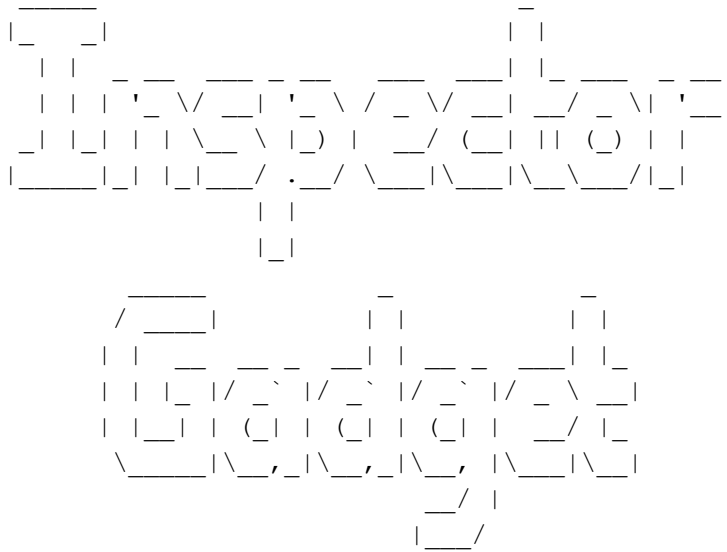


Inspector Gadget FAQ/Walkthrough

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Please Note - This FAQ/Walkthrough is designed for easy access in mind. Using your browser's search function (keyboard shortcut of ctrl+f,) just type the code to the right of each section to quickly find that section. For example, typing in IG03 will bring you straight to the bosses section. If you also need help with a particular stage, you can just search for "stage 2" and the browser will bring you right to it!

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## 1. - Introduction IG01

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Inspector Gadget is a 2D platformer where you play as Inspector Gadget to save your niece Penny who was captured by Dr. Claw. You start the game with 3 lives and can take two hits before death. After your first hit, you will lose your coat. You can always find another coat to replenish your health but taking a hit without your coat will lose a life. You also only have 300 seconds to complete a stage. The timer does reset once you start a boss encounter.

One interesting spin in Inspector Gadget vs other platformers is all the different gadgets you get. You will collect hats throughout the game, hats are basically your energy. Every item takes a bit of energy and you'll need hats for that. Fortunately, hats are often all over the place and you shouldn't have much problem finding more when you're running low.

A trick that you can make good use of is holding down for a couple seconds

every now and then. There are hidden blocks all over the game and holding down will temporarily make them visible. These blocks can be shown by attacking the air where they are and then breaking them again for some free items.

Another handy tip for when you're in a particular scenario where you want to use two different items quickly is you can still cycle through your items while paused. You can trigger one item, then pause, cycle to the next item you want, and quickly use that one. You can also use this trick when you're in a tight spot and really need a particular item immediately.

Controls

D-Pad.....Move
L Button.....Previous Item
R Button.....Next Item
Y Button.....Attack
X Button.....No Use
B Button.....Jump
A Button.....Use Item
Start.....Pause
Select.....No Use

Items

COAT The coat pick up is health in this game. When you get hit by an enemy, you will lose your coat and run around in your underwear, getting hit one more time by that point will be death. A coat pick up will prevent your next hit from spelling death.

HAT The hat is a form of energy. You use hats to use most items you collect in the game. Where applicable, I will mention how many hats are required to use each item.

BLUE PROPELLER When you equip the blue propeller, you will slowly glide down to the ground. This can be used to reach longer distances while jumping. It costs 5 hats every time you equip the item and last for about 6-7 seconds each use. You will notice at its max level that you will sparkle, this makes you invincible and will kill any enemies you touch.

RED PROPELLER The red propeller will come out of your hat like the blue propeller but it will launch above you and slowly fly upwards until it goes off the screen. You can actually control it by moving left or right with Inspector Gadget but just make sure to keep an eye on where you are, you don't want to run off an edge and die just to try to kill an enemy.

BOMB Bombs are exactly what you'd expect. You pull a bomb out of your hat for 3 hats and throw it a short distance. It does not travel far at all and will bounce a couple of times before stopping and then exploding. This can be used to defeat enemies or break blocks.

HAND The hand will come out of Inspector Gadget's hat and go

be some more hidden blocks on the other side of the gap you can break for some more items as well.

Continue to the right and jump on the trampoline to pick up the golden card which brings you to a bonus room. When you fall in, hold left so you don't land on the trampoline. Just collect all the items, jumping over all the trampolines. When you get everything, just hop on any trampoline to leave this room. Keep bouncing on the trampoline you're on now and break the blocks above. You can move to the left to upgrade your bomb but look for the pieces of the bridge with different color. As you approach those, lightning will strike from the sky and break those parts of the bridge. Just jump over them until you reach the bomb and move back to the right until you can run off the screen to the next part of the stage.

Break the blocks at the bottom of this hill for a golden card to enter another bonus room. Pick up all the items and hit a trampoline to leave the room. Now head to the right and watch for these tree stump enemies. They jump straight up and fall back down. I recommend waiting for them to jump up before trying to jump over them as they can only jump once. You can also attack them for free items. After a couple single tree stumps, there will be a set of two. You can just throw a bomb down at them to make easy work of them.

Now climb the hill to the right and look for the boulders that will roll down! You can jump onto the cliffs in the background as platforms but be careful because boulders will also roll along those, you won't be completely safe up there. At the top of this hill, you will see a couple of gaps. Each gap has a tree stump down below that can be easy to miss so don't start jumping them right away. Just kill the first one that jumps up and fall down the gap. You can move to the right down here. Just don't slow down because there will be more tree stumps above you. You can easily pass them if you keep moving but stopping could lead to damage.

Break the blocks that will be blocking your path ahead of you and you'll get your first man item as well as several other items. Climb the platforms to the right to go as far to the top right as you can here. Equip your blue propeller and jump to the right, hold right and you will clear the gap. Jump to the right and enter the castle here.

Watch out for the golden statue on the first pillar, it will fall as you pass below it but it won't hit you if you keep moving. Attack the mallet thrower to your right and use your bombs to destroy the first set of blocks on the ground that you see. You will get your first red propeller here. Fall down and move to the right for a golden card to a bonus room. After you collect all the items, leave this bonus room and move to the far left. Fall to the ground and kill the mallet thrower. Move to the right and you'll see some gaps with skinny platforms over them. Jump over those platforms because they will fall below you! Continue to the right and kill one more mallet thrower. If you need a coat, jump past the exit door. I know it looks tall but you have to be on the ground to enter the exit. There are some hidden blocks to the right of the exit door you can break for a coat so you have full health before entering the boss room.

This is your first boss of the game, the haunted chandelier. The haunted chandelier is pretty easy as long as you're patient with its attacks. It will shoot flames in your direction that are pretty easy to dodge. The chandelier will rotate clockwise and counter clockwise. The platforms will also move a bit. When the chandelier gets low enough, you will see Dr Claw hanging from the middle of the ceiling. Jump and attack the chandelier, just note Dr Claw will fall from the ceiling when you hit the chandelier and the room will rotate back to normal. Just be careful because Dr Claw could damage you when he falls. Hit

the chandelier five times to finish this level. An easy strategy is to move to the opposite side the chandelier lowers and just shoot an arrow at it.

Stage 2

There will be slopes to your right. Jump onto the first one and fall between the second and third slopes. Stay alert because the floor will drop. You can jump to the left as it drops. For added safety, feel free to use your blue propeller but it's not necessary to make the jump. Continue all the way to the left and use your suction cup on the wall to reach the higher platform. Grab the golden card to enter a bonus room and get your first question mark box. These are special attack items. Clear out this room of items and jump on a trampoline to leave this room.

Use your blue propeller and jump to the right. You probably won't make the higher platform but you don't need to be up there. Kill the snowball thrower on the lower platform and continue to the right. Be careful for another platform over a gap that will fall when you stand on it. Don't bother using the trampolines ahead, the road above is too dangerous and there isn't much good up there. Continue to the right and kill two snowball throwers and watch for more falling platforms above gaps. Drop down at the end and collect the golden card to the left for more bonuses.

Continue on to the right and you will see a snowman up a series of platforms to jump up. Just get close without jumping on the platform it's on. It will jump over you and off the screen to the left, leaving you safe. Continue up to the top of the glacier and drop between the pillars of ice at angles. The platform will drop but be ready to jump to the right to avoid falling off the map. The upper platform has a couple blocks to break for items if you're really interested but there's nothing too good up there. Drop down to the lowest platform and move to the right. Hop on the trampolines and break the blocks above. Move to the right for the next section of this stage.

You will notice the wind blowing ferociously to the right, this will slowly make you move against your will. The wind will change directions throughout this portion of the stage. Sometimes it also stops as well. Kill the first snowball thrower, which you will see right away. Climb up the platforms here until you reach a red snowman. Kill it from another platform and continue on upward. If you get here quickly enough, you will also notice a MAD agent in a helicopter. Hitting it will cause it to quickly fly off in whichever direction it's facing. However, getting too close will scare it and it will drop some nuts and bolts which could hurt you. Go to the right the first chance you get, right around the area of the second helicopter. Drop down and hug the left wall for a bonus room card. When you collect all the items and leave this room, make sure to hold left of you will fall right into the spikes. Climb up the hanging rings with your gadget hand to get back to where you came from.

Continue upward for some more helicopters. The path will split. I think the right path is a much safer option. Climb the hanging rings and up the platforms. Just stand under the snowman above and use your attack straight up to kill it without risking any damage. At the next split, the left side will be easier so just switch on over to the left. Climb all of these platforms and hug the left side as much as possible. Grab the golden card at the top left corner for some free hats. After you finish that room, scare off the helicopters and move to the right for the next part of this stage.

Break the bottom block here by crouching and attacking. Just kill the snowball thrower here while crouching behind the safety of the wall. You will see two

floating blocks rotating here. Jump on the lower one to reach the higher one. Jump to the platform above and to the left and hop on the cog when it gets low enough. A robot will be on the first platform. Make sure to stay crouched near them because the top half of their body will fly towards you. Jump to the far right and ride up the cog. Kill the next robot on the platform at the top of this cog and then kill the snowball thrower just above it. Ride up this next cog to the next set of platforms. Hop on the floating block and quickly jump onto the wheel to the left and then to the next platform to the left. Ride up the cog here. Climb the hanging rings when you see them and break the blocks to the left for a golden card bonus room. Clear it out and then equip your blue propeller. Use it and jump to the right to clear this gap to the right. Kill off the robots here while in your propeller mode and continue to the right for the boss.

Now for the boss battle, it's already a lot tougher than the first stage boss. He will follow you around the screen wherever you go. You can jump on the rooftops all around and you can even break a couple blocks on the top roof in the middle for health and hats. This boss has two stages and will start in the pendulum stage. It will swing a big pendulum below him and it's really hard to avoid. The pendulum starts moving away from you first and that gives you enough time for two quick attacks. Now it's time to run! Jump up the platforms until you reach the top left corner of this area and shoot an arrow at the chair. This third hit will make him drop the pendulum and set up a much easier part two to this boss battle. Now he will just float around in small circles and throw ninja stars at you. This portion is similar to the stage one boss and the throwing stars are pretty easy to avoid. Three more hits in this part of the boss battle will complete this stage.

Stage 3

Run to the right and you will see your first monkey above. Just don't jump and you'll stay out of its attack range. You can use a red propeller under it to take it out safely and quickly. Keep moving to the right but don't fall into the water. Jump onto the right most platform you can reach and to another platform to the right for a golden card to enter a bonus room. When you're done with the bonus room, move to the right edge of this platform you'll be able to reach the next monkey from here so take it out safely from here.

Kill the next monkey and be careful of the tiki man below. You can quickly jump down and just stay crouched, constantly attacking him until he dies. It will take three hits to kill. Start jumping up the highest platforms and keep moving to the right while staying high. There's a monkey up here to look out for but other than that, it's mostly clear. You'll eventually reach a small mountain with a couple tiki men on it. Jump onto the highest platform here and kill the tiki man on this platform. You can ignore the lower tiki men because they can't reach that high. Continue to the right along the higher branches. Kill a couple more monkeys until you reach the last platform. Hold down to see where you are and fall to the left of the wall. Break the lowest block and safely kill the tiki man behind the wall. Continue to the right to the next portion of this stage.

Move to the right and watch for fish in the river. They will jump up and spit something out at you before falling down. Just let them drop, they will disappear for good. Watch the background bushes for some natives, they will throw darts in the air that will drop down. They're pretty easy to avoid, just be mindful of them. Jump a couple of gaps in the bridge as you continue to the right. You can break the low hanging fruit with an attack for some free items as well here. You will eventually hop a boat that moves to the right. This part

can be tricky with the natives in the background and fish jumping above you. You can break the darts the natives throw by attacking upwards so just be careful and attack upwards when needed to keep yourself alive. Jump on the next boat to enter the boss battle.

This boss is pretty easy, especially if you have the question mark item and lots of hats. The boss will float down from the right side and you can move right away. There's health and a one up behind some blocks in the lower right corner of this area if you need it. You will see swimmers swimming up and down the waterfall on the right half of this area, they can be used as moving platforms, they will not hurt you. There's also falling logs on the left side which can also be used to climb up. The boss will float down and slowly fly towards you. There will be four ninja stars that float around it as it floats towards you. A question mark anvil will make really quick work of the first part of this stage. Just attack the shooting stars, that's it. Each one takes 2-3 hits to destroy. After all the ninja stars are gone, you will enter part two. The boss doesn't change anything at all, it will just keep floating around towards you. Five hits in this stage will finish it off.

Stage 4

Move to the right and jump over the gaps. The first golden card is in plain sight behind some breakable blocks. Destroy the blocks and enjoy the rewards inside! Continue to the right for a boy scout. Be careful of the creatures he unleashes on you and kill him off quickly. Jump a couple more gaps for a soldier with a rocket launcher. This soldier is tough to deal with because he will fly back and forth with a jet pack rather quickly. An easy way to deal with him is to just use your little kamikaze men once he appears on the screen. Don't get too close or he'll start moving and attacking.

Keep going to the right slowly. You will see two more soldiers very soon. These soldiers will be on higher platforms so kamikaze men won't work here. Use your arrows once they're on the screen, one arrow will kill each one. Keep jumping across the platforms to the right until you reach a wall. Jump on the brown platform floating in the water to lower the water level. Once the water goes down, start moving the left and go down some stairs. At the bottom of the stairs, head to the right for a boy scout and a golden card to a bonus room. Collect all the goodies and exit.

Now move to the left towards the stairs you first descended. Continue to the left and you will see the water start to rise. At the first higher platform you see, a boy scout will be below. Jump onto the higher platform and wait for the water to stop rising. If you ever get completely submerged in water, you will take damage. When the water lowers, start moving to the left again. There will be a boy scout on the other side of this gap. Take him out with arrows and keep going left. Wait on the next higher platform you see to stay safe from the rising waters again.

When the water lowers, move left again. The next higher platform will have a boy scout, just ignore this one, you'll have time for the next higher platform before the water rises. Jump up that second higher platform and kill the boy scout on the next platform to your left. Wait there for the water to lower again. Jump to the left and enter the next part of this stage through the cave.

Jump on the mine cart and it will move to the right. There will be some bombs on the track but they won't do anything to you, they explode after you pass. Jump to the next mine cart when this one is about to fall off the tracks. Just be careful because the downward slope will increase your speed dramatically.

Jump onto the next mine cart when you see it to stay safe from the next diver before he hurts you. Ride this mine cart until the end and jump onto the stationary platform. Hop on the next mine cart to your right and start riding this one. From here, switch mine carts when you reach the next one. Ride this mine cart to the end.

There will be a soldier at the end, but you can easily kill him with an arrow when you land on the platform. Continue to the left and climb the platforms. Destroy the bomb and jump to the platform to your right. Break the blocks here for some items. Equip your blue propeller to get ready for this next part. This part is up to you, follow each scenario if you see fit. Just a warning, even if you are good at this game, it can be a tricky move to pull off and could still kill you rather easily.

If you are not experienced at platformers or are not willing to risk losing a life:

Jump on the mine cart and start riding along. Jump onto the first mine cart you see to switch tracks. Again, don't worry about the bombs ahead because they take so long to trigger that you'll be safe. Jump off the tracks at the end to the next platform and run off to the right for the next part of this stage.

If you are experienced at platformers or are willing to risk losing a life:

Jump on this mine cart and ride along the tracks. Do not jump on the first mine cart you see! You will go down a long slope. You have to be quick here because the slope makes you go so fast but the blue propeller will help you out. Jump to the next mine cart, the blue propeller will slow you down enough that you shouldn't have much of a problem hitting the next mine cart. Ride this one until the end for a golden card. Collect the goodies and run to the right for the next section of this stage.

OK, on to the next portion of this stage! Where you start depends on the path you took in the last section. You'll see conveyor belts all over the place here with bombs on some of them. Be careful around those bombs, they can make you fall to your death. Regardless of where you started, get to the right side. There will be three sets of mine carts here. You want to take the bottom mine cart, this one will grab a one up along the way. Jump off at the end and follow the path, watch out for a couple of divers above. At the next split of mine carts, take either the middle or top one, the bottom one will fall off too early and you'll die. At the end of either set, you'll jump to the same platform. Jump on the next mine cart here, there's only one to choose from so you can't go wrong! At the end of this path, jump onto the lowest mine cart and ride it until you pass another mine cart. Switch mine carts once you see it. Jump off the mine cart at the end and run to the right for the boss of this stage.

Jump on the revolving platforms to trigger the boss to come down. This boss is really tough because falling will lead to death. On top of it, you can just take a hit from the boss which could bounce you off a platform and you can fall to your death that way too. The boss will float around this area, which is really tight. He has a fist on his right side, left side, and top. One fist will flash and that fist will extend to try to hurt you. The trick is to try to get above him when he first starts moving. Jump to the left and just ride the platforms. Hit him once and he'll bounce upwards a little bit. Just stay on the platform and you can get another hit in by just aiming straight up. If you have your coat on, you can just stay on this platform and keep attacking him. You'll

take one hit but the wall to your right by this point will prevent you from falling and you can hit him five times before he hits you twice to kill him. If you don't have a coat, just keep switching platforms to your left and remain below him as long as you can while attacking upwards.

Stage 5

Move to the right a bit and a mummy will appear in the top right corner. Let it shoot its wrap at you and fly off. Make sure to destroy the wrap to stay safe. Jump and hit the valve on the top of the first pipe here to shut off the fire on the next pipe. It could be awkward to try to hit, if you're having trouble, I recommending jumping and attacking on the way down. It's easier to time that way. There are some blocks to break for hats if you want them but you'll have to jump onto the platform above them to continue. Break the blocks in your way and jump up to the next platform. Move to the left and break a couple more blocks that are blocking your path. Jump up here and kill the snake charmer to the right.

Throw a bomb down the pit to the right to break away some blocks. Jump down all the way to the ground and you'll see two mummies floating to the right. Use the trampoline, you can attack them through the wall but be careful because their attacks also go through the wall. Bounce on the trampolines after they're dead and hit the valve to the right to stop the fire above. Bounce as high as you can and use suction cups to climb the wall along the right side to advance. Jump the gap to the right and shut off the valve. Fall down that gap you just jumped and kill the snake charmer.

Now move to the left and jump off all the platforms until you reach the ground. Move to the right and kill the next snake charmer. Jump onto the next platform you see to the right and continue on for a golden card bonus room. After you leave this room, head back to the left and fall back onto the ground, now continue right. Break the blocks when you see them and fall down. Kill the snake charmer here and hit the valve to the right. Now go back to the left and jump up where the blocks were. Continue to the top right here. Use the trampoline to reach the higher platform and a bomb to break some more blocks on the ground. Jump to the platform to the right down below. Hop down to the right and enter the pyramid for the next part of this stage.

Just run to the right until you walk into a wall, don't worry, it's before the spikes and snake charmer. Attack to break some blocks for a lamp. Equip the lamp to see around you. Jump on the blocks that you can't break and hop on the rotating platforms. Wait until the platform rotates to the top right position and you'll see more platforms, jump to the next one. Once you get as high as you can on this platform, jump to the stationary platform to the right and hop on the next rotating platform above. Kill the snake charmer to the left with arrows to play it safe and jump on that platform. Move to the left and wait at the edge of this platform. You will see a platform lower to your left. Hop on it to ride up.

Jump along the moving platforms here to get to the stationary platforms to the top right. Break the blocks up here to reach the snake charmer. Don't worry, the snake charmer can't throw snakes off that platform so you're safe to jump and attack him until he dies. Jump to the left. Be careful with this snake charmer because he likes to bounce towards you as you attack. Stay on the lower platform and just attack with arrows to safely take him out. Now jump up to that platform to continue to the right. Jump down to the floating block. Once you land on it, you will see it shake and then drop. Jump to the far right wall when it starts to drop to land on the right most dropping block. Just hold

right here because the floor below has no collision detection and you'll fall right through. Just hold right until you enter the next part of this stage.

Fall to the right, don't worry, it's not a pit, there's a platform there. Break the blocks and wait here for spikes to fall from the ceiling. You'll be safe on this lowest platform. When the spikes head back up, climb up the platforms. There's a gold card bonus room on the platform above and to the left but it only has one extra life. Grab it if you need the lives. Continue to the right. Don't break the blocks and keep going. Jump down and climb up a couple small platforms to your right. Drop down to the right and drop down the next opening you see for a golden card bonus room. Collect the items in here.

Kill the snake charmer to the right once you leave the bonus room. Head to the right. Climb up the first set of hanging rings you see and jump along the platforms to the right. Keep jumping across the platforms to the right until you reach the fourth set of hanging rings. Drop down here and wait for the spikes to come down. Climb back up those rings when it's safe. Equip your blue propeller here and glide to the far right. Climb the last set of hanging rings quickly before the spikes descend again and jump to the right for the boss.

This boss is a scrolling level so platforms will constantly move, forcing you to move. There will be a low set, high set, and middle set of platforms. The low and high sets move at the same speed while the middle set moves faster. The large mummy mask will move around a bit in the foreground, you have to hit the blue shield on its forehead. Once you hit it, it will fly far into the background and shoot four tombs out. The four tombs will fall from the sky. Sometimes the tombs fall together and sometimes they are staggered. There's also a timer that after a few seconds, if you don't hit the boss, he will still fly to the background and throw tombs. The main goal is to focus on not falling off the platforms to your death. Be weary of where you are at all times. You could destroy the tombs as they come and for some added safety, you may want to consider using your red propeller. You just have to hit the boss five times to finish him off.

Stage 6

Head to the right and hit the bat when you see it. This part is really tough to do without taking damage. You will see two platforms above gaps. Both of these are destroyable blocks. Throw a bomb at the left side of the right set of breakable blocks. Pay attention to where each block is exactly. You want to jump to where the block is second from the left. Don't move and just fall down. If you picked the spot right, you will fall safely down to a trampoline. You don't have to be perfect but you do have to jump in line with that block or you will take damage on your fall. Move slightly to the left when you hit the trampoline and land left of the trampoline. Kill a mallet thrower here. Use your suction cups on the wall to the left to climb up here for a gold card bonus room.

Move to the right of that trampoline you landed on once you clear the bonus room. Kill the mallet thrower below and move to the left. There will be three pits in this area, four if you include the breakable blocks on the left with a pit there. Jump down the middle of the second from the right pit. It's the middle pit when you don't factor in the one with breakable blocks. Just aim for the middle of this pit and it's a safe fall all the way to the ground. Jump the gap to the right for the next portion of this stage.

Hop on the big trampoline to the right to reach the next set of two small trampolines to your upper right. Land on the platform immediately to the right

of those smaller trampolines. Jump off the platform to your right but hug the left side of this drop. There are platforms down here. Hop on the three trampolines here to get across this large gap. Jump to the platform you see to your right. Drop down to the right and hop across another series of trampolines to your right. You will easily reach the platforms above. When on those platforms, just inch off the platform to the right and stay put to hit a hard to see trampoline. On the last big trampoline before a tall wall, use a blue propeller at maximum height and just go right. You can get all the way to the end of this part of the stage from here.

Jump on the trampoline to your right and break the blocks above. This portion of the level is all about bouncing up trampolines to get to the top of the level. Jump on the large platform at the bottom and aim for the next large trampoline slightly to the left above. Now hop to the next large trampoline to your right and another large trampoline to your left. Ignore the mallet thrower on your right here, he doesn't have the range to hit you. Hit the small trampoline to the left up above. Get maximum height on this trampoline and move to the right to clear the spikes and move on to the next part of this stage.

This part of the stage is about riding gondolas to the top of the level. Hop on the first one and ride it to the right. Hop on the first platform you see. Wait for the next gondola and jump on that one. Ride it in a large loop, getting off in the top right corner of this track. Kill the robot above you. Jump on this next gondola for a short ride to the platform above. Wait for a gondola to appear from the left side, you'll have to jump on the near gondola to reach it. Jump on the higher platform of the two platforms here. Kill the mallet thrower and wait for the next gondola to come from the left, hop on it when you see it. It will move right, then straight up. When it goes up, jump to the platform to the left and hop on the next gondola you see, which should be immediately.

Kill the robot on the higher platform as you pass under it and then hop onto that platform. Kill one more robot above you and jump onto that platform. Jump onto the next gondola that passes you. Hop on the platform above for a mallet thrower to kill. Move to the right and kill a couple robots above. Jump onto those platforms when it's clear. Move to the right for another gondola to ride. Jump on the small platform above when you reach the top. When the next gondola appears, jump on it. Immediately jump on the first platform it passes under and onto the higher gondola. Ride along this track, killing the robot above when you pass below it. Jump on the last platform you see and ride the next gondola from the left straight upward. Jump to the platform to the right when you reach the top. The next mallet thrower can be really tough to deal with, I recommend using the question mark anvils if you have the hats for it. If not, you can reach with a fully extended attack but you'll have to be careful for his mallet throws and make sure not to slide off the platform. When it's clear, jump onto the small platform to the right for the boss.

Now you will finally fight Dr Claw. There are two big phases to this battle. The first phase is to enter the heavily fortified ship. You will start on a floating platform that circles the ship clockwise. There will be wind pushing you to the right at all times so be careful to not fall off the platform. You will see three round domes along the bottom of the ship. As you get close to them, they will open and an agent's legs will fall through them. Hit them once each to destroy every opening. Now ride around to the top of the ship. You can jump off onto the ship itself, which I recommend. The top three small openings will have soldiers with rocket launchers that shoot upwards at an angle towards you. Stay crouched and attack immediately once they appear. The explosion itself from its rocket launchers stay there and can damage you well after it explodes so be mindful to avoid those. When all three of these soldiers die, jump back on the moving platform you came from and ride it down behind the ship. Attack each of the three jet turbines once to destroy them and the outer

shell of the ship will break off. You will notice the wind no longer pushes you. Stay on this platform until it brings you into the ship for phase two.

Move to the left to encounter Dr Claw. This battle will be tough because he will steal all of your hats! You'll have to kill him with just standard attacks. If you get too close to him, he will attack you with a short range attack, similar to how Inspector Gadget attacks. After you hit him twice, he will jump forward. You can run directly under him to get past him. He will charge in the direction he jumped once he lands. Slowly approach him and he will fire three shots at you. Just jump over each shot. Repeat this cycle until you hit him ten times and you will kill him. Run to the left to save Penny and that's the game!

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3. - Bosses

IG03

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STAGE 1 BOSS - THE HAUNTED CHANDELIER

MOVEMENTS The chandelier will start rotating clockwise until it is at about head level for you. Then it will stop. Hitting it will revert it back to the middle of the room. From there on, it will alternate between moving clockwise and counter clockwise.

ATTACKS The chandelier will have five lit candles (although thanks to 2D graphics, you can only see two. The candles will shoot fireballs at you, which are pretty easy to avoid. Every time you hit the chandelier, one candle will go out. For each candle that is out, the attacks become less frequent.

HP 5

STRATEGY This boss is pretty easy, just avoid the fireballs it throws at you for the most part and stay as far away from the chandelier as possible. Once it stops rotating and is at its lowest point, shoot an arrow at it. By staying far away, you won't be near the middle and will easily avoid the falling Dr Claw. Do this five times and you'll finish this boss off.

STAGE 2 BOSS - THE PENDULUM

MOVEMENTS The throne will slowly follow you around while in pendulum mode. After you break off the pendulum, it will still follow you but will rotate in small circles.

ATTACKS There are two portions to this stage. The first is the swinging pendulum portion. This part is definitely the hardest because of the huge range of the pendulum swings. After the pendulum breaks off, it will just throw ninja stars at you. This portion is easy and acts the same exact way as the stage 1 boss.

HP 6 (Phase 1 of this boss is 3. Phase 2 of this boss is 3.)

STRATEGY The first portion of this boss is definitely the hardest. The range of the swinging pendulum is quite large. However, as it

floats down from the sky, the first swing will go away from you. This gives you ample time to jump and hit it twice. You won't get three hits so don't even try. Immediately run away to the left. Jump up the platforms to the top left corner of this area and then shoot one more arrow at it. If you have the question mark by now, you can just use it once to quickly clear out the first part of this boss battle. Once you land that third hit, the large pendulum will break off and you will enter part two of this boss battle. Part two is much easier, the boss will float in small circles and throw ninja stars at you. They are pretty easy to avoid. Just land three more shots and you will complete this boss battle. There are also some blocks to break on the roof in the middle of this area for some extra health and hats if you need them. You can also finish the boss off quickly if you want to take some damage and lose your coat because you will be invincible for a few seconds.

STAGE 3 BOSS - THE WATERFALL

MOVEMENTS	The throne will really just float around towards you. It moves very slowly and is pretty easy to avoid.
ATTACKS	The boss' only attack really is to float towards you, in part one of this boss battle, there will be ninja stars floating around it. In part two of this boss battle, the ninja stars will go away and it still just moves towards you to attack.
HP	15 (Part 1 of this boss is 10, each ninja star takes 2-3 hits to destroy. Part 2 of this boss is 5.)
STRATEGY	There are some blocks in the bottom right of the area you can break for a coat, one up, and some hats. You will also see branches floating down the left side of the level which you can jump on to reach other branches. The swimmers on the right side are also platforms you can jump on to go up or down. If you want to cycle around the map, go counter clockwise because the swimmers can move up but the branches can't. The boss just floats towards you with ninja stars floating around it. You can use your question mark anvil to make really quick work of the ninja stars. After you destroy all four ninja stars, you just have to hit the boss five more times to defeat him. The second portion is a lot easier to deal with than the first because its range of attack isn't nearly as big.

STAGE 4 BOSS - THE MINER

MOVEMENTS	This boss just floats around towards you. The bigger threat in trying to avoid damage from him is the rotating platforms that you're standing on, falling off will instantly kill you.
ATTACKS	You will see three fists on this boss, one on top, and one on each of the right and left sides. One fist will flash and that fist will extend.
HP	5

STRATEGY You want to get above this boss at the start and ride down the platforms on the left side. Get a hit in while he's to your right and he'll bounce upwards a little bit. Now that you're under him, just hit him with another upwards strike. He will bounce away from you as you hit him. If you have your coat and can take a hit, just stay on this platform and keep attacking him. He'll hit you once but the wall to your right will prevent you from falling to your death. Just keep hitting him five times and he'll die. If you don't have your coat, just keep jumping to the platform to your left between strikes. Stay below him to stay safe and finish him off.

STAGE 5 BOSS - KING MUMMY

MOVEMENTS The boss himself only moves around a little bit. He's a pretty big target himself. He actually can't hurt you either by moving into you which gives you one less thing to worry about. He also moves to the background and foreground quite a bit, hitting him will trigger it or after a few seconds, it will do it on its own. You cannot attack him when he is in the background.

ATTACKS His only attack is when he moves to the background. He will shoot four tombs into the sky. The four tombs will then fall down towards you. Sometimes they will all fall together in a straight line, other times they will be staggered.

HP 5

STRATEGY The hardest part of this boss is the fact that the platforms move. There are three sets of platforms, an upper, middle, and lower. The upper and middle sets of platforms move at the same speed while the middle set moves on a faster speed. The boss will alternate between the background and foreground. Hitting him will trigger him to move to the background. He will also do it himself randomly. When he's in the background, he will throw four tombs down at you. Try to stay on a low platform to give yourself time to avoid them. You can also break the tombs with an attack if you're quick enough and your aim is good. Hit this boss five times in that big blue gem on his forehead to finish him off. The most important thing to remember though is to focus on not falling off platforms. Don't forget, you bounce when you take damage which could knock you to your death as well.

STAGE 6 BOSS - DR CLAW

MOVEMENTS This boss has two phases. The first phase is to destroy the ship's fortifications. There isn't much movement the ship itself makes, just be wary of the wind blowing you to the right and the moving platforms. The second phase will be fighting Dr Claw in a mech suit himself. His movements at that phase are just slowly walking towards you, jumping towards you, and sprinting in the direction of his jump when he lands. When he sprints away, he will turn around and slowly start walking towards you.

ATTACKS The first phase only has a couple of attacks. The soldiers on the top of the ship will shoot a rocket launcher upward and

towards you at an angle. The rocket will explode after a short distance and the remaining explosion could damage you. The jet turbines on the back of the ship will also shoot flames that grow larger and smaller. Those flames could damage you as well. When you enter the ship, you will face Dr Claw himself. He has a short range attack, similar to how Inspector Gadget attacks. After you hit him a couple times, he will jump at you, which you can run under, and then charge when he lands. When he stops charging, he will shoot three bullets at you, which can all easily be avoided by jumping individually above each one.

HP 19 (Phase 1 has nine targets that take one hit each. Phase 2 has 10 health.)

STRATEGY There are two pretty big phases in this boss battle. The first phase is trying to destroy the ship's armor exterior. Ride the platform that you start on. You will notice wind pushing you to the right so be mindful of always correcting yourself so you don't fall off. As you pass under the ship, aim up at the three port holes that the soldiers' legs fall through. Each one only takes one hit. Ride up to the top of the ship and jump onto the ship itself. Move slowly towards the port holes and kill the soldiers safely once they appear. Make sure to avoid the explosions from the rockets because they could hurt you. Ride the moving platform again when you kill all three soldiers and destroy the three jet turbines below. Ride whatever platform you're on at this point to enter the ship and enter phase two of this boss battle.

Once you run into Dr Claw, you will notice that he steals all of your hats, leaving your items unuseable. This phase can be tough but there's not too much to it. Attack Dr Claw a couple of times and he will jump at you. Quickly run under him to avoid his jump and he'll charge away buying you some time. Slowly move towards him until you hear him fire three shots. Jump over each one individually and move in closer for a couple more strikes. Just repeat this pattern until you hit him ten times and you will kill him.

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4. - Enemies

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Stage 1 Enemies

MALLET THROWER The mallet throwers will just walk back and forth in a patrol pattern. They will throw a mallet a small distance in front of them and the mallet will boomerang back to them. These enemies take two hits to kill.

TREE STUMP The tree stump enemies will be in a tree stump. They jump straight up and will land on the ground upside down. At that point, they can't move again. These enemies only take one hit to kill. Just be careful if you miss the attack, they usually fall into a hole which will leave them tough to hit, although a bomb can still take them out.

Stage 2 Enemies

- SNOW MAN** The snow man can be a pesky enemy because of how quickly it moves. They will just bounce back and forth around you. They take two shots to kill. My advice is to take them out from as far away as possible with arrows and if you can avoid them, just avoid them entirely.
- SNOWBALL THROWER** Snowball throwers are pretty much your mallet throwers from stage 1 except the snowball just keeps going. It travels at a bit of an angle though rather than perfectly horizontal. They also don't throw the snowballs until you get pretty close so arrows will take care of them easily. They take four hits to kill.
- HELICOPTER** These pesky helicopters will slowly fly in one direction until they fly off the map. Getting too close will scare them and they will drop some nuts and bolts behind them that could hurt you. They will fly quicker off the screen. Hitting them from a safe distance will also make them fly quicker off the screen but won't cause them to drop any nuts and bolts.
- ROBOT** These small robots will move side to side on a platform. When you get close, they will shake and explode, shooting the top half of their body towards you. Crouching near them will leave you safe of their attacks. They only have 1 HP and killing them will also cause the top half of their body to launch towards you.

Stage 3 Enemies

- MONKEY** The monkeys can be annoying for the sole reason that they can be tough to hit. They hang from branches above and will throw apples at you. If you're at the same height as them or higher, they will jump up and throw two apples in opposite directions. A red propeller will take one out quickly in one hit, otherwise, it'll take two hits.
- TIKI MAN** These enemies aren't too tough, they do take three hits to kill but they're pretty easy to avoid. Just get close and crouch while attacking to avoid the spears that he will throw. He just runs back and forth in a small patrol area.
- FISH** You will see a fish in the river in the foreground up ahead. When you get a little closer, it will jump up, stop mid air, then spit something out at you, and fall back down into the water. When it falls into the water, it disappears and won't come back.
- NATIVE** The natives will be in the background behind some bushes. You will see them pop up in the background and throw darts into the sky, that will then fall down in front of you. You can't kill these enemies.
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Stage 4 Enemies

- BOY SCOUT** The boy scout will move back and forth in a patrol pattern. His attacks are either unleashing a scorpion or a butterfly at you. The scorpion will just scurry along the ground in one direction. The butterfly will fly towards you. Both the butterfly and scorpion can be killed in one hit. The boy scout himself requires four hits.
- SOLDIER** The soldier moves similar to the snow man in stage 2. He will jump back and forth with a jetpack and will move quickly. What makes the soldier much more dangerous though is the rocket launcher he shoots at you. Try to take him out from a distance. The kamikaze men will make quick work of these guys before you get close enough to trigger an action out of them.
- DIVER** The divers will be in the minecart sections of this stage. They will hang above and jump down at you as you pass. If you are on the track directly above them, they won't move so you can feel safe up there.

Stage 5 Enemies

- MUMMY** The mummies in this stage will float around. When they get close enough to you, they will shoot a piece of their wrap at you and fly away. The wrap can be destroyed in one hit and moves slowly so just be patient around them. The mummy itself also only takes one hit to kill.
- SNAKE CHARMER** Snake Charmers will bounce back and forth in a small area and throw a snake at you. There's an animation before the snake is actually thrown so if you're quick enough, you can move in close to kill him. You can destroy the snake with one attack. The snake charmer himself takes four attacks to kill. Attacking the snake charmer will disrupt his throwing animation.

Stage 6 Enemies

- BAT** The bat will fly slowly high above you. When you go under one, it will dive down at you and then slowly fly back up. Hitting it once will scare it off and it will fly away.
- MALLET THROWER** The mallet thrower from stage one makes a reappearance here. He's your standard enemy if you forget, he just walks back and forth in a small patrol pattern and throws mallets that will boomerang back to him. He is a little stronger though and requires three hits to kill.
- ROBOT** The robots also make a reappearance from stage two. They will move back and forth. Getting too close will cause them to explode and launch themselves at you. One hit will kill them but they will still launch at you when they explode.
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Do you have any suggestions, comments, critiques, or just a simple thanks to me? Well you could e-mail me at FrankTheTank3388@gmail.com and tell me what you think! You could tell me whatever you'd like about the game whether it's a tip not listed in this guide that you think would help a lot of people, a mistake I made, or just a simple thanks. I will try to get back to you as quickly as possible answering any questions you may have. Just make sure to include something about Inspector Gadget in the subject of the e-mail or I will delete it. Please don't send any attachments or I will immediately delete the e-mail without opening it. I have recently received a virus through an e-mail and was forced to reformat and I'm not going to go through that again.

Things/How to E-Mail me about:

- What you think about this guide.
- If you need any additional help or clarification.
- Some tips for maps or strategies that aren't in this guide.
- Anything you think would be a good addition to this guide.
- Make sure your subject indicates you're trying to contact me about this game.
- Just a simple thanks!

Things/How NOT to E-Mail me about:

- Things that don't have anything to do with the game.
- Anything that is already clearly discussed in this guide.
- Any file attachments.
- With really bad grammar! I understand that for some people, English isn't their first language but that doesn't mean you should send me something completely unreadable because you're too lazy to use punctuations or spaces. If I can't understand what you're trying to say, your e-mail will be ignored.

\*\*\*Also, I would greatly appreciate it if you liked the guide, to also click on the "Liked this FAQ? Click to recommend it to other GameFAQs users." link at the top of this page!

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