

Wild 9 FAQ/Walkthrough

by Syonyx

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by *Syonyx*

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GAME INFO

Title: Wild 9
Platform: Sony Playstation
Developer: Shiny
Publisher: Interplay
Release date: 09/30/98 (NA/EU)
02/10/00 (JP)

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- 1. Introduction -

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- 3. Controls -

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There are 3 types of levels: running/platform, jetbike, and freefall. Each has its own controls.

Running/platform levels

L/R: Move left/right. X: Jump
U: Look up. Square: Fire the Rig (see below).
D: Look down. Triangle: Fire secondary weapon.

While hanging from ledges: U, forward, or X: Climb up.
D: Drop down.

To operate levers: D: Grab lever.
L/R: Use lever.
U: Release lever.

To control the beast: L/R: Walk past him to mount automatically.
U: Dismount.
Square: Bite.
Triangle: Roar.
X: Jump.

Jetbike levels

Beast riding levels

L/R: Steer.
X: Accelerate.
Square: Fire missile.

L/R: Steer.
X: Accelerate.

Freefall levels

Direction pad: Move.
Square: Hold to grab enemy. Release to throw him against the wall.
X: Tuck. Fall on top an enemy in this position and you'll ride him.

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- 4. Using the Rig -
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- 4. Using the Rig -

The rig is your primary tool throughout the game. Use it to manipulate enemies, and sometimes crates and boxes, to your advantage. The rig gains power as you collect energy spheres, released from enemies that you kill by slamming them into the ground. Collect enough energy and your rig will max out, turning the beam red, increasing it's strength, the length of the beam, and the time you can hold onto something.

Press and hold square, and hold the direction pad in the direction you want to fire. The beam will latch onto the first target it encounters within its range.

Once you have a hold on your target, press the direction pad in the direction you want to move them. To slam an enemy to death, roll the direction pad left and right with a steady rhythm, hitting them against the ground repeatedly. It takes 4 slams to kill a standard enemy.

To move Wex around while holding up an enemy or object, first get them into a raised position by pressing up or diagonally up-right or up-left. Release the direction pad, then press L/R to move left/right while keeping the enemy/object

in the same position. Take care to keep your button presses clear and precise (i.e. no rolling) to prevent accidentally slamming your cargo into the ground. There are a few areas where you'll need to carry an enemy a fair distance over uneven ground, sometimes making jumps, without destroying the enemy in the process, so practice this when you can. Just remember to watch the Rig meter so you don't drop your load before you're ready.

Using the Rig as a swing

You'll find swing points that you can grab onto with the Rig throughout the game. Simply jump at them and fire, and Wex will swing from the beam. Press left and right to swing back and forth wildly, and up/down to lengthen/shorten the beam, also affecting your swing distance. Press jump at the end of a swing for maximum distance when letting go. If, while swinging, you reach the edge of a platform, Wex will automatically grab onto it. Release the beam to let go at any time.

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- 5. Secondary Weaponry -
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These come in two types: A) Homing Missiles, and B) Grenades. You can only carry one type at a time. If you're carrying one and then pick up the other type, the previous weapons will be left in their place. For example, if you have 7 Missiles, picking up a Grenade will result in you leaving your 7 Missiles behind. You can, however, then use that Grenade, then go back and pick your missiles up again. The only way to increase the number of the weapon type you're carrying is to find more of the same type.

Missiles home in on the closest target and have full-screen range. Grenades are about 3 times as powerful, but bounce down to the ground and take a few seconds to explode, wiping out everything in their blast range. You'll know enemies are in the blast range because they'll run around like chickens with their heads cut off until the Grenade explodes. Use grenades as much as you can because enemies often give up health icons when they get blown up like that.

Use these weapons as often as you can, because you can't carry them between stages, and they're useless against bosses. If you run out, you can get an unlimited supply of Missiles by standing on a Missile generator. These appear as a missile outline in a circle on the floor. Once you step on it, a helicopter will come by in a moment and drop 3 Missiles for you, but only if your inventory is completely empty. You don't have to stand exactly on the trigger while the helicopter is coming in, just in the vicinity.

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- 6. Game Structure -
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You progress planetoid by planetoid in a spiral leading into Karn's homeworld. Most levels are platform/running levels, comprising the core of the game. On each of these, Wex has to find and rescue another member of the Wild 9.

B'Angus

Periodically, a B'Angus Box will appear as you approach certain points. This is essentially an icon of B'Angus's head, which will provide you with a helpful tip

when you touch it. You only have one chance to read it, and it clears as soon as you press any button, so don't be too quick on the controller or you might miss valuable information. B'Angus will also appear at the start of jetbike and freefall levels to give you the controls and objective.

Surviving

You start each level off with a full health meter. Taking hits, through enemy fire, direct contact with enemies, or environmental hazards, slowly decreases your health meter until you die. You can also die instantly by falling into a bottomless hole or water.

You can replenish health by picking up health icons, which appear as red crosses, and come in two types: Heal One, and Heal All. Guess what each one does.

Checkpoints

Throughout each level, a number of checkpoints can be found. Some are directly in your path, others are in slightly out-of-the-way locations. When you activate a checkpoint, you will return there if you die and have lives remaining.

End of stage

Upon completing each platform stage, the game will tally the gears you collected and the kills you made. If you find all 99 gears within a stage, you receive a continue. Similarly, if you kill 100% of the enemies (excluding re-spawning ones, I believe), you also get a continue. A continue lets you re-start from the stage you're on when all your lives run out. However, since you can just save your game and do the same thing by reloading it, continues are kind of pointless. Which is good, since they're also hard to get.

Saving

After each completed level, you will be given the option of saving to a memory card. You can only save using memory card slot 1, and you can only save one file per memory card, using up one block of memory.

Jetbike levels

In these, you race at high speeds, dodging obstacles and trying to take out a single enemy, whose health meter appears on the top right of the screen.

Freefall levels

Here, you fall in a top-down view, and have to take out a number of enemies, one by one. The number remaining appears beside the enemy's health meter, again in the top right of the screen. The stages alternate between sections where you need to grab enemies from the side and throw them into the wall, and sections where you need to grab enemies from above by tucking in and falling on top of them, then riding them into an obstacle. You have to do all this while avoiding obstacles yourself. There are periodically health power-ups that you can try to pick up by falling through them.

an enemy generator, you have to toss 3 enemies into them to break them and get by. Activate the fan with the battery on the right, then ride the wind up, and shoot the Rig up at the top of the ride to catch the swing point. At this point, the normal path takes you to the right, but if you look to the left, you can see a platform with a gear and a ONE-UP. It's a long jump, so make your beam as long as possible, swing like a wild man, and jump left before you're at the top of your swing, because you lose momentum when you're swinging too wildly there. It may take a few tries, but that's fine. (** A special thanks to Alex Atherton for finding this gear for me, it was the only one I was consistently missing) Now going right from the swing point, take the lower path and take out the green men generator, assuming you still have missiles (if you don't take the upper path first), then use the swing point to get up top to the checkpoint. Don't forget to use the fan up here to get the many 9's also.

FOURTH TO FIFTH CHECKPOINT

Continue your journey. At the floor fan, ride the wind up, then down and step out to the right at the bottom, to get the Heal One. Now go up top. When you reach the fans spinning overhead, don't jump into them by any means. You can, however, throw enemies into them. Between the 2nd and 3rd fans, you can carefully jump up to get Missiles. Another checkpoint.

FIFTH TO SIXTH CHECKPOINT:

Now comes the helicopter guard. When he walks toward you with blades spinning, you can't grab him with the Rig. Jump over him and immediately grab him from behind instead. He'll turn into a kind of swing hook, supporting himself in the air while you swing around hanging off of him. First, get the Grenade. Try to blow him up with the grenade. He has to be in the near vicinity when it goes off, but he'll give you a ONE-UP if it works. Another guard will appear to replace him. Get the Missiles you traded for the Grenade, assuming you still had some at that point. Next, get him over to the right, then grab him, so you can swing and jump through the energy barrier.

SIXTH TO SEVENTH CHECKPOINT

Get the Heal All and then take out a couple enemies. Use Missiles if you've got them. Otherwise, you can pick up the first enemy and go back left with him while jumping over the other one's missiles. When you reach the rollers, you have to pick up enemies, carry them over the floor rollers and shove them into the vertical rollers. It takes 3 enemies to destroy the rollers and let you through. If you're having trouble doing this, try picking up the enemies from the left side and pushing them right without banging them into the ground. You can also get one in a raised position then walk right carrying him up like that.

RESCUE

Stick enemies into the vertical fans to shut them off. When you reach Volstagg, hit him with a Rig beam to free him, then go right with him and push the green vehicle out of the way. Volstagg gets the emergency teleporter, and you get a jetbike to finish the level.

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ii. Gulag

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TYPE: Platform

RESCUE: Nitro

ENEMIES: Slow missile launchers

Strategy: There's a delay between the time they fire and the time the missile starts propelling, so wait for it before you jump over the missile and take out the enemy. If you're close, you can duck under it as well.

START TO FIRST CHECKPOINT

Kick open the doors and use the swing point to get the 9's. Kill the first spawned enemy you see, because another one is waiting just ahead, and it's easier to handle just one at a time. B'Angus tells you how to destroy the flame spout. It's slightly tricky to throw the enemies into it right. There'll be a flash of fire if you hit it right. Otherwise, you'll either just set the enemy on fire, or cause him to plug the fire hole for a moment. Regardless, there's an easier way: After the enemy generator, there's a red helicopter hovering. Use it as a swing point to reach the upper level, where you'll get Missiles and some 9's that lead to the checkpoint, past the flame spout.

FIRST TO SECOND CHECKPOINT

At the fan, to get the upper 9's in the wind stream, you'll have to enter the wind from the bottom. On the ground where the fan starts, go left and push the enemy into the green gas. Wait for the gas to stop for a moment, then go through to the Grenade. Now go to the right of the fan along the ground again (you have to step out of the wind stream) and go down one more level. Jump over the fire pit, take out the bad guy there and get the goodies. Now ride the fan up to the right, going through the energy barrier. Use the swing point to reach the platform with the key block, and drop that into the slot by the door to open it. You can jump over the spike pits, but toss an enemy in there just to see. To kill the enemies, you have to take them back out by standing at the edge of the pit and firing the Rig down. Use the helicopter swing point to get across the larger pit. Through the energy barrier, blow up the green man generator and continue to the checkpoint.

SECOND TO THIRD CHECKPOINT

Get the enemy from the generator and drop him onto the spikes, allowing you to cross. Repeat with the enemies from the next generator, creating a series of living stepping stones. Just remember to pick them back up and slam them if you want 100% kills. Past the energy barrier, drop down and kill the enemy. Smash the crate, and get the 9's and Heal One at the left end of this pit. Climb back up to the right, then jump and hook onto the swing point to get across the top. Proceed left to the next checkpoint.

THIRD TO FOURTH CHECKPOINT

Drop down and go right, killing the enemies as soon as you reach them. Blow up the green man generator and get the key box behind it. You can jump off of it to get the health icon. Carry that back left and open the door. Continue along the path, eventually dropping down along a tall column of 9's. Go left on the ground until you reach a high-low split section. Go up and get an enemy, then carry him down to the lower level and drop him on the spikes. Cross over, then past the green gas, to get the key. Go back, leave the key on the right side of the spike pit, and go up top again. Slam three enemies into the flame spout to destroy it, letting you reach the checkpoint.

FOURTH TO FIFTH CHECKPOINT

Take the key block right and open the door. Blast Nitro's cage with 2 Missiles to free him. Pick him up with the Rig and carry him right, leaving him in front of the blast doors. Basically, whenever you move him and drop him somewhere, he'll then explode. It works great on groups of enemies, too. After the first such group, the path will split high/low. Leave Nitro there and take the low path, collecting a series of 9's and reaching a checkpoint.

RESCUE

Go back and get Nitro up to the top platform. One good way to do this is to stand on his right, grab him, then jump and swing him over you to the upper platform. Carry him past the flame spouts, taking care not to drop him through the gaps, or else you'll have to circle around again. Be especially careful

jumping over the gap where the platform is slightly raised on the far side. If you can, carry Nitro diagonally in front of you, and just jump across when the fire dissipates for a moment. Keep him in front of you to take out the final enemies, and you're home free.

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iii. Light Armada
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TYPE: Jetbike
ENEMY: Scout ship

Hold X to accelerate most of the time or he'll get away. Dodge the rockets, because they hurt you. You can use the rocks on the ground as ramps for a little jump, which really doesn't help you in any concrete way. Fire missiles when he's lined up well in front of you. If you're really close, you may want to fall back slightly so that you have room to steer the missile into him. He'll sometimes run into the rockets on his own, helping you out a little. All in all this is a pretty simple level.

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iv. Craterscape
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TYPE: Platform
RESCUE: Pokkit
ENEMIES: 1. Head batters

Strategy: Just jump over their heads when they hit them at you.

2. Green man shooters

Strategy: Secondary weapons are good. In trying to grab them with the Rig, often you'll grab one of the little guys they shoot at you. Drop them and go for the main course again. Don't get too close, or he'll send you flying with a punch. The easy way is to let them shoot 2 green men, one from each arm, then grab the big guy as he walks forward. Release 5 energy orbs and 2 green men when you slam them to death.

3. Gas walkers

Strategy: They shoot gas for a short distance, less than the reach of your Rig. One slam and they're done, except that they release one green man.

START TO FIRST CHECKPOINT

This level rocks around a lot, sometimes affecting your jumps slightly. Go right and jump up to the bridge. Behind the concrete column in the foreground, jump up for a ONE-UP. Take out the first two enemies. The third is past a hole in the floor. Jump over the hole and the head it hits at you, and Rig it into the electric wires behind it. Now drop through the hole and get the enemy on the right below. Get the two 9's and the Missiles, then jump back up through the hole. When the left side of the screen has rocked up, jump over the hole from the left side and grab onto the swing point above it. Use this to get up to the left. You'll encounter 2 green man shooters up here. After the second, grab onto the next swing point off to the left, and go up to the platform on the right. Cross to the next platform, then the third, where a gas walker awaits. Get all the 9's up here and go back down. Jump over the hole and the two electric wires, then across two flame pits. When you reach the vertical wind tunnel, go past it to the right and down to the checkpoint.

FIRST TO SECOND CHECKPOINT

Jump up the wind tunnel. Get the Grenade and use it on the green man shooter

above. Go back and get your Missiles back if you traded them for the Grenade in the first place. Go right. When the path drops down slightly, wait for the safe to slide over to you and jump onto it. From the middle of the area it slides back and forth across as the screen rocks, jump and grab the swing point. Use it to get to the left upper platform. Kill the head batter. To get the 9's beside the spawning machine, jump on top of the machine while it's down making a new guy, then jump to the 9's from there. Go back right and jump up to the even higher platform. Get the 9's up there and drop back to the ground off the other side. Watch out for the big concrete roller. You need to jump on top of it to get the middle 9 above, so get on it at either end and then ride it like you're log rolling (i.e. run in the opposite direction that it's rolling) until you reach the middle then jump up. On the right, kill the head batter on the bottom level, then the green man shooter upstairs, though he's a little trickier. You may want to use missiles on him. Regardless, continue right. When you reach 2 levels again, go along the bottom and kill the enemies there, then up to the top and back left. Use the swing point above to reach the next road and checkpoint.

SECOND TO THIRD CHECKPOINT

Ahead, kill the first head batter and advance before a new one is generated. Grab the next enemy ahead and wait for the flaming car to slide toward you, then slam your guy into it. Get another from the generator and hit the car again. Watch your rig meter while waiting for the car to show up. Two solid hits will put out the fires. This is one spot I got really stuck the first time I played, because I didn't figure out that you could extinguish the flames, and just kept trying to jump over them, without success. Anyway, ride the car and jump up half-way across the road to get a Heal One. At the left end, jump up to the pathway. Go under the electric wires. Kill the guy and get the 9's behind the cabling. Jump up through the hole and back right over the wires to get a missile and more 9's. Go left. After the enemy generator, you'll find a neon sign. Grab an enemy and slam him into the sign to knock it over. If he's just electrocuted and the sign doesn't move, you didn't really hit it. Past the sign is a checkpoint.

THIRD TO FOURTH CHECKPOINT

There's a swing point above you. Use it to get to the Heal One and drop down the other side of the column.

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/ BOSS FIGHT: DEVASTATOR \
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| This fight consists of three repeating steps: |
| 1) The big guy will swing his right arm back and pause for |
| a moment before sweeping it across the screen. Duck |
| when he does this. |
| 2) He will then shoot a small barrage of mines at you. |
| The first three will come one at a time, each aimed at |
| where you're standing at the moment. Just run to either |
| side to avoid these. They will blow up on their own. |
| 3) He then shoots three at once. Try to move between two |
| of them as they come down. One of the three will not |
| have spikes coming out of it. The other two will blow |
| up on their own. Pick up the third with the rig and get |
| ready. When he tries to smash you with his fist, bring |
| the mine up to hit his hand, causing him damage. You |
| can just wait with the mine raised above you for the |
| same effect. In the even that you miss, you can still |
| hit his hand when he sweeps it across the screen. |
| Repeat this three times to destroy his hand, driving him off |
| for now. In the event that he uses different hands to try to |
| to strike you, hitting either hand 3 times will do it. |
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*** There may be a small graphical glitch after this. If you get flattened by the arm you just blew off, Wex now appears permanently squished. He plays the same, though, so deal with it for the time being. The problem will correct itself once you take a hit somewhere.

Jump onto the busted arm and ride it to the left, jumping up to the continuing pathway. Take the wind tunnel up, take out the baddies, etc. Above the head batter, there's a swing point. Take it to get way up to the right. There, a new style of trap awaits you. Push the statue right until it clears the wall behind you. The gunner ship with the laser sights will shoot the crap out of it then leave. Just stay behind the wall and you'll be fine. Push the remaining part of the statue along and jump off it to get the 9's. At the right end, jump over the flames and up again. Destroy the first enemy, then grab the re-spawning one and drop him through the gap just ahead to get rid of the gunner ship. Go down there and jump carefully over the hole and wires at once to reach 4 9's. Jump back and go down the hole for a health icon and a Grenade. Remember to jump back up to the right side of the hole. Get another head batter and jump over the gap with him to take out another gunner ship. Continue along over the electric wires and take out the green man shooter. Drop below but watch out for the roller. When the roller goes right, get the Heal One under the ledge on the left. Jump onto the roller on the right and jump up to the checkpoint.

FOURTH TO FIFTH CHECKPOINT

Smash a head batter into the road sign to knock it over. Don't jump onto it until it finishes sparking and you get a new message from it. Get two more enemies from the regenerator, one at a time, and carry them right, over the columns and smash them into the flaming car to put it out. Ride the car right and jump up on the other side. From there, jump up and left to the next pathway, where the checkpoint awaits.

FIFTH TO SIXTH CHECKPOINT

Jump left and take out the head batters on both levels. From the top, do a long jump to the right to reach the upper level there. Take out the head batter and jump up from where he was to get the ONE-UP. Go back left. Don't forget to get the Heal All from the lower level before continuing left up top. Grab a head batter at the enemy generator and push him in front of the gunner ship. Go across and take out the green man shooter, then jump over the electric wires and up. Take out the green man shooter here, then climb up again and get one more. Go right along the top here to the next checkpoint.

SIXTH TO SEVENTH CHECKPOINT

Go back left and jump off the edge, skipping the swing point for now. Instead, go down to the enemy generator, grab one guy and take him right in front of the gunner ship, so you can get the ONE-UP it's protecting. Go back to the enemy generator, and jump off the top of it while it's down to reach the Heal All icon above. Now pick up a guy and carry him far over to the right. Leave him there alive and run back past the generator. Jump over the fire and the wires to the 9's, then go back. If you didn't carry the enemy far away, another would be here waiting to knock you into the fire, which isn't something you want, trust me. Now you can go back to that swing point, swing to the second swing point, then over to the checkpoint.

SEVENTH TO EIGHTH CHECKPOINT

Go left, collecting the 9's, and jump over the fire pits. At the end of the path, there's a swing point above that lets you reach the top of the column. On your way down the other side, don't worry if you miss the 9's, you can get them shortly.

/ BOSS FIGHT: DEVASTATOR'S REVENGE \

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| This fight is practically identical to the last one. Use the |
| exact same strategy. It'll take 2 hits to take out his |
| remaining arm, then he starts using his head, bringing it down |
| and spitting green gas while moving across the screen. Stand |
| to the side holding the mine and smack him in the head when it |
| it comes down. Three hits on his noggin' and it's all over. |
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Ride the robot head. On the right, you can get any remaining 9's, and on the left, exit this arena and trigger the checkpoint.

RESCUE

Jump down, picking up the Heal All on the way. Pokkit awaits below. He'll climb onto your back and produce a machine gun for you. Use Triangle to fire the machine gun, which will wipe out everything in your path. Go left and push the statue over to climb up. Cross the walkways shooting everyone. On the last stretch, there are head batters you can't reach above you. Just shoot upwards and you'll take them out through the floor. Ahead, grab the last 9 and shoot the sign. Wait for it to stop sparking and cross to the exit.

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v. Outpost Anom
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TYPE: Freefall
ENEMIES: Falling Troopers

Read the directions B'Angus gives you and get started. Usually, when the tunnel has obstacles sticking out of the walls that you can fall into, those are the times to tuck in and fall on top of an enemy, then ride him into an obstacle to damage him. In these areas, try to keep yourself away from the walls so you don't hit things on the way down without an enemy to shield you. When there aren't obstacles in the tunnel, and the enemy seems to be on the same plane as you, then grab him and throw him into the walls. There are health icons throughout, but they're tough to get on purpose because you go by them so fast, and you shouldn't need many anyway. The only slightly riskier area comes after a long stretch of empty green tunnel. You'll encounter a number of beams stretching across the tunnel at different angles. Concentrate more on dodging them than on getting the enemy at this point.

The enemy icon in the top right of the screen shows two things: the health bar of the current enemy, and the number of enemies still to come (number to the left of the health meter). You only encounter one at a time, and after the last one, Wex will parachute to safety.

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vi. Quagmire Run
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TYPE: Jetbike
ENEMY: Ramzig the Bounty Hunter

Shoot a missile right off the bat because he starts off directly ahead of you. Be careful to dodge trees, especially when you go off-course to look for missiles. Ramzig doesn't veer around too much, so you can get some long-distance missile shots to connect fairly easily. 5-6 missiles will put an end to his bounty-hunting days.

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vii. Drench

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TYPE: Platform

RESCUE: Henry, the Aquatic Biped

ENEMIES: 1. Swamp troopers

Strategy: Jump over their spears and grab them with the Rig.

2. Pterodactyl guards

Strategy: They stay stationary until you're close enough, then swoop down toward you and up the other side. Jump at them while firing to grab them with the Rig, or just jump over them while they're swooping and get them while they're on the other side. If you force them out of their programmed range, they fly into the background, where you can't touch them, and back to their original spot.

3. Stilt walkers

Strategy: Stay out of range until they fire a burst of green men, then have Henry swim underneath them and jump up into them to painfully eliminate them.

START TO FIRST CHECKPOINT

At the third B'Angus Box, where he tells you about the killer tree, go up to the left to reach some Missiles. Grab the first swing point and go to the upper level on the right. Blast the green man generator above with Missiles, and go right along the top to find a 9 and a Grenade. Drop back down to ground level. Grab the enemy and carry him right to the water, then drop him in. Use him as a stepping stone to get the Missiles and reach the other side. Get a trooper from the enemy generator and put him in front of the killer tree, then cross freely while it's eating him. Jump to the checkpoint. It's on a safe spot, though it blends in with the color of the water.

FIRST TO SECOND CHECKPOINT

Jump over the 9 above the water and grab the trooper, then drop him in the water to get the 9. Continue right and jump to the next platform. You may want to missile the enemy there first, or he's likely to push you back into the swamp water. Alternately, you can jump across as soon as he throws a spear, climb up and grab him immediately with the Rig, then drop him into the water on the far side, letting you get the ONE-UP there. Grab the swing point from the platform and go up to the left. Kill the trooper and shoot the green man generator, then jump past it to a high ledge with a hidden 9 on it. Go back to the right and jump up to the rail over the platform. Go right and climb up to the next rail to get a Heal All, then go back down and right to the checkpoint.

SECOND TO THIRD CHECKPOINT

Ahead, you'll meet your first Pterodactyl. Take him out then jump to grab the 9's you see ahead and below. Drop under the rail you land on and do a long jump left across the gap. Grab the swing point to the left of the rock you're on, and swing to the ONE-UP, then return. Continue right and blow up the green man generator. There's a Grenade above you here. Below, you can use a swing point to get a 9 to the left. Ahead, get a swamp trooper from the generator and carry him back left, down, then right, and drop him anywhere in the water to jump across to the checkpoint, picking up two 9's in the process.

THIRD TO FOURTH CHECKPOINT

Use the swing point ahead to cross over the water. Grab the first enemy, take him back and drop him into the water below the ONE-UP, which you can then collect by standing on his bloated corpse. Continue right, up, and left. Destroy the trooper there then jump to a decaying platform above to get a Heal

One. It's not over yet, though: from here, jump right and grab the slightly-hidden swing point, then swing madly to reach the ONE-UP to the right. Go left and activate the checkpoint.

FOURTH TO FIFTH CHECKPOINT

Go left to encounter a pterodactyl. Carefully grab him and smash him, then drop down twice collecting the 9's along the way. Ahead, there's another pterodactyl just past the hole in the floor. Stay on this side of the hole and let him come to you. Drop down the hole when it's safe and get the Heal All and Missiles below, then climb back up. Continue left and kill one trooper, then activate the checkpoint.

FIFTH TO SIXTH CHECKPOINT

Ahead, grab an enemy and carry him forward into the killer tree. Immediately past the tree, jump up to the narrow metal ledge, then jump left to the Missiles and more 9's. Follow the path up here for more goodies, including a ONE-UP. You'll drop back down beside the killer tree; grab another enemy to get past it again. Ahead, grab the next enemy and drop him into the water just past him to get the 9 there. You can get the trooper above by jumping up and shooting the Rig while he's at the edge of the platform. Keep going left. Under the next platform, there's a swing point that lets you cross to a ONE-UP, but you have to use a missile to shoot the swamp trooper guarding it across the gap or he'll knock you into the water. Fire your missile from the very edge of the rock to hit him. Take the platform above to reach 2 pterodactyls. There are swing points above them, and they're the only way to proceed. Jump left from the first one and grab the second, then jump left again to reach the path. Go all the way left to reach the checkpoint.

SIXTH TO SEVENTH CHECKPOINT

Go back right and drop down to the 9's. You can't climb back up here again. Go right through the tunnel. Watch out for the swamp trooper just out the other side. Quickly jump over his spear then get him. You can climb onto the metal pipes pouring out swamp water to reach items above. Blow up the green man generator at the end of the path and grab onto the swing point it was hiding. This will take you to the next checkpoint.

SEVENTH TO EIGHTH CHECKPOINT

If you need the Heal One, just jump across the gap. Otherwise, you can take the high road across. Past the swamp trooper generator, there's a pterodactyl. Kill it, then grab a trooper and carry him right into the killer tree. Jump over it while it's feasting and reach the checkpoint. Sometimes I don't know why they bother putting them in this close to each other.

EIGHTH TO NINTH CHECKPOINT

Take out the pterodactyl ahead, then use the swing point overhead to reach the upper left platform. Don't touch the gear crate yet. Jump off of it instead to reach the ONE-UP above, then go back and smash open the crate. Back on the ground, go right and swing across the gap to get the 9's there. Jump to the upper platform. There's a Grenade on the rail above you. There's another pterodactyl at the end of the platform. Below, grab the trooper and drop him into the water on the left to reach the 9 there. Go right, kill another pterodactyl and trooper, and use the swing point above to reach the platform on the right, where yet another pterodactyl awaits. Drop off the platform and go down to the left. When you see the next B'Angus Box, go left under the platform instead to reach a hidden checkpoint. In between the two columns you pass behind, jump up to get a ONE-UP.

RESCUE (Ninth to Twelfth Checkpoint)

Use the lever to open the gates past Henry, then jump on his back. Notice the spikes on his back? Notice that you pass between the stilt walkers' legs? Jump

up when underneath them to give them an emergency vasectomy, effectively removing them from the picture. Jump up when you reach land, and use the Rig to move Henry to the next section of water. On the first dry land, jump up and grab the swing point to get the Heal One. On the next segment, grab the swing point above Henry and go up to the left. Go up left again using another swing point above the end of the platform, then up to the right and across the top. Break open the gear crate and jump off the right edge of the platform. Take out the troopers, get the stuff here, and go left to the lever. Use it to open the gates below, then drop down and pick up Henry again. Ride him along the waterways, castrating the stilt walkers, until you reach the emergency teleporter. The last checkpoint lies just ahead.

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/ BOSS FIGHT: SWAMP MASTER \
/
| 1. This guy starts out on stilts. When he gets close enough |
| to you, he launches 3 bombs at you. Pick up any of them with |
| the Rig. If it comes into contact with anything, it'll blow |
| up, so try to make that something the boss, while dodging the |
| other bombs. One way is to back away when he fires the bombs, |
| grab the closest, walk it into the second, then pick up the |
| third and whack it into the big guy. After 4 hits, he'll fall |
| off his stilts. |
| |
| 2. On the ground, he can jump into either of the red portions |
| of the walkway, creating a hole. Wait for him to come back |
| up, at which point he'll start shooting bombs as before. |
| He will also try to spear you with his tongue if you get too |
| close, so don't. Just get close enough to get him to shoot |
| bombs at you, then pick one up and smack him with it. Two |
| more hits ought to do the trick. |
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Once you kill the boss, he yields the key that lets you proceed. Beyond, you get the last 9, and if you follow the path you'll eventually reach the jetbike.

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viii. Beast Engine
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TYPE: Platform

RESCUE: MacSheen

ENEMIES: 1. Grenadiers

Strategy: They throw spiky grenades in close, high arc. The grenades then bounce for a moment before exploding. They also explode on contact with you. Either wait for the grenades to come down and jump over them, or, if you're close enough to the enemy, walk under it as it gets lobbed up and grab the enemy with the Rig.

2. Gas walkers

Strategy: One slam and they're dead, but they release a green man. Also shoot gas at you if they get close, so grab them before they do.

START TO FIRST CHECKPOINT

Go right and drop off the end of the path. Go left underneath to get a 9, then go right and grab onto the swing point above to get some Missiles and other stuff. Take out the first enemy with a Missile, then the next with the usual methods. No go up to the right upper platform and work the lever to open the electric fence. When you reach the transparent red tunnel, jump on top of it to

reach the platform above to the left, where the first checkpoint awaits.

FIRST TO SECOND CHECKPOINT

Jump left from the checkpoint to get the Missiles and 9 that are high off the ground. Continue right, jumping off the red tunnel to get the icon there. When you reach a gap in the path, first use the swing point to get the Grenades. Drop one into the gap to take out the grenadiers down there, then go down yourself. On the left, get the 9's up near the ceiling. On the right, there's a Heal All and more stuff beyond. Use the swing point below the gap to get back up when you're done here. Above, remember to get your Missiles back, then take the path to the right a few steps. Jump on top of the rock bridge to reach a ONE-UP. Continue along until you drop to the steaming ground, then go left from there. Climb up to the first upper platform, ideally from the left side to avoid the grenadier up there. There's an enemy generator here, which you can jump off of to reach a Grenade above. Up to the right, there's a checkpoint.

SECOND TO THIRD CHECKPOINT

Continue left, jumping off the tops of the red tunnels to reach stuff there. You may want to be liberal in using Missiles, and Grenades when you get them, to take out the many grenadiers. At the next blue platform with a gas walker on it, climb up and take out the grenadier above to the right. Go up there, smash open the gear crate, and jump far right to the Missiles. Continue left. When the path ends along the ground, jump up to the red tunnel and then to the read platform to the left. Grab the swing point above it and do a long swing until you grab the ledge on the left. Pull up to the right and take out the bad guys. Jump to the next upper platform and trigger the checkpoint. Get the Grenade while you're up here too, but remember to come back for your Missiles once you use it.

THIRD TO FOURTH CHECKPOINT

Drop off the right edge of the blue platform you're on and go left again along the normal path. Drop off the red platform and go left. Take out the enemies and climb up onto the red tunnel, then up further to the checkpoint. Jump off the left end of the platform to get the goodies then continue right.

FOURTH TO FIFTH CHECKPOINT

Around the next enemy you encounter, climb up onto the narrow rock bridge to reach a 9 and a Heal One. Climb up to the lever and pull it to deactivate the electric barriers, then drop onto the beast for some good times.

Notes on using the beast: You can still get hurt by enemies while riding the beast. His bite attack will take them out immediately, and his roar will make a suspicious yellow puddle appear beneath enemies in range. They will then melt out of fear. You cannot pick up any pickups (?) while riding, nor activate checkpoint, so dismount to do these things.

Drop down through the gap in the walkway and destroy all of the enemies below. On the right end, there's a red pod with something inside (as it turns out, this is MacSheen, but he sure looks crappy. I think the idea is that parts of him are in each pod, but it's hard to tell). YOU HAVE TO EAT THIS POD, AND ALL OTHERS YOU ENCOUNTER (there are 3 in all). Otherwise, there will come a point where you can't continue and have to annoyingly backtrack. Jump back up top and dismount, then have Wex grab the swing point off the left upper platform. Swing wide to get the goodies, and jump off the right end of your swing to get that last 9. Continue on the beast to the right. Past the enemy generator, dismount and swing from the swing point to get all of the 9's. Climb back aboard your mount and drop down to the right. Continue killing the enemies, dismounting and collecting the goodies. Don't miss the gear crate on the right after the red tunnel. When you reach the electric barrier, dismount, and have Wex go left and up, over and right to the checkpoint.

FIFTH TO SIXTH CHECKPOINT

Go get your beast and continue to the right. Drop down to the red walkway and go left. Dismount and get the four 9's, then jump up to the next red walkway above you. Jump up again to the right, and get to the platform above you where a red pod waits to be eaten. Go back down and across the gap to the left, then drop to the steaming green pathway. Don't miss the 9 on the short platform above. At the electric barrier, dismount and move Wex on top of the red tunnel behind you. Jump to the swing point and use it to reach the platform above the barriers. Drop off the other side, kill the grenadier, and pull the switch. Get your beast again and proceed. Jump over to the next checkpoint.

SIXTH TO SEVENTH CHECKPOINT

Continue left along the ground. Note the red pathway that cuts into yours diagonally from above. Leave it for now and keep advancing. You reach a point where the beast can't fit. Dismount, break open the crate, and move Wex through the hole. Kill the enemy on the other side and move past the generator to the fans. Step gently off the edge to reach the low 9, then continue floating around to the left. Use missiles to destroy the enemies caught in the wind. If you fire while you're diagonally below them, the missiles will zoom up to hit them. Keep going until you drop off a ledge, completing the circle, then go right back to your beast. Go back and jump up to the red platform now. Most of the way across it, have Wex jump off the stone bridge to reach the ONE-UP. Continue right and drop off the red platform. Now go left underneath the platform, down, right, down and left, then eat the red pod. Go back up and go right until you reach the electric barriers. Dismount, climb up left then right, and pull the lever. Jump up to the left again to reach the checkpoint.

RESCUE

Go back to your beast and through the deactivated barrier. Have Wex jump off the top of the red tunnel to reach the swing point and get the goodies up there. Take the beast further right to the swirl. If you've eaten all 3 red pods, he'll cough up your buddy, MacSheen. Now, climb up to the lever before the electric barriers. Pull it, and it'll break. MacSheen then uses his transformation abilities to solve your problem. Pull the new lever, and MacSheen will be rescued. Take the beast through the deactivated barrier, kill the last couple of grenadiers, and walk onto the purple web, which will break, ending the stage.

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ix. Beast Ride

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TYPE: Beast riding (duh!)

ENEMY: Colonel Kragg

Three things can hurt you here: Standing cacti, fallen cacti (which the colonel has cut down), and tumbleweeds. The latter two can be jumped over. Keep holding the accelerate button or you'll never reach the colonel. When you get close, he starts doing spin attacks, taking out cacti around him to make obstacles. Stay a very short distance away while he spins and yells, then move in from the side immediately after to take a bite. 5 bites will put him out of commission.

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x. Crystal Mines

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TYPE: Platform

RESCUE: Crystal

ENEMIES: 1. Big bruisers

Strategy: The Rig can't touch 'em. Use either 3 missiles, 1 grenade, or a giant waffle iron to destroy them.

2. Gas blowers

Strategy: Their attack range is limited, so feel free to walk up and grab them with the Rig with impunity. They do sometimes lie in wait along the sides of the path. Walk past them to get them to jump up, then grab them and have your way with them.

START

At the first B'Angus Box, go left into the short tunnel for a couple of 9's. Go right until you reach the lever. Work it, and press square to flatten the enemy in the background. Go right, up and left until you reach the Missiles. With them in hand, go back to the first big bruiser that you skipped before you reached the lever. Jump and fire 3 missiles to get rid of him, then climb up to his platform to get the ONE-UP behind him. Now go back down and continue following the path. Take the low road to reach a Grenade, then go back and take the high road to reach a lever and a gas blower. Work the lever and move the platform 2-3 spaces to the left, then go back, up, and jump across the platform to reach the checkpoint.

FIRST TO SECOND CHECKPOINT

Go right and jump up to the higher platform when you reach it. Grab an enemy and carry him to the right, placing him under the crusher to hold it up. Run past, and jump up to the pipes connected to the crusher for some 9's. At the next lever, move the platform under the enemy generator. When you have an enemy, move it back to the right. Go down and pick him up, then place him under the crusher to get by. Get the stuff over the pipes again. Continue and jump up to the platform with the checkpoint.

SECOND TO THIRD CHECKPOINT

Drop off the right side and go left along the ground to get some 9's. Go back past the gas blower and destroy him. Next, you'll find Crystal waiting below. Once you reach her she starts moving. Go into the tunnel to her left for a ONE-UP before you follow her. When she stops, go left and follow the path until you reach a lever. Grab it to turn on the light, and pull the lever to move the light, which turns off as soon as you release the lever. Rejoin her and jump up to the next lever. Get Crystal to the door and she will kick it open for you, letting you reach the next checkpoint.

THIRD TO FOURTH CHECKPOINT

Take the high road when you reach it and jump to the lever. Use it to smash both big bruisers who are blocking Crystal's path. Go down when they're dead and get the goodies down there, then continue to the right. Jump up to the rail, kill the enemy and climb to the next lever. Use it to get Crystal across the dark gap and through to the next checkpoint.

FOURTH TO FIFTH CHECKPOINT

Once you drop down, go left (as the pointing finger indicates) and follow the path. Jump the long gap to the lever, and quickly move the platform all of the way to the left (you can move it continuously by holding L). As soon as Crystal falls onto it, move it all the way to the right, release the lever and go right yourself. Climb up to the moving platform and grab the 9 above it before following Crystal to the right. Wipe out the enemies in the way and climb up to the walkway above to the next lever. Move the platforms so that Crystal will fall onto the left one, then hold R so that she walks onto the right platform. As soon as she does, hold L to lift that platform to the top, letting her reach the upper walkway and open the pair of doors up there, revealing some 9's and a checkpoint. Release the lever and go join her there.

normal missiles. Find Homing Missiles if you can, and otherwise hope that he runs into stalagmites himself. Don't be afraid to let up on the accelerator if it's getting too hairy. It'll take 5-6 hits to wipe him out, including times that he runs himself into obstacles.

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xiii. Palace Karn
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TYPE: Platform

RESCUE: None

ENEMIES: 1. Elite guards

Strategy: These guys have 2 attacks: a missile launch that leaves a gas trail, and a rocket barrage. You can't jump over the missiles because you'll land in the gas and still get hurt, so duck under them after they fire and shoot the Rig from a crouching position. For the rockets, they shoot 3 up in the air that come down in 3 different places in front of the guard. If you're close enough, run under the rockets and grab the guard from up close. If not, stay back and try to move in again after the rockets fall.

2. Green man shooter

Strategy: Again, he shoots one green man from each arm, then starts to walk towards you if you're close enough. Jump over each of the green men then grab him and slam him. Watch out for the 2 green men he releases upon getting killed.

START

Go right and grab the first enemy from the generator. Jump with him to the small platform ahead, and drop him onto the next spiky platform. This weight-activated lever lifts the first platform higher. Jump to it, then up to the right (it looks like it's too far, but it's not). Kill the enemy up there and get the ONE-UP, then drop back to the ground. Continue to the right. Anywhere that you see the red "danger" signs pointing down, there's nothing below but deadly green goo. Where there is no such sign, it's safe to drop down. So jump over the first gap with the signs, and drop the edge at the next drop-off, where there are no such signs. Below, wait for the moving swing point to come down to you along the conveyor belt and grab it with the Rig. Ride it up to the top, then swing right and jump to the next swing point. Getting the Rig Energy power-up lets you hang on longer. Once you have the 9's up here, swing back left and drop down. Jump right and take out the guard, then advance to the enemy generator. Pick up a guard and carry him right, past the Missile Generator, and drop him on the spiked platform as before. Stay on the ground and go all the way to the right, kill a guard and get both Missile icons, then come back and climb up the platform. Up top, blow up the green man generator and walk off the edge of the platform. On the ground, go left to get a guard at the generator and carry him back to the right. Under the large gears, drop your guy for a moment to restore your Rig energy, then pick him back up and swing him into the gears. You can now swing from his body as it is carried through the gears. Ride him up to the top and jump right to the platform, where the first checkpoint awaits.

FIRST TO SECOND CHECKPOINT

Go right, staying on the top level. Kill the green man shooter, then jump and grab the swing point. Swing and jump to the far side. There's a green man generator past the far end of this platform, and a Missile Generator above you if you need some. Jump across to the green platform, and again to the next one where there are a bunch of 9's. Go back the way you came along the top all the way to the left. When you drop down to the next level, jump on top of the green rock barrier on your left to reach a Heal One. Now go right again. There's a

small gap in the pathway with two 9's hanging below it. To reach them, jump across the gap. You'll bang your head on the ceiling and end up hanging from the far edge of the gap, collecting the 9 in the process. Repeat for the other side and continue onward. When you drop to the ground, go left to the enemy generator. Past it, you can jump to another small rock with two 9's. Grab an enemy and carry him to the right. At the far end of the green floor, drop him onto the spikes to stretch him out to painful proportions, creating a bridge for yourself to cross. Repeat this move on the other side. Ahead, climb to the upper platform, kill a guard and activate the checkpoint.

SECOND TO THIRD CHECKPOINT

Go back to ground level and continue to the right. Past the energy barrier, pick up an enemy from the generator. Carry him far to the right. When you reach the slanted platform overhead, let him go and restore your Rig power a bit. Now grab him again from the left, jump up and swing him over you and up onto the upper platform while you're in mid-air. He'll have to be far enough back from the edge for you to climb up. Do so, then pick him up again and thrust him overhead into the gears. Ride him along the gears as before, collecting the Rig Energy along the way. At the end, pick up the battery block and carry it down to the ground. Bring it up to the slanted platform the same way as you did the enemy, and drop it into its slot on the left. Ride the wind tunnel all the way to the top and grab the swing point. Do a short swing and jump left to land on top of the energy barrier. From there, jump to the ONE-UP and the other stuff on the way down. Activate the checkpoint here.

THIRD TO FOURTH CHECKPOINT

Jump back into the wind and to the platform on the right. Take out the guard and jump to the swing point past the platform. Swing to the far right swing point. If you need Missiles, swing from here to the upper middle swing point and up to the left platform with the Missile Generator. Swing back from swing point to swing point to get to the platform on the right and continue to the green man generator. Blow it up and jump off the far end to collect the 9's and more Missiles. Follow the path down the stairs and blow up the green man generator at the bottom. Keep following the path. At the enemy generator, drop a guard onto the stretcher once more to create a bridge. Advance, get the Heal One at the end and grab the moving swing point when it comes down to you. Swing around to get the 9's and Rig Energy as you go up, then swing and jump to the left at the top. Advance to the next checkpoint.

FOURTH TO FIFTH CHECKPOINT

Grab the first enemy and carry him to the right. At the edge of the platform, let him go to recharge your Rig, then pick him up again and swing him into the gears overhead. Go for a long ride. Be sure to pick up the Rig Energy icons along the way. To get the pickups, don't just swing wildly. Rather, wait until you're nearby and do a neat swing into them. At the end of the gears, drop to the next checkpoint.

FIFTH TO SIXTH CHECKPOINT

Drop to ground level ahead. Skip the enemy generator for now. Kill the first enemy ahead on the ground, and blow up the green man generator past him. Keep moving to the right and blow up the next green man generator. Now, go back to the enemy generator you left behind and pick someone up. Carry him all the way back to the right, letting go periodically to let your Rig recharge. At the end, thrust him into the gears overhead and ride up to the next platform, above on the left. Continue left and down. Ignore the enemy generator and anyone it produces, and head right a long way, until you reach a green man shooter. Grab him with the Rig and carry him to the right, over the gap, and slam him into the spiked platform. If this doesn't work, go get a guard from the enemy generator and carry him this far without destroying him. Either way, use the platform you just raised to reach the checkpoint.

SIXTH TO SEVENTH CHECKPOINT

Jump over the gap. If you have 3 Missiles, blow up the green man generator and get the 9's behind it. Otherwise, just ride the moving swing point up. There are Missiles on the left platform it takes you to, which you can then use on the green man generator if you need to, and the right platform takes you to the next area. Pass under the grey swirling thing. It'll let out a stream of green goo once you do, blocking your return through here.

/ BOSS FIGHT: GREEN MAN'S DADDY \

| Oh, brother. This big guy walks slowly towards you, but you |
| can only back up so far, due to the green goo barriers. You |
| can't jump over him either, so deal with him head on. He'll |
| shoot 1-3 green men at you from his chest when he gets close |
| enough to you. You need to grab one of them with the Rig and |
| slam it into him. Do this a couple of times and he'll start |
| running around waving his arms in the air. At this point, you |
| can grab him with the Rig and slam him a couple of times, |
| though it's unclear if this actually damages him. Whether you |
| toss him around or not, he'll melt into a pile of goo, which |
| will then bounce around, preferably away from you, until it |
| reaches one of the streams of goo, where he will reform. If |
| it does bounce toward you, try to run under it when it rises. |
| Anyway, repeat this pattern about 3 times and he'll melt away |
| for good, and the goo barriers will disappear. |

Continue right after the fight to enter Karn's palace.

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xiv. Wex Vs. Karn

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TYPE: Boss

RESCUE: Boomer

/ BOSS FIGHT: KARN \

| This is a running stage. You need to do nothing to run, Wex |
| will do that on his own. All you need to do is steer him left |
| and right avoiding Karn's attacks. He has several: |
| |
| 1. Heat beam eyes. Each eye shoots a separate beam, and |
| they move largely independently. Stay on one side of the |
| screen and let them come to you. Sometimes they'll both move |
| together, so jump over them both at once. Sometimes, one will |
| sweep across first, then the other, so jump over the first |
| into the middle, then over the next. Sometimes, one beam will |
| cross over to you, then cross back, so jump over it into the |
| middle, then back over the same one. Watch the ground, where |
| the lasers are burning the floor, to know when to jump. |
| the red beams behind you, because they throw off your |
| judgment of when to jump. |
| |
| 2. Green man missiles. This attack will be preceded by a |
| a red visor flipping over one of Karn's eyes. These are easy |
| to dodge, as they target the spot you're standing on. Just keep |
| moving across the screen during each volley and you'll be fine. |

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|
| 3. Stomping. Karn moves forward a bit and tries to crush
| you underfoot. When he uses his right foot (on the left side
| of the screen), move right, and move left when he uses his
| left foot. He usually alternates feet, but not exclusively,
| stay in the middle and watch which foot he puts forward.
|
| 4. Grabbing. Karn will thrust a fist forward to grab you.
| This is payback time. Fire the Rig to grab his hand, then
| smash him back and forth like you're on Looney Tunes. This is
| the only way to damage him. Five rounds of this and you'll
| be the conquering hero.
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| \_____/\
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Sit back and watch as Karn's tyrannical rule crumbles along with his palace.

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-                        8. Closing & Legal Info                        -  
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Well, that's all she wrote. Or he, in this case. The only significant thing remaining to add to this guide would be more specifics on the locations of all 99 gears in each platform stage, but since I haven't found them all (I've found them for some levels, but not others), I'll have to leave that for another time (or possibly never, to be completely honest. It's not a high priority). Feel free to contact me for any reason at all related to this game or another that I've written for, or just to say hi if you're feeling especially social.

My e-mail is:

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and you can find my entire list of faq work at:

<http://www.gamefaqs.com/features/recognition/35729.html>

VERSION HISTORY:

Version 1.0 (February 2004) - Full guide and walkthrough posted.

Version 1.1 (January 2005) - Added missing 99th gear in the 1st level.

Thanks to Alex Atherton for finding it!

LEGAL MUMBO-JUMBO:

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Thanks for the journey...

Syonyx 2004/2005.