply coming into contact with it, as all enemies). They always roam about the same route, occasionally, stringing from the ceiling and guarding a vertical patrol route instead of lateral. Easily dealt with any weapon with the exception of the Electro-Beam, but Mines work great on easy patrol routes. Can be taken out in:

Slash: 2	Flamethrower: M	Boomerang: 2	Mine: 1
Missile: 1	Poisoner: E	Electro-Beam: P	Mech-Mine: 1

#### Wasp

Difficulty: 5/10

Evasion: 3/10

Can be very easy or very difficult depending on what you're carrying. With your basic slash, it's possible, but you should use caution, especially considering that just touching the sucker will inflict damage on you. Being airborne, it has a certain advantage over our eight-legged protagonist, and to top it off, it shoots blue projectiles (typically) two at a time, making it a real pain. However, unless dealing with multiple enemies, it's easy enough to evade that they can typically be ignored. Best dealt with using Missiles or Poison.

Slash: 2	Flamethrower: E	Boomerang: 2	Mine: N/A
Missile: 1	Poisoner: E	Electro-Beam: M	Mech-Mine: N/A

#### Slug

Difficulty: 5/10

Evasion: 4/10

Maybe it's just me, but I have the toughest time with these suckers. Take a considerable amount of damage (with some weapons), and shoot projectiles to boot. To make matters worse, they usually creep along the same elevation you're on, making them noticeably better shots than the wasps. One consolation is that they run predictable patrol routes (like the non-web spinning spiders), making it easy to take advantage of them. That is, if you know where they show up. It's just a matter of getting close before they take you out. Mech-Mines and Poison seems to be the most effective method of disposal, but barring that, the Boomerang if only for ammo efficiency/range (the Slash is a good alternative if you catch them off guard).

Slash: 2	Flamethrower: M	Boomerang: 4	Mine: 1
Missile: 2	Poisoner: E	Electro-Beam: P	Mech-Mine: 1

#### Bat (Bomber)

Difficulty: 7/10

Evasion: 5/10

A major annoyance, they are the knock the wasp out of the ballpark for aerial threat award. Like most enemies, they fly in predictable patrols, all the while dropping grenades. They're a bit faster, making them more of a challenge, but their straight line of flight makes them a little easier to intercept, though it is difficult to land a hit with some closer-ranged weapons. I've learned to rely on the Missile launcher or Electro-Beam (auto-target weapons) for threats like these.

Slash: 2	Flamethrower: M	Boomerang: 2	Mine: N/A
Missile: 1	Poisoner: M	Electro-Beam: E	Mech-Mine: N/A

Bat 2 (Grenadier)  
Difficulty 8/10  
Evasion 8/10

A dark, more blue shade, it's about the same to the other bat in just about every way except it takes more hits to take out, and the grenades it drops bounce instead of exploding on impact. Why is this worse? The grenades explode on contact with you (becoming an obstacle themselves), and when the bat is hovering neatly over a flat playing field, the grenades tend to bounce directly beneath its flight path, making it impossible to run past/jump below, and the grenades tend to stack up quickly. It's not uncommon to see as many as 3-5 grenades in tow where these guys are patrolling. Take them out with Missiles or Electro-Beam for best results (auto-target). Everything else either has poor range or takes too many hits.

Slash: 2	Flamethrower: P	Boomerang: 4	Mine: N/A
Missile: 1	Poisoner: P	Electro-Beam: E	Mech-Mine: N/A

Rat  
Difficulty: 7/10  
Evasion: 5/10

Quick and not very predictable, these suckers are one of the more difficult enemies (though I suppose it depends on what you're equipped with). They spit pellets in the same manner as the slugs (except green) and aggressively charge toward you, often causing more damage from contact than actually landing a hit on you (though they're about as accurate as the slug when on the same level as the character). Unlike the slug, their routes are not so predictable and have a tendency to react (turn around) much much quicker, making them more difficult to deal with. Dispatch from afar if you can, otherwise, foresight (knowing where they'll appear) is the best weapon you can confront them with when dealing with shorter range weapons.

Slash: 2	Flamethrower: E	Boomerang: 2	Mine: 1
Missile: 1	Poisoner: M	Electro-Beam: E	Mech-Mine: 1

Infected Rat  
Difficulty: 8/10  
Evasion: 8/10

Just as quick and erratic as the first rat, this one takes more hits to put down for good. Otherwise, it operates in the same manner; runs back and forth and spits green pellets at you. Like the other, it's best to catch it off-guard, but also like the first rat, it turns on a dime (unlike most other enemies). Missiles are not recommended (unless you regularly tote around two of them) and Mech-Mines are definitely the most effective. Barring that, the

Boomerang and Electro-Beam are good for range, and Flamethrower and Poisoner are next in line for efficiency, but it's not recommended you ever get that close to one.

Slash: 4	Flamethrower: P	Boomerang: 4	Mine: 1
Missile: 4	Poisoner: P	Electro-Beam: M	Mech-Mine: 1

Grasshopper  
Difficulty: 2/10  
Evasion: 2/10

Probably the easiest enemy in the game; it makes no effort to directly attack you, just jumps back and forth on a fixed route. Can jump over it almost effortlessly, ignoring it altogether, or you can destroy it, probably just as easily. But beware, the grasshopper likes to play dead. Once you get it on its back, it'll take one more hit to take out (to eliminate it completely and keep it from getting back up). Not that you have to, unless you plan on backtracking. It doesn't get up unless you leave the screen for some distance (but it's not like killing it again is all that difficult). Whatever's easiest. The Boomerang is probably the best weapon here for range and efficiency (barring rear weapons), but Poison works great too.

Slash: 3	Flamethrower: M	Boomerang: 2	Mine: 1
Missile: 2	Poisoner: E	Electro-Beam: P	Mech-Mine: 1

Fly  
Difficulty: 4/10  
Evasion: 3/10

Your basic suicide bomber enemy. You will often see it buzzing in the foreground before it flies off-screen, where it will eventually return to kamikaze your predicted location. Normally pretty easy to avoid, but tough to take out due to their speed and direct flight patterns. Auto-target weapons seem to be the only reliable way to take them out first (though just about anything will kill it), but it's usually a waste of ammo; they're not tough to dodge.

Slash: 1	Flamethrower: E	Boomerang: 1	Mine: 1
Missile: 1	Poisoner: E	Electro-Beam: E	Mech-Mine: 1

Mantis  
Difficulty: 7/10  
Evasion: 5/10

Another difficult enemy, the mantis emerges from the ground without warning and may or may not be facing in the right direction to attack (hopefully the latter). It's equipped with the boomerang, making dodging difficult, and always has the ability to retreat back into the ground to reappear somewhere nearby (hopefully facing the wrong way). If you don't catch it off guard, either run back and try again, or expect a challenge. They don't go down easy. Most easily disposed with the Flamethrower or Mech-Mine. I would recommend the Missile and Electro-Beam next, if only for the convenience of long range and auto-targeting features, and only the Boomerang if you're on a long enough playing field (it neatly out-ranges the mantis' Boomerang).

Slash: 3	Flamethrower: E	Boomerang: 5	Mine: 1
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Missile: 2          Poisoner: M                  Electro-Beam: M                  Mech-Mine: 1

Scorpion

Difficulty: 9/10

Evasion: 8/10

Probably the baddest mother up in this place. Fires blue beams like the wasp (but a whole three at a time) and with much greater precision. Due to the flexibility of its tail, it's able to fire at you from just about anywhere. Barring that, it'll try to nab you with its pincers. Tough to jump over when firing (it actually adjusts to your position in the middle of discharging), and quick to turn around when you do. To prove my point, it takes a whole TWO Mech-Mines to take out. That's how you know it's not playing around. The best weapon is undoubtedly the Poison, but you never want to be that close to one, and is only recommended in minimal risk cases. Aside from that Mech-Mines and Missiles are the next best choice, and only the Boomerang if you have the drop on it (it sometimes has time to fire in-between hits). Use the Slash if you're feeling risky or you have a good position on it.

Slash: 3          Flamethrower: P                  Boomerang: 3                  Mine: 2

Missile: 3          Poisoner: E                  Electro-Beam: M                  Mech-Mine: 2

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5.0 Arsenal                                  <ARSN>  
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-Front Weapons-

Slash- the default starting weapon; the slash is the most basic weapon and what you will default to when all any of the offensive weapons are exhausted. Only works at close-range, making it the most hazardous weapon in the arsenal. However, if used right, it can be very dependable so long as the user takes caution.

Homing Missile- probably the most destructive; comes packaged with three fire and forget missiles that lock-on to enemies (as indicated by the green cursor around foes). It's downfall it's the short supply, which is even further complicated when coupled with enemies that require multiple hits. For some enemies, it is better not to fire in rapid succession, as it increases the chance of missing.

Flamethrower- the rarest weapon in the game (for some reason), but an overall reliable weapon that comes with a good supply of fuel, it's great at taking out targets at a range further than the default Slash. It fires in a straight line, making it ideal for targets on the same elevation/incline as yourself, but poor against those that aren't. Exhausts slightly faster than the Poisoner, but much slower than the Electro-Beam.

Poisoner- operates in a manner similar to the Flamethrower (comes packaged with a supply meter), but instead of firing in a straight line, it emits a poisonous cloud about a full Flamethrower's length in front of you, before slowly rising in an upward direction as it gradually dissipates. As an added bonus, it lingers long, allowing for more damage to be dealt to enemies caught in the cloud. Great for removing foes at angles or above, especially when upside down or hanging from a web. A benefit of the Poisoner is it's fuel supply, lasting the longest of the supply-based weapons.

Boomerang- probably my personal favorite, the Boomerang does exactly what it says; it fires a fixed length in front of the character and comes right back,

damaging any enemy along its dispatched or returning flight path. It has no ammo meter, as it will last either until your current life expires or you replace it with another weapon (it doesn't run out). Note, that the Boomerang typically does not follow changes in the path, and will often miss foes at anything but a straight line (even when the game's path is not). It also requires some deal of timing to hit more tricky enemies.

Electro-beam- my favorite concept, but slightly more disappointing in practice. This shining blue upgrade has the potential to automatically target anything on the screen with perfect accuracy. The downside? Most enemies take a tremendous amount of the supply meter before it destroys them for good, but how can you argue with auto-targeting?

#### -Rear Weapons-

Smart Bomb- probably one of the more useful rear weapons, this black pick-up removes every enemy from the screen instantly. The downside? One shot.

Mine- the weakest of the rear weapons in my opinion, this spiky blue upgrade does what it sounds like; at the press of a button, it deploys a Mine at your location. However, this is only useful for enemies that move in predictable patterns, specifically ones that will come along your path.

Mech Mine- a more useful version of the mine, when placed, this red-orange spiky pickup will immediately begin to roam in the opposite direction your are facing. Great for setting up enemies coming your way, and even better on isolated objects on which the mine can circle completely (ensuring the target is struck).

#### -Miscellaneous-

DNA Strands- these are the flashing blue and red triangles you'll see throughout the majority of the game. On their own, they don't do anything, but when 100 are collected, they reward you with an extra life. Vigilante players who don't go out of their way to avoid them will find these tend to add up fairly quickly.

Health Capsules- a simple circle with a white health cross inside it, these restore your hitpoints. However, you can never have more than two, so it may be wise to pass up extras in the event you need them a moment later.

Extra Lives- these blue spider shaped icons do just what you think; free extra life. Some levels are jampacked with these, making it easy to stock up.

Shield- at times these are necessary, and others seemingly pointless. These pale blue spheres grant temporary invulnerability, great for traversing dangerous environments, but the brief fade in color before they go out is perilously short, so caution is always advised when undertaking them. Enemies unfortunate enough to come into contact with the shield are typically destroyed on impact, a fact which should be taken into consideration.

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6.0 CD Pieces

<CDPC>  
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For convenience, CD Pieces will be listed as belonging their respected areas. Therefore, CD Piece 3.2 indicates CD Piece 2 of the Area 3 CD. Note, that Area 6 has 2 CDs, which can be obtained in any order; the first CD pieces here will always make the first CD, no matter where they are acquired.

#### Piece 1.1 - Level 1 (Lab Floor)

Under the platform the exit is resting on. Just don't jump into the exit and crawl under the platform; you can't miss it.

#### Piece 1.2 - Level 2 (Sinks)

At the end of the level. On the platform above the microchip (on the upper path). Take care not to hit the fans.

#### Piece 1.3 - Level 3 (Lap Top)

Close to the end of the level (in the path of microchip 1) you will see three ledges arranged in pyramid fashion \_-\_- with a white console in the background of the upper ledge. On the ledge further right, you should see the CD Piece below you; simply crawl around and grab, the fire should be far enough way not to bother you.

#### Piece 2.1 - Level 4 (Boxes)

At the end of the level. Can only be obtained by the "lower" path at the split. From the edge of the box before the jump down below at the end, you should see the CD Piece floating there. Jump carefully, both to grab the CD Piece and not fall down. Line yourself up with the chain in the background to ensure you land on the box (or at least help).

#### Piece 2.2 - Level 5 (Conveyors)

Near the end, while on the upper path of conveyors before the chute with the final compressor, you must fall between the inclined upward conveyor and the short flat conveyor (all this hover over a longer flat conveyor below, ensuring a safe fall). It's hard to miss.

#### Piece 2.3 - Level 6 (Machine Room)

On the way to microchip 3 (following the guide) you will come across a trio of flame-jets high up the wall behind a vertical conveyor belt. Instead of crossing under the flame-jets, jump onto the side of the nearest one (take care to avoid jumping when the flame-jet is active; I have gotten burned this way) and quickly climb to the top. Along here is your CD Piece.

#### Piece 3.1 - Level 7 (Down the Street)

Shortly after the level starts, past two grasshoppers, you'll see a drain. Crawl down the left side (ignoring the slug on the right). Further down, still on the left side of the vertical trench, is the CD Piece.

#### Piece 3.2 - Level 8 (Side of Building)

On the side of the second microchip (following the guide), you will see a string of DNA strands leading to a clean drop into the exit. Avoid it for now and spin a web instead on the left or right side of this DNA strand path (so that you will land beside the microchip and not on it). A spider patrols the brick down here, but if you land it safely (again, watching out for the spider) the CD Piece is under the brick here.

#### Piece 3.3 - Level 9 (Park)

At the start of the level, past the pond, flaming gasoline tank and stream, you'll see a log with an opening up ahead. Crawl into the opening where you'll

find an alternate path full of flame-jets. Time your way carefully through the jets (and watch for the rat at the bottom of the initial descent) and slowly work your way up the path. At the top, resting in the underside of a log, is the CD Piece. Getting back out is another story.

#### Piece 4.1 - Level 12 (Volcano)

Progress through level until you reach a really tall pillar with a trail of DNA strands leading into the air behind you. The CD Piece is at the end (slightly under) this DNA trail. To land safely once you grab, immediately float to the left again and you should grab back onto the pillar before you hit the bottom (with some breathing at that).

#### Piece 4.2 - Level 13 (Dinosaur Bones)

Just before the end of this level, you'll eventually come to three moving bone pieces (the elevators this guide refers to) in a row. At the top of the third "elevator" is the CD Piece.

#### Piece 4.3 - Level 14 (Model City)

Towards the end of microchips 2 & 3 following the guide (all the way to end on the left path on the start), you will have to hop onto the platforms and follow them to the left (ignore the one up and to the right). You should see the CD Piece floating here. As long as you drop straight down from grabbing it (or better, further left) you will land safely. On the path to microchip 3, you cannot miss it.

#### Piece 5.1 - Level 16 (Along the Sewer)

At the end, jump into the pipe whose end is hanging down here. Crawl along until you reach a circular pipe with a microchip on the opposite side. The CD Piece is on the right side of this circular pipe.

#### Piece 5.2 - Level 17 (Food Cartons)

When you get to first slime chute junction, take the right one. Proceed down until you get to another junction with two slime chutes. The CD Piece is in the right one.

#### Piece 5.3 - Level 18 (Up the Well)

As you navigate up (closer to the furthest microchip) you'll arrive at an area where you'll have to jump from a wooden slat to two wooden blocks next to each other and another wooden block and slat on the left. A water pipe opens just above this gap; the CD Piece is hiding above the pipe.

#### Piece 6.1 - Level 19 (Circuit Boards)

When the level splits the first time, take the upper path. When it splits the second time, take the lower. When you follow the string of DNA strands down, you'll land on a circuit board. Go to the right to find another circuit board, this one with an electrified gate and the CD Piece on the other side.

#### Piece 6.2 - Level 20 (Lap Top)

Past the double-biohazard box, you'll find a wall. Climb up and the next level up, you'll see the CD Piece being guarded by a single flame-jet. Time your move to avoid damage.

Piece 6.3 - Level 21 (Hard Drives)

Next to the second microchip; at the bottom of the third conveyor (the one with rollers that try to crush you), you'll find a series of platforms. Follow them to the left and this will be at the end by the microchip.

Piece 6.4 - Level B6 (Bryan's Folly)

Go across the stage one level at a time, working your way up until you find a way onto the ceiling. On the right side of the ceiling, in the light a ceiling bulb, is the CD Piece.

Piece 6.5 - Level 22 (On the Ceiling)

Close to the end of the level (on the route past the closest exit), you'll spot a Missile pickup hanging below the ceiling, over a hanging light. Whether you grab them or not, on the ceiling keep past the divider up ahead and follow the ceiling. It will begin to incline sharply (repeatedly). At the apex, basking in the light is the CD Piece. Watch out, as a fly will attempt to subvert your efforts here, so plan ahead.

Piece 6.6 - Level 22 (On the Ceiling)

Just before the furthest microchip (the one along the wall; level goes no further past this one), you'll see another one of those circular ceiling lights. Spin a web and drop straight down. You should land on the CD Piece and extra life.

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7.0 Level Passwords

<LVPS>  
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If for some reason you lost your data at a certain point (or you get the urge to play a certain level), I will provide these passwords here. Though I don't see what reason you could have for not wanting to play through the regular game again!

Level 1: Lab Floor

1FMLC939GPR8F3BF7KT1

Level 2: Sinks

CHMLC939GPR8F3LWGT3

Level 3: Lab Top

86MLC939GPR8F3VFQ5S4

Level B1: 70's Room

FW1MC939GPR8F3BF7KT1

Level 4: Boxes

FW1MC939GPR8F36DTTS3

Level 5: Conveyors

BSRMC939GPR8F3VTKKT1



Level 6: Machine Room

WDRQC939GPR8F3LM8S95

Level B2: Tubes

8WV5L939GPR8F36DTTS3

Mechanical Arm Boss

8WV5L939GPR8F3G1QJB4

Level 7: Down the Street

9WV5L939GPR8F3LRT6S4

Level 8: Side of Building

6SXXS939GPR8F3LRT6S4

Level 9: Park

W9PNT839GPR8F3B9LVS3

Level B3: Under the Street

N7KB3Y19GPR8F3V95HR5

Level 10: Along the Street

N7KB3Y19GPR8F3GGK4T3

Level 11: Display Cases

P7KB3Y19GPR8F3BPFGC3

Level 12: Volcano

G7KB3Y11GPR8F3BPFGC3

Level 13: Dinosaur Bones

H7KB3Y1QFPR8F3QXSDS4

Level 14: Model City

J7KB3Y1GWPR8F31766D1

Level B4: Temple

K7KB3Y1B15S8F3QXSDS4

Museum Boss

K7KB3Y1B15S8F3BTQBB4

Level 15: The Wells

V7KB3Y1B15S8F3QS7QC1

Level 16: Along the Sewer

W7KB3Y1VBVP8F3LC1M95

Level 17: Food Cartons

X7KB3Y1VLN7BF31CH1C3

Level 18: Up the Well

Y7KB3Y1VW16QF3QS7QC1

Level B5: Ryan's World

Q7KB3Y1LDRTQD3VKCDT1

Level 19: Circuit Boards

Q7KB3Y1LDRTQD3LCQSR3

Level 20: Lab Top

R7KB3Y118H56T1WTY4R4

Level 21: Hard Drives

S7KB3Y118H56T1TCQSR3

Level B6: Brian's Folly

T7KB3Y118H56T1FNY4R4

Level 22: On the Ceiling

T7KB3Y118H56T1TC4LD1

Level B7: Kip's Bonus

68KB3Y118H56T151P6C4

Final Boss

68KB3Y118H56T1TMVM35

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8.0 Closing

<CLOS>

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This guide was garnered using the Spider: The Video Game instruction booklet and my efforts going through the game. I'm happy to provide permission to use this guide at additional websites, so long as I am contacted to discuss the situation prior. If you have any questions, issues, or comments, I can be reached at my email: [vendrex@gmail.com](mailto:vendrex@gmail.com). Hope it was useful, and you enjoyed the game as much I did!