

The Grinch Walkthrough

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For Sony PlayStation

Tutorial Level

Room#1) Butt drop the boxes to find the key.

Room#2) Slide the stone aside.

Room#3) Use Max to collect the key from the next room through the hole in the door and return to the grinch with it.

Room#4) Breathe into the breath analyser.

Room#5) Use the elevator to go down to the computer room.

Computer Room

Used to access the grinch computer for constructing gadgets with blueprint pieces (BP), and accessing the four vacuum tubes to: Whoville, Who Forest, Who Dump and Who Lake. Above the computer room is a floor with bonus level doors marked "750", "1500" and "2500", (I personally found these bonus levels annoying and got nothing for the time wasted here) this is the required number of presents to bust to access that particular bonus level, there is also a locked door that will open when you've collected all of the "Sleigh Parts." The four vacuum tubes will become accessible one at a time as you complete certain missions in the level prior. Note that the order in which I've placed tasks in this walkthrough are just in my opinion the quickest/easiest way to proceed but not mandatory to finish successfully. Presents are too numerous to list. See end of walkthrough for FAQ's, and blueprint location lists.

Whoville

Upon entering Whoville you may first want to familiarize yourself with the area around you, busting presents and smashing trees does not require any tools or items and is a good thing to work on while finding your way around. When your ready, start with your back to the vacuum tube where you entered, head forward under the brown overpass and past the x-mas tree on the right side, ahead you will see an orange snowman/shaped bldg with a guard sleeping outside the door, and "030" on top, this is the "Countdown to x-mas clock tower." "Tiptoe" past the sleeping guard to enter. Once inside you will find the "Who cloak" and some presents to bust, don't drive yourself crazy here trying to go up on the elevator, you have to come back later with the jetspring to open the hatch above first. When you exit the tower look to your right, there is a ledge over a kid with a BP on it, use the nearby pole to swing up onto the ledge to collect the BP, this is a difficult maneuver that takes timing and practice, see the FAQ's section for help with this. From there go past the x-mas tree, again on the right, to the yellow bldg with wide front steps and a clock overhead, this is "City Hall." To the left of city hall, just past and over the guard, is a ledge that you can jump/climb up on to for another BP. From here go back to the vacuum tube, with your back to the tube, walk around the corner to the right, and look to the right, there is a blue bldg with a guard out front, this is the "Post Office." Jump/climb up on

the post office roof for another BP. Now with your who cloak on, (go to a phone booth to change, because this guard is awake!) enter the post office unrecognized to "Shuffle The Mail." Once inside go into the room directly in front of you for curiosity's sake only, ignore the little girl here, like the elevator in the clock tower, she will only distract you from your mission. The halls to either side of where you entered here are one hallway circling the room your in, go to the right hall as you leave here being careful not to come into contact with the red security rays, past the red ray on the right will be door#1 (purple), stand in front of the door, call max and send him into any one of the little holes on the outer wall of the hallway (this ones easy, go in across from door#1 and make two lefts.) to find the color coordinated entrance to the room where the grinch is waiting outside. Have max step on the round switch to let him in, a timer will start, run the grinch straight ahead to the mail cubbies and shuffle the mail. Exit to the right and repeat the sequence for room#2. This time exit to the left and go back the way you came, past the room with the little girl, and into the opposite end of the hallway to find door#3 on your left, repeat the sequence for each door in numeric order till you reach door#5, this door should be open by now and a "Heart of Stone" in front of it, enter to collect another BP, on your way out of the post office , the little girl has left the BP she was holding, inside/left of exit. When you exit, go through the vacuum tube to the computer to assemble your "Rotten Egg Launcher." With your egg launcher equiped, return to whoville, change out of your who cloak so you can use your gadgets, and head for city hall. Use your egg launcher to shoot dead center of the clock overhead to enter, once inside enter the basement, in here you will find four filing cabinets on each of three walls, look closer, one on each wall is a hair taller than the other three, use your ability to move objects and pull out the taller one on each wall for a BP(3 total), then head upstairs. Like the hall in the post office, the two doors upstairs lead into one hallway circling the statue room, enter the right door and tiptoe past the guard (this is sometimes tricky, hide in the shadows and stop when he does) and into the hall, when you get past the guard, you'll see the statue room on your left, and the mayors office on your right, go first into the mayors office on the right, in here collect a BP, slide the filing cabinet aside, pull out the safe and butt drop it to collect the "Hammer and Chisel", then tiptoe across the hall into the statue room. Once inside stop at the top step and breathe to make the security beams visible, carefully jump each beam and press the button at the back of the statue to deactivate the security system, then go to the front of the statue to "Modify" it, collect the BP next to the statue and exit city hall. Head for the scaffolding across from the post office and correctly time a butt drop at the end of the plank with the guy on the other end for the "Paint Bucket." You will have to swing across the poles from atop the brown platform to get there. At this point you will want to complete your "Smashing Snowmen", "Painting the Mayors Posters" and "Egging the Houses" missions. Complete these missions in the order of your choice, leaving the "Advancing the Countdown to Christmas Clock" mission incomplete till you have the jetspring to open the hatch over the elevator. When you've found everything listed below, return to the computer to assemble the binoculars (this will enable you to zoom in and out with your gadget sights for improved aim), then we're off to Who Forest.

Snowmen (butt drop)

- 1) In front of vacuum tube.
- 2) From vacuum tube, past P.O. and scaffolding, ahead.
- 3) Around perimeter of x-mas tree.
- 4) Also around perimeter of x-mas tree.
- 5) Left side of city hall.
- 6) Right side of city hall.
- 7) Left of countdown tower.
- 8) Right of countdown tower.
- 9) Up on brown platform between the x-mas tree and the scaffolding.

10)Up on blue platform between vacuum tube and city hall.

Posters (press triangle when prompted)

- 1)With back to tube, up on ledge, right of vacuum tube.
- 2)Up on blue platform, between vacuum tube and city hall.
- 3)Around bottom of brown platform, far end from vacuum tube.
- 4)Top of brown platform, between the tiny and main bldgs.
- 5)From vacuum tube, past the P.O. and scaffolding, ahead on right
- 6)Up on ledge, over kid, opposite the countdown tower.
- 7)Right of countdown tower, up on left side of double ledge.
- 8)Extreme right of city hall, next to musical horn.
- 9)Left side of pink bldg, by phone booth, left of city hall.
- 10)Up on ledge, right side of blue platform.

Open Windows (launch eggs inside)

- 1)High above vacuum tube.
- 2)High above P.O.
- 3)High above kid, past P.O. and scaffolding.
- 4)High up on same bldg, other side, other end.
- 5)High up on brown platform, x-mas tree side.
- 6)High up on bldg, right of blue platform.
- 7)High above corner area, right of city hall.
- 8)Above music horn, right of city hall.
- 9)On top of odd looking bldg, between countdown tower and city hall.
- 10)High over double ledge, right of countdown tower.

Who Forest

Once again let me remind you that the order of tasks may seem redundant, to return to the same place several times, when you could have collected all items in one place at one time, my path takes you through each task one at a time so as to cover each mission in whole, and reduce the possibility of leaving important items behind. Once again busting presents and drooping trees requires no special tools or items and is a good thing to work on while finding your way around. When your ready, you should first collect all of the jetspring blueprints so you can return to Whoville and complete the countdown to x-mas clock mission. Start at the vacuum tube where you entered Who Forest and look around the back of the vacuum tube for your first BP, proceed up the path till it makes a U-turn to the right and you see a cabin up on your left, go around the cabin on the left side up the ramp to collect another BP, continue along the main path till you enter the clearing and find another BP, continue straight ahead past the huge hollow tree and left into the ski lift area, look behind the cabin closest to the lift for another BP, from here, with your back to the ski lift, go straight ahead to the tunnel on the far side of the area between the two trees with snowy tops to collect another BP, as you exit the tunnel, notice the branches on your right, swing up on the branches to the small ledge, then jump across ahead to another ledge and find another BP, then drop down by the green cabin for another BP, go past/behind the green cabin veering right, stop in the corner and jump across to the ledge in the opposite corner in front of the pink cabin, go around the pink cabin for another BP, now with your back to the front of the pink cabin, equip your egg launcher and zoom in on the red and white spinning wheel in front of the cabin atop the huge hollow tree, shoot the wheel to bring the elevator to the bottom, jump down off the cliff and onto the elevator now waiting at the bottom of the tree, take the elevator up for another BP, be sure that you don't jump or fall off the tree, ride the elevator down so it's there when you need it again, then head for the computer to assemble the jetspring. Once you've equipped the jetspring, return to Whoville, remove your who cloak (if

you havn't already)and tiptoe back into the countdown tower, once inside, stand on the elevator and jetspring up to open the hatch above, now you can take the elevator up. When you reach the second floor, there will be a red switch on your right and to your left is a series of three levers and a wall of gears behind them, this floor is easy, change the position of each lever and jump on the red switch to open the hatch above, take the elevator up, when you reach the third floor there will be a red switch on your right and to your left is a series of three levers and a wall of gears behind them and in that left corner a crate and two small platforms at the top of vertical lifts, now looking at the levers, in order from you towards the wall, they should be R,L,R, like the second floor you must change the position of each lever, but this time move the one closest to you and the second one will move with it, then move the farthest one and jump on the switch, the gears will spin and one of the platforms will drop to the floor, slide the crate onto the platform, change the position of the lever closest to the wall and jump on the switch again, the crate will rise and slide onto the other platform opening the hatch above, now you can take the elevator up. OK, it gets a little hairy here and I've been asked to make it as simple as possible so even our youngest gamers can understand so for the wall with the two lifts we'll call the "lift wall", and the wall with the crate in front will be the "crate wall", and the wall with the switch the "switch wall", and the last wall with only gears the "gear wall." With that worked out, when you reach the fourth floor, change the position of only one lever, the one closest to the corner of the crate wall and the switch wall, then jump on the switch, that will cause the gears to spin and the pipe that runs from the gear wall to the crate wall will extend a gear into that same corner, now slide the crate one time towards the switch wall, climb on top and use the action button to push the large gear into the wall, now slide the crate onto the lift platform that is floor level on the lift wall, change the position of all levers except the one closest to the crate wall and the switch wall corner, jump on the switch and the crate will rise and slide onto the other platform opening the hatch above, now you can take the elevator up. When you reach the fifth floor, you will see two doors and colored bells overhead, call max and send him through the hole at the bottom of the blue door, once inside collect a BP and the "Hammer", before leaving take a moment to study the picture on the wall, this picture will be your clue to the order in which you need to hammer the colored bells hanging over the grinch's head, this order is random and differs from game to game so I can't tell you the order in which to proceed, when you've remembered or written down the order in which to hammer the bells, have max return to the grinch with the hammer, then have the grinch equip his jetspring and one at a time stand on the shadow below the bell that you want to ring and jetspring up to it, do this for all five bells in the order depicted on the picture to enter the clock room, once inside collect the BP and use your hammer to strike the bell on the sleeping guys head to advance the countdown to x-mas clock. At this point all missions in Whoville should be complete(except the presents, this is up to you to figure out as there are too many to list and it's not necessary to complete till the end of the game, if you wish)and you should now return to Who Forest. You will now need to complete the "Putting Bees in Cabins" mission as follows; start at the vacuum tube and shoot two bee hives out of the nearest tree, pick up a hive and a timer will start, run to the first cabin next to the vacuum tube, jump up on the roof, go to the chimney and press action to drop the bees down the chimney before the timer runs out. Making sure you have the jetspring equiped this time, pick up the second hive(timer starts)and run ahead along the path making the u-turn to the right, approach the second cabin on the left side up the ramp, jetspring to the roof and deposit the bees, now run ahead up the main path and into the clearing towards the huge hollow tree, walk towards the black spot under the tree with bee hives and a beast will appear, get close but not too close and just after he swipes at you run in and breathe on him, shoot down three hives, use one on the third cabin next to you, one on the fourth cabin just to the right as you

enter the clearing, and if you remembered to leave the elevator down, put one in the fifth cabin on top of the huge hollow tree and remember to bring the elevator down with you again, if you didn't leave the elevator down do this one last and you'll have to shoot the elevator down again from the cliff. Now go into the ski lift area and look for the tree with bees and a black spot underneath under the highest of three cabins here, summon the beast, breathe on him, shoot down three hives, put one in the sixth cabin above, one in the seventh cabin next to the ski lift, and one in the eighth cabin by the ice wall to the "White Mountain Civic Center". Now go back to the branches and up onto the ledge, turn left and go away from the cabins, past the "Snow Cannon", and drop off the other end of the ledge onto a small ledge below, shoot the ice with your egg launcher and collect the "Glue Bucket", jump/climb back up on the ledge and jetspring up onto the top of the snow cannon, walk to the center and press action to sabotage the snow cannon. Cross the ledge over to the cliff with the two cabins and find the tree with bees, summon the beast, breathe on him, shoot down two hives, put one in the ninth/green cabin next to you, and one in the tenth/pink cabin just above and beside you. You have just completed both the "Bees in Cabins" mission and the "Sabotaging the Snow Cannon" mission, you now need to start collecting the "Slime Shooter" BP's from the inside of the cabins you've just emptied starting in the one your standing on and through to the one at the vacuum tube; inside the pink cabin your standing on you'll find a BP, inside the green cabin on this same cliff you will find another BP, inside the cabin by the ice wall you will find another BP, inside the cabin at the ski lift find only presents, inside the cabin over the beast in the ski lift area find only presents, inside the cabin at the top of the huge hollow tree find presents only (and remember to leave the elevator at the bottom again), inside the cabin at the bottom of the huge hollow tree find another BP, inside the cabin next to the clearing find another BP, inside the cabin up to the right of where the main path makes the u-turn find three BP's and a chest, you'll have to come back here when you've equiped the slime shooter to open the chest, inside the cabin next to the vacuum tube find your last slime shooter BP, return to the computer and assemble the slime shooter. Return to Who Forest and head to the second cabin with the chest inside, once inside use the jetspring up to the ledge, use the slime shooter to slime the bees and then quickly switch over to the egg launcher and shoot the chest before the bees get out, collect the "Ski Lift Pass Card" and head for the ski lift. Use your pass card at the yellow post to ride the lift to "White Mountain Ski Resort." Arrive in the resort area to be met by warmly dressed security, tiptoe up behind the guard while he's walking away and slime him, then run in and breathe and watch him take off. Just past the guard is a wooden rail that you can go to either side of, go up the right side and turn left at the kid and go up to the top of the snowy peak to find your second "Heart of Stone". Jump down to the snowy platform below, shoot or avoid the kid, and find the tree with the bees and the black spot underneath, summon the beast, breathe on him and send max into the now visible cave. Return to the grinch and head back towards the snowy peak till you drop off the platform, turn left (this is up the left side of the wooden rail) and run towards the left end of the house, shoot or avoid the kid on the way, as you approach the left end of the house turn left into the alcove and meet another guard, get rid of him, butt drop the crystalized present and send max into the cave for another BP, return to the grinch, go to the house and leap the fence, avoiding the dog collect another BP to the far right of the house and return to the safer side of the fence, now watch the dog, he will follow a circular path around the inside of the yard stopping briefly under several overhanging snow drifts, this next task will be on a timer so think about what buttons you need to locate to switch gadgets and complete inside of time given, shoot a snowdrift over the dog with your egg launcher (timer starts), switch to the slime shooter, jump the fence and run to the right side of the house, aim your slime shooter at the three pairs of ski's and slime them, if you do this inside the time given you will see a short clip because you just "Slimed the

Mayors Ski's". Now if you havn't already completed the "Droop all the Trees" mission, do so now before returning to the computer room and on to Who Dump leaving the "Replacing the Candles on the Cake with Fireworks" mission incomplete till you have the "Octopus Gadget" and can get to the "White Mountain Civic Center."

Trees(egg the guy, breathe on the tree)

- 1)Behind the green cabin, next to the ski lift.
- 2)Bottom left of the ice wall in the lift area.
- 3)Bottom right of the ice wall in the lift area.
- 4)Around the perimeter of the huge hollow tree.
- 5)Behind the green cabin on the cliff.
- 6)Behind the pink cabin on the cliff.
- 7)Bottom of the ice wall at the entrance to the clearing.
- 8)Along the main path, from the clearing towards the u-turn.
- 9)At the u-turn.
- 10)Very close to the vacuum tube.

Who Dump

This level I decided to do a little different, some areas in the dump are difficult and/or time consuming to get in and out of, so I thought it best to visit each area, one at a time, and collect all items and complete all tasks in that area before moving on to the next. When you first enter the dump, bust a few presents and collect a few red eggs while you look around and try to keep some on hand through this level. In each area ahead, you will need to "Collect Parts For the Computer", "Take Food from the Birds" and "Conduct the Stinky Gas to Who Bris's Shack", along with a few missions exclusive to each area. First in the "Main Entrance" area, equip the egg launcher, and with a red egg shoot the little robot(#1)working near the vacuum tube, and collect the spare parts left behind, do the same with the little robot(#2)working near the big cement tube with the yellow sign and a silver orb circling over it, do the same with the little robot(#3)working by the entrance to the green tunnel. Now go up to the birds(#1)by the entrance to the blue tunnel and they will fly up and circle overhead, zoom in to a spot where the birds keep flying through your sights and peg the one with the slice of pizza in it's mouth, do the same to the birds(#2)on the mound between the blue tunnel and the vacuum tube. Now look on the wall between the blue tunnel and the vacuum tube for a silver orb, shoot this orb with a red egg, jump up to the tiny pipe(#1) and swing like on the branches around and around till the tiny pipe turns out and connects, if it doesn't, swing in the other direction, do the same to the pipe(#2) on the mound between the two tunnels. Across the path from the big cement tube is a lever and a large stone block, slide the block in front of the lever and drop the wrecking ball on the block for a present. Now go to the cement tube with the yellow sign, shoot the orb over it with a red egg, then climb up on the tube and butt drop the top of it, inside find a BP and tiny pipe(#3)to connect, if you've tried to go through either the blue or green tunnels, you'll know that they have an electric field blocking the exit to both, the switch inside the tube you are standing in will de-energize those electric fields for a limited amount of time, this next move will take a few times to get right, jump on the switch, run to the oil spot on the floor and using your jetspring jump up out of the tube and run through the blue tunnel to the "Blue Area" before the electric field comes back on. Once inside the blue area, take food from the birds(#3)directly overhead of the entrance, do the same to the birds next to the cement tube in front of you. Over the steam grates and into the nearby area with the huge wall into the "Power Plant",there will be two

electric fences in front of the paths to either side of this wall, do the same to the birds(#5)next to the near end of the electric fence on the left side of the huge wall, then do the same to the birds(#6)next to the near end of the electric fence on the right side of the huge wall, now use the red egg again to shoot the little robot(#4)working next to the cement tube, do the same to the little robots(#5□)working on both sides of the huge wall in front of the electric fences, now look behind the electric fence on the right side of the huge wall and shoot the center of the "T" in the pipes(#4)to make a connection, look to your right for another BP near the end of the electric fence, now jetspring up onto the platform where you entered, in front of the blue electric field, and jump up to the tiny pipe(#5)to make a connection. Now like in the last area, shoot the orb over the cement tube with the red egg and butt drop on top of the tube and drop inside, in here you will find a BP and pipe(#6)connection and another orb to shoot, then jump on the switch and onto the oilspot to jetspring up and out of the tube, then jetspring up and into the tunnel back to the main entrance area before the blue electric field returns. Back in the main entrance area(this gets real repetitive)go into the cement tube again, jump on the switch and jetspring out only this time go through the green tunnel and into the "Green Area". Once inside the green area, shoot the little robot(#7)working near the entrance and collect the parts, do the same to the little robot(#8)working up to the right by the green neon arrow, do the same to the little robot(#9)working to the left of the neon sign down by the orb going back and forth in front of the path to the "Minefield". Next take food from the birds(#7)in front of the path to the minefield, do the same to the birds(#8)next to the steam vent grate on the ground. Now make the pipe(#7)connection between the cement tube and the vent grate by shooting the center of the "T" in the piping. From here go into the red tunnel to the "Rat Area", take food from the birds(#9)in the corner to your right as you enter, now directly across from the entrance is a ground level pipe(#8)that you have to push forward towards the fence to connect, now look for the corner by the red egg, across from the egg will be a grate over a dark tunnel, shoot the grate with the red egg and collect the BP, now look up and shoot the pieces of wood hanging over the area to make little rat bridges, call max and have him lead the rats(one at a time was the best I could do)over the little bridges and into the dark tunnel to "Infest the Mayors House with Rats". Now go back to the green area and get rid of the guy on top of the cement tube by shooting the wrecking ball up and to the right of the red tunnel, now butt drop on top of the tube and enter, inside find a BP and shoot the center of the "T" in the pipes(#9)to connect. Ignore the switch and jetspring out, shoot the orb and enter the path to the minefield. Once inside the minefield, do not cross the green steel ramp in front of you, use the egg launcher to shoot down the three mattresses hanging over the area, then slime the silver orb and a timer will start, do not hurry because of the timer, at any time that the timer runs low just be very still and the orb will move closer to you and you can slime it again and continue, after sliming the orb, equip your jetspring and walk as close to the end of the green steel ramp as you can and jetspring to the mattress, continue to navigate the objects on the ground without falling off and into the minefield, when you've navigated your way to the dump guards house go first to the garage(doesn't look like a garage from the outside)to the right side of the main bldg and find a BP on the right side of the garage, now enter to find the "Scissors" you will need to "Shave the Dump Guard". From here go around to the left side of the main bldg and find a BP and the third "Heart of Stone". Now enter the main house and find a BP at the back of the room, now here you must make SURE you "tiptoe" up the stairs(or you might find yourself back on the other side of the minefield)and up to the sleeping dump guard and use your scissors to shave him. Now you must navigate your way back(or just be blown back by a mine)to the entrance to the green area, through the green area and back to the main entrance area and collect the BP that you couldn't get to before because of the two steam pipes on either side of the path it was blocking, now travel down that path and with

the red egg shoot the little robot(#10)working ahead, now take food from the birds(#10)in this area, now use a red egg to shoot the orb and turn off the steam valve where the orb was, from here go around counter clockwise and change the position of each lever,(pipe#10)then go back to the first one and change it again, then turn the steam valve back on and you will have "Conducted the Stinky Gas to Who Bris's Shack". If you hop the fence into the "Chess Piece" area, the window on the bldg facing you, will probably be shuttered closed, this will be open later to display the positions the chess pieces are to be moved to after being prompted to collect the sleigh parts. Now head back to the green area where you saw the green neon arrow, with the red egg shoot the grate over the hole under the neon arrow and "Feed Spare Parts to the Computer". From here leave the dump with the "Short Circuiting the Power Plant" mission incomplete, return to the computer and assemble the "Octopus Gadget". When you've correctly assembled the octopus gadget return to Who Forest and climb the ice wall behind the lowest cabin in the ski area to the "White Mountain Civic Center". When you enter you will be in a pit so to speak, around you should be several eggs to collect, an icy wall and a lever that works the draw bridge above(timed), equip your octopus gadget, throw the lever, climb the icy wall and cross the bridge before the timer runs out and the bridge gives way. When you make it, there will be a red and white twirly thing over the bridge, shoot this and collect the fireworks(#1), further up on the hill is a beast and a cave behind him that you can send max into when you get rid of the beast, from there go back towards the bridge to find another lever, throw the lever to raise the bridge and cross before the timer runs out. On your left as you come off the bridge is another twirly thing, shoot and collect fireworks(#2), hide now behind the thing blocking the center of the path ahead and switch to your slime shooter, sneak up behind the snow guard and slime him, then breathe on him, look left now to the wall where you will find another twirly thing for fireworks(#3). Now go to the front of the cabin, shoot each of the two tiny chains holding the sign over the fat guys head, you may enter now to see the cake but you need all the fireworks first to finish. Now as you face the front of the cabin, shoot the twirly on the upper right corner of cabin for fireworks(#4), now do the same for the twirly on the top of the left side of the cabin for fireworks(#5), now do the same to the twirly at the end of the path with the snowballs rolling back and forth for fireworks(#6), now go into the tunnel behind the cabin and tiptoe past the beast on the right, sneak up and slime the guard and breathe on him, now with your egg launcher zoom in and repeatedly peg the dancing doofs on the targets on their beltbuckles till they fall off, shoot the twirly thing where the doof was and then use the jetspring to jump over and collect fireworks(#7), jump to the last platform and stop at the fallen tree crossing to the third doof, shoot him off and shoot the twirly thing, then send max CAREFULLY across the tree to collect fireworks(#8), now go behind the cabin to the right and look up to the two caves in the side of the hill, shoot the twirly on the lower ledge and jetspring up to collect fireworks(#9), tiptoe into the cave, past the bats and keep tiptoeing to the other end of the snowy bridge till your right at the wall, drop down carefully two ledges to the left, and look up on the wall in front of you for a hard to see ledge(looks like a horizontal line that starts above you and runs along the wall to the left) that you can jump up to and hang/creep to the left on, creep to the left till there is a ledge under you and drop down to find a nearby BP, from this ledge focus your egg launcher up at the three large icicles hanging from the ceiling of the cave and shoot them down. One will shatter open a crystal on the cave floor that has a BP in it, and the other two you can jetspring up to one, and onto the other, and across to the icy wall below the beast, climb the icy wall out and do what you will with the beast because there's nothing there of interest. Shoot the snow wall in front of you, sneak up and slime/breathe the guard, when you exit the cave turn and look right at the twirly thing over the branches, shoot the twirly thing and swing up on the branches to the far ledge to collect fireworks(#10), if you fail and fall, don't bother going back

through the cave because the icicles on the floor of the cave are gone, instead walk straight up to the front of the tree, that's on the right of the tunnel and jetspring up and straight back behind the top of the tree, it may take a few tries but there is a spot there that you can land on and jetspring again up to the ledge to collect your last fireworks. From there go into the cabin and up to the cake to "Replace the Candles on the Cake with Fireworks". Leave Who Forest and return to Who Dump to "Short Circuit the Power Plant". Once inside the dump, go through the blue tunnel into the blue area and up to the huge wall between the two electric fences, equip the slime shooter and slime the cameras on each side of the door to de-energize the electric pads at the bottom of the door, equip the octopus gadget and climb the wall into the "Power Plant." Once inside proceed along the right wall and slime/breathe the guard, continue ahead until the path narrows and slime/breathe another guard, send max into the narrower passage ahead to retrieve a BP from the small cove at the end, go back now towards the huge wall where you entered, along the wall to the right on your way back (opposite from the wall on the way in), till you come across a light blue elevator pad with a breath switch on the wall to the right, breathe into the switch, jump onto the elevator pad and ride it up to the first tower. Once up on the tower, look up on the pole to find a green button facing towards the huge wall, shoot this with the green egg to de-energize the wire, equip your slime shooter and cross it to the next tower, when you drop down on the next tower, immediately ready your slime shooter to slime/breathe the guard. Again look up on the pole for the green button, shoot to de-energize and cross the wire, once across drop down and call max, send him through the electric door to the red switch, step on the switch (timer) and run back to the other switches visiting each one before the timer runs out to de-energize the electric door. Enter the now de-energized door and slime/breathe the guard inside, continue ahead and slime/breathe the guard in the open area, now ahead further on the left find two pipes, jetspring up on to the horizontal one and on up to the first tower, shoot TWO green buttons up on the pole, shoot two things off of the wire, then equip the slime shooter and cross the wire. Drop down on the second tower and immediately slime/breathe the guard, shoot TWO green buttons up on the pole and cross the wire, drop down and run around to the right to find a BP, now have max do the button thing again to get through the electric door. Now have the grinch move ahead and drop down into the next area, you will find yourself in a pit with three large machines and a set of crates in the corner under where you dropped in, slime/breathe the two guards, shoot the two little robots with red eggs, then breathe into the switches at the back of each of three large fans, when all three fans have activated, climb up the crates to the level above and go right to where you can jump across to the huge fan blades, continue to jump across the blades till you reach the other side across the pit. Run up the path till it ends by a tower with a wire going across to a door, and two square electric fences below, one inside the other. You have two options here; if your collecting all presents as you go, you will want to cross the wire halfway and drop into the area below, if not just cross over the wire to the door, in both situations shoot the green button on the pole in the center of the area below to shut down security temporarily. Enter the door at the other end of the wire to the "Generator Bldg." Once inside, find yourself at the bottom of the generators in a large round room with a BP enclosed in a glass ball in front of you, this will be accessible on your way out of here later, follow the path around to the left and collect (and keep in stock) both red and green eggs for your mission ahead stopping to shoot the orb on your way around, when you've come almost all of the way around to where you started you will come across a grate with a guard on it, do not step on the grate or the guard will touch the grate with his electric prod and zap you, slime/breathe the guard and take the elevator up. When you reach the top there is an electric fence to your left and a guard to your right, slime/breathe the guard and continue past him to the wall, climb this wall and then another wall ahead with your octopus gadget, at the top of the second wall you will be looking at

a door with cameras hanging over the door both inside and out, slime the cameras from outside the door and enter, inside shoot the green button up on the wall in front of you to shut down generator #1, go back now the way you came to the spot where the elevator first brought you up and the electric fence will be de-energized, go through there and ride the moving platform over to the next platform, shoot the green button on the wall next to the pole to de-energize the wire above and cross the wire. Once across the wire slime the electric wall ahead, low and high, and climb the wall with your octopus gadget before the slime wears off, at the top shoot the orb with the red egg and do the same slime/climb on the wall ahead. At the top find yourself again facing a door with cameras hanging over it, (note the electric wire overhead, this will be the way back when you've finished your work up ahead) slime the cameras, go through the door and climb the wall ahead with the octopus gadget, at the top slime/breathe the guard, cross the grate and shoot the green button on the wall next to the pole to de-energize the wire overhead and cross the wire. Once you've crossed slime/breathe the guard and shoot the green button on the wall next to the pole to shut down generator #2. Now take the moving platform ahead, over to the next platform, shoot the orb with a red egg and slime/climb the wall ahead, at the top shoot another orb(w/red egg) and the green button to shut down generator #3 and pick up the BP at end of the platform, now go back the way you came to the spot where I had you note the energized wire above, when you drop down to the door just before that, where you slimed the cameras, look up and left and shoot the green button before you go through the door to de-energize the wire, then cross the wire. Drop down on the other side to face another door with cameras hanging over it, slime the cameras and go through the door, shoot the orb with a red egg, slime/breathe the guard and shoot the green button up and left on the wall in front of you to shut down generator #4 and cause a "Complete Shut Down." On your way to the exit stop and pick up the now accessible BP on the circular path below, use the blue swirl pad on the floor next to max to shortcut to the main entrance area of the dump, from there return to the computer room and on to "Who Lake."

Who Lake

When you arrive in Who Lake, you will be in a small cave with a short pier into water, this pier is where you will find your "Marine Mobile" when you've collected and assembled all the blueprints. Start by "tiptoeing" out of the cave so you don't wake the bats overhead, just outside the cave on your left is a small scout, shoot him and note the brown wall behind him, (you will climb this wall in a minute) go straight ahead to near the other end of the suspension bridge picking up a BP on the way, now shoot the tiny animal past the bridge and collect the "Thistles" it leaves behind, go back now to the brown wall behind where the small scout was and climb this wall with the octopus gadget, at the top just to your left find a clothes line with two pairs of "Shorts" hung up on it, equip your egg launcher and shoot a thistle into each pair of shorts(#1□) then continue up the path (noting the wire overhead between two trees) till you spot the sleeping beast between two tents, shoot the beehive over him and he will take his catch and leave, flatten tents(#1□) and collect a BP behind tent #2, now go back the way you came and using your jetspring jump up on the wire you noted earlier and cross, at the other end drop down to find a BP and flatten tent(#3), now drop down below and find your way back to the suspension bridge, collect a few more thistles and head towards the cave turning left just past the bridge to find and flatten tent(#4) and shoot shorts(#3,#4□), now cross the suspension bridge again and use the jetspring to reach the lowest branch ahead, swing up on the branches to the hut, then jetspring up onto the roof to find a BP and drop into the chimney to retrieve the "Scout Costume." Once inside, walk up to the guy eating and breathe on him, he will pound the table and then start shooting at you, run around him while he shoots to avoid whatever it is he's shooting, he

will shoot three times and pause to reload, when he pauses run up to him and breathe again and you will get the hat, after avoiding three more shots, at the pause run up and breathe on him and butt drop on him and you will get the shirt, he will now start to chase you, run under either one of two moose heads and wait for him to charge, when he does move at the last second and he will hit the wall causing the moose head to fall on his head and you will get the shorts, you now have the complete scout costume, use the fireplace to exit. Drop down off the hut and pick up a few more thistles before crossing the suspension bridge, as you come off the bridge turn right, under the stone arch, and immediately to your left flatten tents(#5) and collect a BP, there is also an animal to get thistles from here, just on the other side of the nearby tiny fence flatten tent(#7), from here look towards the hut you got the scout costume from and see a large plateau between you and the hut, slide the stone block at the bottom of the plateau closer to it and jump up onto it, then use the jetspring to reach the top to find a BP and flatten tent(#8), now drop down off the plateau and shoot the small scout under the clothes line, on this clothes line shoot shorts(#6,#7), then down and to the right of the clothes line find a BP, now go under the clothes line and up the path and drop off to your left to find and shoot shorts(#9), then collect the BP behind the clothes line, find and flatten tent(#9) here also, then head towards the water from here to find tent(#10) behind the changing booth, after you flatten this last tent, use the booth to change into the scout costume and cross the large bridge into "North Shore." In north shore there are no changing booths in the entire area and you changed into your scout costume to cross the bridge unrecognized, everything you must do in this area you must do without the help of your gadgets, not till you get to the "Mayors Villa" area will you find a place to change. Run off the end of the bridge and take an immediate left off the edge to avoid the crows overhead and find a BP on the tiny ledge below, climb back up and go straight ahead from the bridge, down and into the beach area to the left, go up and behind the blue shack up on the left cliff from the beach and find a BP, now slide the nearby stone block off of the cliff to bust open the box below and drop down to collect the BP that was inside, now call max and send him into the small hole in the front door of the blue shack, inside he will spill some paint cans and wind up looking like a skunk, collect the BP in the corner and exit to find the female skunk at the beach, have max woo her over and she will follow him, with the female skunk in tow head max to the left of the path leading back up to the bridge, under the stone arch, and ahead to the fenced-in area guarded by a large scout, walk max and his new girl up to the large scout and watch him run, (now the grinch will easily be able to enter this area when the time comes) switch now back to the grinch and go to the bottom of the hill opposite the one with the blue shack on it, climb up one level and use the branches to swing up to the pink shack where you will first be prompted to play "get back the stolen presents from the ground hog," when you've finished go into the pink shack and find the "Drill" on the table and a BP behind the little wall. This next task is probably one of the hardest and most annoying in the game; go outside the pink shack, step on the "Sonic Scarecrow" and swing across the branches (from the first jump simply hold down the jump button and blip across them all quickly) and off the last one (before the crow returns) to the small and otherwise inaccessible ledge below, collect a BP here and drop down to ground level, find your way back to the beach where you started, go up and behind the blue shack again and drill a hole in boat(#1), now go down on the beach and find the two reels with boats out on the lines and facing the boats jump up to the reel and use your swing ability to reel in the boats(#2) and drill holes in them. Now follow the path that max and the skunk took, to the fenced-in area to find your fourth "Heart of Stone," and drill boats(#4), then reel in and drill boat(#6), on your way out go behind the cabin to find a BP, turn right as you exit and follow the fence to find and drill boats(#7), now standing between the two boats, with your back to the water, look up towards the sun at the green shed

on the hill, go around to the right(ignoring the branches and door on your right)and left up the hill to the green shed, go behind the shed and slide the stone block off the edge to bust open the box below, drop down to find the BP that was inside then go back up to the shed, closer to the van is another stone block, slide it up to the van and use it to get on top of the van to drill boats(#9

). You will now see a short clip prompting you to collect "Sleigh Parts," but not just yet, there's more to be done first. Return now to the computer room to assemble the "Marine Mobile." When you've correctly and completely assembled the marine mobile, return to Who Lake and it will be waiting inside the cave for you. Enter the mobile for a short task(at the moment you need only enter this area to retrieve two copter BP's)and return later for more fun here. Ahead on the right and close to the surface find a BP, then down ahead under the arch find another BP and return to the cave. From this point as you travel you may be prompted to do some things or play some games, you may decline these and follow my straight route or complete them in the order of your choice. Cruise through Who Lake and across the bridge to north shore, go straight ahead towards the green shed, pass it on the right and drop down, enter the door ahead to the "Mayors Villa" area. Once inside stop and look around, ahead is a path with a wall on the left and a stump on the right, turn right and find the changing booth to get out of the scout costume and ready your gadgets, head up the path between the wall and stump, go under the cement overhead and stop when you see the falls to the left, use your egg launcher and zoom in on the unsteady platform left of the falls, shoot the sticks out and the boulder will roll onto a board near you, do a butt drop on the opposite end of the board to catapult up to the villa. At the top equip your jetspring and jump up to the ladder on the right side of the villa's roof, jump to the tree limb behind the roof and send max carefully to the end of the limb for a BP, now continue to the ledge behind the limb and jetspring up to the next level, drop down on the other end to find a way across the falls, once across the falls, down ahead on your left you will find a cave, collect a BP and see the pirate inside, he will offer to give you a hook that you need to "Hook the Mayor's Bed to the Motorboat" if you bring him five scouts scarves. Ignore all else and return to the computer to assemble your "Grinch Copter." With that done go back to the mayors villa area to collect the five scout scarves. As you re-enter the villa area notice the reel attached to a log next to the stump, jump up to the reel and swing to haul up the log, shoot the beehive over the large scout and step on the switch, collect the scarf(#1) at the bottom of the stump when the scout gets knocked away, now drop down towards the water and find a boat hooked to a rope over pulleys and a platform hanging on the other end, jetspring up onto the platform and when the boat raises up send max underneath the boat to collect the "Rope." Now go to the dock in front of and below the villa and run up to the scout and breathe, breathe, breathe till he falls off of the dock, collect scarf(#2)on the dock, now use your copter to reach the way high up platform over the villa, put yourself in a spot that puts the large scout between you and the opening in the fence in the back right corner, breathe on him and from a moderate distance peg him repeatedly with the egg launcher till he falls off through the opening in the fence, collect scarf(#3), now by whatever means you see fit make your way back by the pirates cave, just ahead towards the water find a large scout, repeatedly breathe on him till he falls into the water, collect scarf(#4)on the beach, now on your way back to the falls you should be prompted to quickly follow a large scout, he will fly away, chase him with the copter and when(or if)you get close breathe on him and he will fall to the ground and you can collect scarf(#5), take the scarves to the pirate for the hook. When you've got your hook, go to the bottom of the villa and check to make sure that the boulder is still on the board, if not shoot it down again, go to the changing booth nearby and don your scout costume, butt drop on the opposite end of the board to be catapulted up to the villa, with your scout costume on enter the villa uncontested but be sure to tiptoe in so as not to

wake the mayor, tiptoe up to the end of the bed and "Hook the Mayors Bed to the Motorboat." On your way back to the vacuum tube, see the little scout near the end of the suspension bridge, he will give you his "GPS"(whatever that is/sleigh part)if you can shoot down so many birds in a specified amount of time. Now tiptoe into the cave and into your marine mobile, once in sub world see the area ahead of you as a circular path winding around a small mountain like center and two hidden breakaway walls on each side of the path. Play the tuba fish game as you enter to collect the "Twin end Tuba" for your second sleigh part. After you get your sleigh part, from the entrance to subworld, go first ahead, turning left as to follow a clockwise path around the center but continue left and find the purplish wall ahead, hit this wall head-on at turbo speed to break open, once inside see the trapped part for modifying the marine mobile under a cage on a chain, go to the surface, jump the sub at the target and rush down and collect the first modifying part, from here go back the way you came to the other side of the circular area and find another purplish breakaway wall, go through it like the last one and find a sunken shipwreck, go to the surface and jump at the icicle, it will fall and break open the shipwreck and you can go down and scoop up modifying part(#2), now go to the far end of the mountain like center from the entrance and see a trapped part in the seaweed, turbo bump the sea cow and he will eat the seaweed, collect modifying part(#3), chase the two illuminated bubbles for modifying parts(#4) and the mobile will be modified. Go now to Who Dump main entrance area and head down the path towards the (#10) pipe, hop the fence and immediately use your binoculars to look into the open window and see what is supposed to look like three chess boards, if you picture the house in the middle of the three boards this is the layout of the yard, on each board is a light spot that represents the position to move the chess piece to, for that board, in relation to the house. Move each chess piece to the spot indicated on the corresponding board in the window, when you've done this correctly the garage out back will open and you can collect the tire, your third sleigh part, now go back to Who Forest. Near the vacuum tube in Who Forest get with the tall kid and max will race him for his ski's, your fourth sleigh part, now go back to Whoville. Back in Whoville run towards the christmas tree till you see the trash truck, send max to stand in front of the truck and stop it, switch back to the grinch and run up and shoot eggs into the back of the truck until it drops the other twin end tuba, your fifth and final sleigh part. You should now have all missions(presents not included)complete with the exception of the "Sleigh Ride" and "Neutralizing Santa" and be watching a clip about the sleigh, after the clip go back to the computer room and on the level above to the right of the "750" "Supa Daw" go into the once locked door to find your sleigh, the sleigh ride is pretty self explanatory; follow the other sleigh and pick up all ten presents dropped from it on tiny parachutes, neutralizing santa is also self explanatory; follow santa's sleigh and hit it ten times with the egg launcher. The game is now complete with the exception of the presents, your on your own with that, good luck. Below is a list of things that may solve many Frequently Asked Questions, I hope I have helped many and don't mind hearing "Your Da Man" or the like as I have labored many hours over this at the risk of alienating my girlfriend, but it was fun.

FAQ's

#1)Bugs/Glitches)Many times throughout this game I encountered situations where my zoom in and out didn't work or my gadgets weren't there or I was stuck in place, I had to save often and shut my machine off and restart the game to fix this problem.

#2)Assembling BP's)Before you think that your experiencing a glitch you must understand how to correctly and completely assemble your BP's before you can use them; when your trying to align the BP's use the borders to spot side and corner pieces, start with the "G" box in the lower right corner to build on

and note that you have to also rotate some pieces, there is also a faint smokey "G" in the background of the completed BP that's handy for aligning, also note that until you have correctly aligned all of the pieces and let go of the last one(the little square turns from green to red)the gadget in question is not equipped, when a gadget is equipped you will see a short clip and the gadget will be added to your inventory. Also be careful not to get any one of your blueprints accidentally hidden underneath another or you will think your missing one.

#3)Gadget selection and use)Press and hold the L1 button to view your inventory, left and right directionals w/L1 to select and R1 alone to equip.

#4)Swinging on poles and branches)Adjust your jump/release timing(press jump earlier or later in the swing)to reach branches far and high, press and hold triangle while swinging and the grinch will switch directions at the top of his next swing.

Blue Print Locations

Egg Launcher(4 in whoville)

- 1)On ledge over kid across from the countdown tower.
- 2)On ledge over guard left of city hall.
- 3)Room #5 in the post office.
- 4)After shuffling the mail, inside, left of post office exit.

Binoculars(4 in whoville)

- 1)On roof of post office.
- 2)City hall basement.
- 3)City hall basement.
- 4)City hall basement.

Jetspring(9 in who forest)

- 1)Behind vacuum tube.
- 2)Left side of second cabin.
- 3)Entrance to clearing from main path.
- 4)Behind cabin next to ski lift.
- 5)In the tunnel next to the branches.
- 6)On the ledge up and right of the branches.
- 7)Next to green cabin on cliff.
- 8)Next to pink cabin on cliff.
- 9)Top of huge hollow tree.

Slime Shooter(9 in who forest)

- 1)Inside pink cabin on cliff.
- 2)Inside green cabin on cliff.
- 3)Inside the cabin under the ice wall in the ski lift area.
- 4)Inside the cabin closest to the huge hollow tree.
- 5)Inside the cabin closest to the entrance to the clearing.
- 6)Inside the second cabin.
- 7)Inside the second cabin.
- 8)Inside the second cabin.
- 9)Inside the first cabin.

Octopus Gadget(9 in who dump)

- 1)Inside the cement tube, center of main entrance area.
- 2)Near far end of electric fence, right side of power plant entrance.
- 3)Inside the cement tube in the blue area.
- 4)Behind the grate in the rat room/red area.
- 5)Next to the dump guardians garage.
- 6)Left side of the dump guardians house.
- 7)Inside of dump guardians house, back of room.

- 8) Inside the cement tube in the green area.
- 9) Behind the four steam pipes blocking the path, in the main entrance area.

Marine Mobile (16 in who lake)
(south shore)

- 1) On the suspension bridge.
- 2) Behind the sleeping beast.
- 3) On the ledge under the end of the wire.
- 4) On the roof of the cabin where you get the scout costume.
- 5) Around back of the brown wall that you climb to get to the sleeping beast.
- 6) On top of the large plateau at the waters edge near the suspension bridge.
- 7) Between the large plateau and the nearby clothes line.
- 8) Behind the clothes line near the changing booth.

(north shore)

- 9) On the ledge immediately left and below the bridge to north shore.
- 10) Behind the blue shack where you find the paint cans.
- 11) In the box below the blue shack w/paint cans, push stone block over edge.
- 12) Inside the blue shack w/paint cans, only max can retrieve.
- 13) Behind the little wall in the pink shack.
- 14) On the ledge below the last branch at the sonic scarecrow.
- 15) Behind the blue fenced-in cabin.
- 16) In the box below the green shack, push stone block over edge.

Grinch Copter (16/4 in each level)
Whoville

(countdown tower)

- 1) In the room with the bell picture, only max can retrieve.
- 2) In the countdown clock room.

(city hall)

- 3) In the mayors office.
- 4) In the statue room.

Who Forest

(white mountain ski resort)

- 5) In the cave left of the ski cabin, only max can retrieve.
- 6) To the right of the ski cabin.

(white mountain civic center)

- 7) On the floor of the bat cave encased in crystal.
- 8) On the ledge opposite the beast in the bat cave.

Who Dump

(power plant)

- 9) At the far end of the area when you enter the power plant.
- 10) To the far right of the second electric door that max de-energizes by stepping on the buttons.

(generator bldg)

- 11) Just inside the entrance to the generator bldg encased in crystal.
- 12) Near the button that shuts down generator #3.

Who Lake

(submarine world)

- 13) Near the surface over an arch.
- 14) Under another arch near the other one.

(mayors villa)

- 15) On the end of the limb over the right side of the villa's roof.
- 16) In the entrance to the pirates cave.

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