

Puggsy FAQ

by GavLuvsGA

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Subj: UPDATED Puggsy (Mega Drive) FAQ
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From:
To: Games@neoseeker.com, submissions@gamefaqs.com

Puggsy FAQ

For the Mega Drive
by GavLuvsGA@aol.com. Write to this address if you have any comments about this FAQ, but PLEASE refer to the game in the title. Emails with subjects like "Hey" or (No Subject) may be ignored, unless I recognise (or think I recognise) your SN. I know it sounds mean, but for all I know you could be trying to send me a virus.

Note: Please only write to me about problems or to send me extra cheats. I don't want loads of mails saying: "What's your favourite level?" or "What's your favourite BGM?".

Version 5 (02 - 09 - 01)

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Revision History

Version 2 (09 - 04 - 2000)

Added some, but not much.

Version 3 (20 - 04 - 2000)

Added cheat to turn green. Thanks to Ashura19921124@aol.com Added Baddies section, and fleshed out "Lunar Jet Pug" guide.

Version 4 (08 - 01 - 2001)

Added more baddies and tips, plus "Passwords" section.

Version 5 (02 - 09 - 2001)

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1 Introduction

The story is basically that Puggsy has crashed on a planet and is looking for help; to continue between each level he must solve a puzzle to reach the exit. (For more of the story, read the descriptions of each CARTOON SEQUENCE after the bosses.)

2 Baddies

Most of these can be killed if you jump on them and press down. They can also be killed if you throw an object at it (holding B and a direction).

Raccoons

Found on virtually every level! just walk back and forth.

Hermit Crabs (The Beach)

Found on only one level, blast them with your gun!

Seagulls (The Cove, Raclanti's Docks)

These fly overhead.

Starfish (The Cove)

Just walk towards you really.

Lobster (The Cove)

Bounces round the screen.

Monkey (The Cove)

Only two exist; they can be killed, but its easy to avoid them.

Acorn Spitting Bird (The Red Woods)

Only one exists, it sits in its nest, spitting acorns down at you. Invincible.

Flames (The Red Woods, Darkblade Forest)

Not a rude email, but the real thing. These can only be destroyed with a bubble gun.

Moles (The Red Woods)

Only two appear; they keep jumping out of their holes to try and trip you up.

Bears (The Red Woods, Redwood Keep, Fire Heart, Diamond Mines, Racrock Forge)

All they do is walk back and forth.

Armoured Heads

Wow! Spooky! They bounce up and down and move left to right in Redwood Keep.

Mice

They patrol through Redwood Keep, armed with axes. They move normally, except insist on jumping in the air every ten seconds or so. They also appear in the Aztec Temple.

Ghosts

There are more than one kind; the ones in Redwood Keep can be killed normally, but the ones in Darkskull Castle can only be killed with a Uzi.

Puffin (The Lighthouse)

This puffs on a pipe (ha ha!) and flies back and forth, but in narrow corridors, making it harder to jump on.

Limpets

Are found all over the first lighthouse level, often hindering your progress up the stairs.

Submarines (Star Fall Pool)

Just glide back and forth on one level.

Oysters (Star Fall Lake/Pool)

They just sit there, but watch they don't snap you.

Puss in Boot (Splinter Town)

These are found in the sewers; they just bounce around.

Smog (Splinter Town)

Appears out of chimneys; invincible.

Dancing Flour Bags (Badger Mill)

Only found on one level, these are east to dispatch.

Dancing Ears of Corn (Badger Mill)

Unless I'm letting my imagination run amok, these appear on the same level and are even easier!

Hooded Figure

Found in Darkblade Forest, he/she will give you a run for your money.

Candles (Darkblade Forest)

These are harder than they look, as they fly round in circles. I don't think you need to kill them, though.

Snowmen (Fire Heart)

Found all over the Fire Heart, these mostly walk back and forth; some jump up and down.

Snowman Heads (Fire Heart)

Bounce towards you.

Pumpkins (Darkskull Castle)

A group of them exist together; they jump up and down.

Bat (Darkskull Castle)

Only one exists; you can kill it in the way shown in the walkthrough.

Flapping Birds (Aztec Temple)

These create a draught that will bow you back, like a fan. Even when you kill them, you cannot stop the draught.

3 Common Objects

Note that it is possible to pile objects on top of each other and carry them into the exit. I missed that out before, but I forget the SN of the person who sent that in.

Shells

These have no special use other than serving as a bonus at the end of the level.

Point value:(This is what you get if you carry this object into the exit)

Normal shells (the brown fan-shaped ones) = 900 points

Others = 100 points

Guns

These can take various forms; some are normal, others shoot bubbles, or have other special powers. Once you have fired about five or six shots (or two to four with others), the gun will break.

Point value: Intact = 900 points

Broken = 100 points

Coins

Mostly gold, these act as a nice bonus and occasionally have to be used to used to enter a door. They usually come in gold, but can also be in silver and green.

Point value = 900 points

Keys

These are used to open the various treasure chests and locked doors found in the game.

Point value = 500 points

Tin Cup

This can also be used as a weapon, like the gun. When activated, it will allow Puggsy to throw water at the oncoming enemy. It will last for about five shots.

Point value: Full = 900 points

Empty = 100 points

Barrel

These are used to stand on.

Point value = 500 points

Clue Chest

These appear on some levels to help with more obscure problems, but with this FAQ you won't have to open them and can get their full point value by exiting with them.

Point value: Unopened = 900 points

Opened = 100 points

Match

These can be used on some levels to light cannons.

Point value = 100 points

Knife/Scissors

These can be both used to cut parts of the scenery away.

Point value = 400 points

Stool

Use these as platforms.

Point value = 500 points

Apples

Used for platforms, and for the bonus, mainly.

Point value = 500 points

10 - Ton Weight

This can be used to weigh Puggsy down when approaching a fan.

Point value = 200 points

Balloon

These can be very useful; if Puggsy inflates one, it will carry him upwards and you can move it left and right with the direction pad. It can also lift objects if you put one on top and inflate the balloon. Just make sure you don't get stuck under a ceiling.

Point value = 200 points

Remote control

These can be used to concentrate on a specific point in the level and (occasionally) move it, rather than Puggsy, using the direction pad. This is usually an eye N shaped object found somewhere on the level (but not always).

Point value = 400 points

Floating platform/Rubber duck

These can be used to cross water, as they float on the surface. When Puggsy stands on them, they sink.

Point value = 100 points

Petrol cans

These can be used to blow up specific objects (N.B. none can be taken to the end of the level as all are needed on the level on which they appear.)

Torch

On some levels, a certain object must be placed in front of a certain point to open a door; shine a torch on an area to find out where this point is (it will show an image of the required object in the background).

Point value = 400 points

Power Ups

Sunglasses

Gives Puggsy an extra hit point (normally one hit kills him, except with bosses). You lose your sunglasses if hit.

Running Shoes

Similar to Sonic's red shoes; they speed you up (and increase your jumping ability), but they also give you a hit point. If you have both shoes and sunglasses, you lose the shoes the first time you are hit.

N.B. If you lose a power up, you can retrieve it by going to a level where it is available, collecting it and pressing pause, then A, B and C together to cancel the level. The sunglasses can be found on the following levels:

The Cove (1), Treasure Trove, Redwood Keep (1), Star Fall Lake (1 & 2), Splinter Town (1), Fire Heart (3), Darkskull Castle (3)

The running shoes can be found on: Treasure Trove, Redwood Keep (1), The Lighthouse (1), Angeltier Falls (1), Splinter Town (1), Fire Heart (2), Raclanti's Maze

Shield

This makes you temporarily invincible and can only be used once, then it breaks.

All the power-ups are worth 900 points if you carry them into the exit intact; empty boxes and broken shields are worth a mere 100 points.

Heart

Carry this to the exit for an extra life. Most bonus games allow you to get one of these.

4 Level Solutions

The Beach

1

This is easy; carry the shell to the exit and that's it.

2

Slightly harder; pick up the gun and shoot the hermit crabs, then go to the exit.

3

Pick up a barrel and place it at the foot of the small cliff, then take the key and use it to open the chest, and it will reveal a coin. Carry the coin past the lever to open the exit.

The Cove

1

This is the first level to include a secret level (see secrets for access to secret levels). There is also a pair of sunglasses to the left of the starting point. To reach the door, and get the treasure, use barrels to make your way up to where the key is (to the right), shooting the baddies, then jump over the gap, with the key. Open the chest for a coin, then go left and fall down the gap.

2

Go left to the platform with the monkeys on, and grab the beak N shaped object. Attach it to the stone parrot and the wall will vanish; you also receive a gold coin as a reward.

BOSS: Polly Pirate

This is relatively simple; avoid the parrot's blunderbuss shots, and run onto the fish, which you will automatically grab, then throw it, while facing the parrot. She will jump onto the other end of the boat, and another fish will appear. Keep going until you've beaten the parrot.

CARTOON SEQUENCE

Your ship has been stolen by the racoons now (GASP!)

The Red Woods

1

Go right and grab an object (note that there are some sunglasses and guns hidden in the huts). Carry the object to the switch and this will turn on the fan to blow the bubble gun into reach. Use it to put out the first three fires; you can jump over the last, and put another object at the foot of the cliff to the left. There is another secret level (see secrets)

2

This level is easier with shoes all the way through; see secrets to find out how to access a secret room that gives you a constant supply every time you lose them. Pick up the gun and jump onto the switch to make the key fall, and then go right to the switch between the two huts and drop the gun (there is another gun in one of the huts). Then shoot the fly and go and get the key, which will have blown into reach, then activate the invincibility shield the fly dropped. Take the key to the lock and open it. Kill the bear (jump on its head and press down), then go left across the treetops. Kill or avoid the bear and grab the axe, then go back right (avoiding the moles if you're on the ground) and enter the passage where the lock was, then throw the axe up towards the bowling ball to break the floor; the bowling ball will roll down (it won't hurt you) and open the exit. To reach the heart, stack up objects high enough so you can jump onto the top platform; avoid the fly.

Redwood Keep

1

This fairly straightforward level has the entrance point to a major secret area, which will be covered in secrets. To play as normal, go up and kill the mice; take the weight and carry it into the fan, avoiding the ghostly bouncing heads-in-armour. Once past the fan, drop the balls into the pit with the fan it, making sure they do not bounce out to the left and use them to help you pass (they will float up), then drop down, grab the gun and shoot the ghosts and run to the exit.

2

Shoot the bear, then throw the remote control to the left, then jump over the pit with the fans, using the balls and get the key and go back. Throw the key down the slope and take the gun. Go down one level and right, past the switches; kill all the baddies and use the key (which should be with the remote control on the bottom level) to unlock the balls. Take four balls to the switches. The diagram below shows which pattern of switches should be on or off, where 0 = off and 1 = on:

1,0,1,1,0,1

Then grab another ball and take it to the wooden barrel with a hole in it, and drop the ball, which will shoot out into the arena. You can use the remote control to see what is happening. Using the correct switches will put the arena in the right shape to bounce the ball up the fan, which will be on, which blows it right, to throw the switch and open the exit.

BOSS: The Emperor's Old Clothes

The large racoon will move left and right and stop, and N after a few seconds, drop his hands to try and hit Puggsy. Standing on the pressure pads will open one of the gates to drop the ball onto his head when it rolls overhead. Bear in mind that if the racoon's hand rests above one of the pads, this will activate a door that is above his head currently, but one that is not below his hand will activate a gate on the other side of the arena, so you must time it so that the racoon gets back under this part before the ball falls through. Six hits is all it takes.

CARTOON SEQUENCE

The racoons are now raising your ships up into Raclanti's docks (you reach this area later in the game).

Star Fall Lake

1

No puzzles on this level, but this can be pretty annoying. Take a floating platform with you and avoid or kill the racoons in the lake (they are in diving suits), and then drop the platform in the next lake section. Jump across, using this platform, and take the harpoon gun, so you can defend yourself against the fish (plural), and drop down to the bottom of the lake (you can't drown in Puggsy) and head right to the exit.

2

First of all, kill the oyster in the pool, then head right; kill the racoons and fish, at the bottom of the lake, then go back and collect the floating platforms and rubber ducks. Now put them on the lake to form floating platforms; the best way to do this is to throw the first to a point within jumping range and get another, then jump onto the last one you threw and throw the next from here. Bring the shells across to the other side and stack about two up at the top of the slope, left of the exit and you can jump up to the platform above. Kill the oysters and collect the scissors. Go down to the lake bed and carry the scissors to the tall weeds; this will cause part of the floor to vanish. Quickly get rid of the scissors as two balloons holding an extra life and a pair of sunglasses will float up, so grab the former and N if needed N the latter. They may displace one of the floating platforms you set, so you may have to redo your crossing before you can carry the heart across to the exit.

Splinter Town

1

Go past the chimney with the brush sticking out (it doesn't hurt you), and jump onto the platform with loads of objects on. There is a gun, and also some sunglasses. Take the gun and commit mass murder on a grand scale (well, kill all the racoons that walk along the streets of their town). Find a balloon (there are three or four on this level) and go to the left-hand underground section, and kill the puss-in-boot. Inflate the balloon below the shaft in the ceiling and hold on (or let go, it doesn't matter). The balloon will float up and open a trapdoor in the pavement. Let go and wait for the sentry racoon (who is invulnerable to your attacks), carrying the key to walk onto it and he will fall, dropping the key. Use this to open the lock.

2

This level has two exits, each leading to a different area of the game. The most straightforward one involves following the path at ground level. Kill the racoons with the water jugs, but ignore the town crier; he's part of the scenery.

To get to the other exit, find the racoon with a basket on her head and jump on it (this racoon can't hurt you, and doesn't mind you using her basket as a platform)! Jump from here onto a rooftop and follow the rooftops along. Also, collect the shoes on the floor, as there is one jump you may need some help with, so use the box as a platform. Avoid the clouds of smoke from every other chimney and go through the top exit.

Badger Mill (Accessed via the top exit)

1

This is a fairly easy level; watch the flour being baked into bread, then run

down the slope on the left and grab the match (it's on the wall to the left, then drop it on the conveyor belt, and it will come out red-hot. Take it down to the bottom of the level and kill the sticks of barley and possessed loaves of bread (you can use a bag of flour to do this, much like the water cup. Throw the match at the rope holding the weight and it will land on the seesaw, catapulting the key to the lock into reach. The exit is just right of the conveyor belt.

2

This level is really frustrating, and is best done with the training shoes. You must first of all stack up most of the silver coins behind the pipe to open the door. To do this, stack up some coins and jump up with another coin and let go; it will rest on the top of the pipe. Take another coin and knock this first coin in and repeat. You must wait until the previous coin has stopped bouncing, however, otherwise there is likely to be a frustrating side-effect, where the two coins come to rest one in front of each other, not stacked up. When there are only a few coins left, grab one and thrust it up in the air by the pipe, so it bounces a few times and quickly grab another, jump on the bouncing coin and throw it (the one in your hands) in. Eventually the gate to the right will vanish, so pass through and use three stools as platforms to get over the flames. Take another two stools and stack them up by the exit and grab the eye and jump up to the platform over the exit and throw the eye down the shaft. Grab and activate the remote control and you will see a mouse shoving the eye to the left with a bag of flour, to hit a switch that activates the exit.

3

Grab the remote control ; there are three switches that control the three conveyor belts (seen using the remote). The left one reverses the middle belt, the middle reverses the bottom left, and the right one reverses the bottom right. Activate the left switch and wait for the flour bag to land on a switch, before going to the middle one; repeat the process. Now drop the remote control by the right hand switch; the next bag will be okay. Then pick up the bag of flour and drop it by the left hand switch. The door will now be accessible.

BOSS: Flour Power

This boss only takes three hits to kill and is really easy once you know what all the switches do. The badger's only defence is to throw a single bag of flour at you. Use the left hand switch to switch between horizontal and vertical control of the claw hand and the middle switch to alternately move it left/right and up/down, with the middle position to stop the claw. Keep doing this until you catch the flour bag. The badger is now defenceless. Move the claw all the way to the left and raise it, then move all switches to their right-hand position, which will cause the claw to travel along the conveyor belt and dump the bag over the badger's head. Repeat twice.

CARTOON SEQUENCE

The racoons carry Puggsy's spaceship through the docks.

Pyramids

This section is accessed via the bottom exit on Splinter Town (2)

1

Grab the remote control and start controlling the white racoon (who's carrying the eye), by using the direction pad, pressing up to make the racoon jump, until he reaches the switch to open the door. Try opening one of the other switches however, and a gold coin will also drop down for you to take.

2

Grab a ball and take it to the teleporter. You must now throw it at the right angle so it travels through a series of teleporters and ends up on the switch;

otherwise is will either warp back to you or get stuck. Take another ball and take the upper route and activate the switch to free the white racoons. They will activate two switches. Stand right near the exit as one will open the exit and the other will free a white racoon, who attacks you, and is invincible. Get into the exit as soon as you can. You may lose a few lives in the process.

3

Grab the shape carried by the white racoon (kill the racoon) and the one guarded by the snake. If you've not got shoes, then use one of these to make your way to the next shape, killing the scarab beetles on the way. Take all the shapes to the bottom of the level and kill the snake, then stack them up so you can get to the chamber where the other shape is. Take all the shapes up to the top, where there is a wooden pillar with holes that you must fit the shapes into (throw the ones that have to go into the top). The exit is now open.

BOSS: So Pharaoh, So Good

The pharaoh appears in a huge space ship and goes left and right trying to hit you with his plunger. Use the pressure pads and the raccoon-statues will fire plungers to hit the pharaoh. These can also damage Puggsy, however, so avoid them too.

CARTOON SEQUENCE

A racoon turns on a fan, which will cause you problems on a later level.

Darkblade Forest

1

Take the crystal ball and carry it through the level. It is possible, but tricky, to get it up the cliff (make sure you've got trainers), and then kill the bat and cross the lake full of squid. Be warned that if you jump off the propellor platform, it will start to float back to its starting point unless you jump a little to the right, and it should follow you. Pass Wiz & Liza's gravestones (nice in-joke, or "Easter Egg", there, reference to another Psygnosis game), and place the ball on the pedestal; the door will open immediately. Take the ball again and exit the level.

2

Make sure you have trainers for this. Puggsy is being chased by a sorta boss, a weird cloaked figure with glowing eyes. Grab the catapult and fire it so you dislodge the stones that are hanging in the trees (these will slow down your adversary. To do this accurately, fire the first two as you pass the first trees. The next should be fired as you pass a mushroom. Keep this up and run into the exit.

3

Use the marbles as platforms to reach the bubble gun; ignore the candles, they're a decoy, then go back and float the marbles into the water, but stack them up, then jump on them with the gun. Eventually you should get up the cliff to the right, so jump off and shoot the fires and exit the level.

Diamond Mines

1

Ignore the mining car and walk through the level, killing the mice and bears. Exit the level. Seemed simple? There's a hidden exit (see secrets).

2

Kill the bear; take a stool and take it down to the rails; ignore the mining cars and jump up to the ledge over the exit, with the stool. Kill the bad guy

and get to the key, using the floating platforms. Go back to the start point and open the lock and kill the bad guy.

Take a petrol can and go to the rails. The mining cars go a little way before hitting an object lying on the track and falling off. Put the can on the object (whatever it is) and it will explode. Repeat this. Take the last can and throw it under the platform at the end of the track. When the next cart arrives, it'll push it up to the buffer and blow up part of the rock face, making the exit accessible.

Darkskull Castle

1

There are two exits here; grab the remote control and activate it to move the black thingy along. When it reaches a fan, stand on the correct switch (you have to alternate switches when the pot comes to another fan) to activate the fan. At the point there are four fans in a row, move it over the second from the left and you will get past. There is a heart but I can't figure out any way to get it. Go either left or right; the best way is to do this game twice in a row and enter both doors; one will lead to stage 2, the other to Fire Heart (see below).

2

Grab the torch and search for the three letters on the wall; one is just left of your start point, another is by the ghosts and the third is by the exit. Take the uzi and zap the three ghosts carrying the letter that appeared and take these letters to the matching ones on the wall, to open the exit.

3

The object of this level is to create a potion that allows Puggsy to make an otherwise impossible jump. First of all (and this is the hardest part, so I recommend you do this first), go to the table with the bats on either side. There is a knife underneath. Grab one of the objects off the table, kill the bats and then run towards the table (from the left is easiest), and make sure Puggsy is holding the object close to the floor (use the direction pad). Let go and thrust it right and if this is done correctly, it will knock the knife into reach. Ignore the knife for now and take any object and go down to the cauldron. Go right and there is an invulnerable racoon guarding an egg. Go to the switch above the racoon and switch it on, when the racoon is at the right end of his territory and he should be trapped behind a wall, allowing you to get the egg. Put the egg in the cauldron. Take the object back and go to where the sunglasses are, and follow the passage. There is a bat holding a leaf and a switch that is blocked by a plank. Go up and throw the object over the plank and it will hit the switch, lowering the plank and killing the bat. The leaf is yours; drop it in the cauldron. Take the knife now and go left of the cauldron and kill all the pumpkins; at the end is a frog. Now this is really horrible; use the knife and you will cut off one of the frog's legs. Put this in the cauldron and a potion will appear; drink it and Puggsy will speed up and be able to jump as far as he likes.

Fire Heart

1 (The level accessed from Darkskull Castle (1))

You are being chased downhill by a giant snowball! Run down the hill and avoid the bouncing snowmen. Exit via one of two doors. You will access two new stages if you enter both in separate attempts.

2

I think you can access another level to the left of the previous one; this simply involves walking along and killing all the snowmen and white racoons. Do not go into the obvious exit, as it's a fake!

Instead, use the balloon and head left as you float. Once you're past the summit of the hill, go straight up and you will see a platform with the real

exit on. Float to it (WARNING: If you hit the underside of the platform, you will be trapped and must start again). This opens up an alternate route to the Diamond Mines secret level and Badger Mill.

3

Kill all the racoons; one will drop a petrol can, so pick it up and go to the flat section where there is no snow. Stand on the snow to the right and drop the ca on the flat area and it will explode, leaving a crater. Wait until a load of flames has risen out of the top and jump down, to land on the ledge on the right. Kill the baddies and collect the four balls. These aren't enough to reach the exit, or are they. Throw them up in their air and you will find hidden ledges you can fit them into; one is a little way off the ground; the next is slightly higher and to the left, and the next higher and to the left again. The last is just left of the door. This may take some practice as knocking one when it is in place can dislodge it.

BOSS: Halitosis The Dragon

This is the hardest boss (apart from the King himself); when the dragon moves towards you, place Puggsy under his chin, out of range of the flames, and jump and press up to hit the dragon. Keep doing this until the dragon is dead.

CARTOON SEQUENCE

Remember the bad guy who chased you in Darkblade Forest? He/She appears again to magic up a cog wheel. Puzzled? You'll find out soon enough.

Aztec Temple

1

Grab the gun and go up and shoot the bird. You will be blown back by a strong breeze, so this is awkward. Go and get the statue's head and go up the tree and jump to the raised platform. Be careful when you go under the second bird and once you're past it, you're out of the breeze. Throw all three petrol cans into the breeze and they'll blow back (or they should) and carry the head back to the start. Take the head and the cans down to the bottom, where some stones are blocking you. Blow up the stones and then stack up one or two objects to get up the cliff. Take an emerald (worth 900 points) and when you reach the bridge it will vanish (want to get across? see secrets). The main exit is below.

2

Go left and kill the racoon. Take one of the circular objects and put it to the left of the pit with the crushers in. You can now get across; repeat this. Grab the pulley and jump onto the wire that spans the last pit and hold right; Puggsy will be carried across to the exit.

Racrock Forge

1

The last secret level is found here (see secrets); kill all the bears and find the ball bearing. Take it to the top of the left-hand pipe and drop it down. It will change shape (into a heart, I think). Go up again (using the lift) and drop this down the right-hand pipe. Keep going until you have a hexagonal ring-thing (the sixth object you make) and take it to the "VI" symbol (this is 6 in roman numbers). You can now reach the exit. ?

2

Go right and kill all the bears. Get the stool and go up to the platforms to get the balloon and key. Take them left, but don't touch the switch! This permanently opens a hole that you can't get out of or pass. Under the shaft with the deadly steam pistons, place the key on the balloon and inflate it (the balloon, not the key), then let go. As fast as you can, go left and up to the

top of the shaft and leap across, grabbing the key and inserting it in the lock to open the exit.

N.B. You cannot do the next three levels unless you have defeated all the bosses; otherwise a screen showing which bosses you still have to do will appear (this will only happen with the badger and/or dragon).

Raclanti's Docks (This is where things get really hard)

1

Kill the racoon and then go left and climb onto the top of the colonnade and cross over the roofs, killing the gulls. Drop down on the other side of the gap and take the match. Go back and stand a little way right of the cannon. Throw the match at the cannon and jump up and grab the cannonball that is fired out, then take it back to the other side via the rooftops. Use this to pass the fan.

2

Take two barrels and go to where the cog wheel is (the one the spirit magicked up). You cannot hold it yourself, but knock it off the platform to the right with one barrel and have the other positioned to catch it. You have to carry the barrel back with the cog; the best way to do this is to keep throwing the cog in the air by jumping and then catching it again. This takes a lot of practice, but you must put the cog on the other, identical, platform, to open the exit.

Raclanti's Maze

Take the shoe box, and use it if you don't have trainers. Go left, down and right. You will see two narrow platforms; stand on the left one and press down; Puggsy will go through the platform, leaving the box behind. Go left and up to the top, then go a little way down. The exit is down one of the shafts (use the arrow at the top of the screen to guide you).

FINAL BOSS: If Looks Could Kill!

First of all, the giant racoon will fire lasers from his eyes. Stand below him; as the lasers begin, jump left and they will miss you. A few will deflect against the floor and hit the racoon while the others fly over Puggsy's head. He will vanish and cogs will appear. Stand next to one cog, and it will bounce; as it bounces, jump to land where this cog was before another falls on your head. When you land, it will have bounced off screen. (This move is best performed at the edge of the screen where you can't overjump.) He will also try and land on you; stand in the middle, and he will fall to one side. Repeat this until the racoon is dead.

5 Secrets

These are all the secrets I have found hidden away in Puggsy; most are secret levels, but there are some secret bonuses hidden on levels.

The Cove (1): Treasure Trove

Collect the sunglasses if you don't already have them and then go down and kill the lobster. The next part is tricky, but can be done if you grab the hook and fall down at the very left of the pit, and push left and jump so Puggsy uses the hook to grab the ledge. Throw the hook at the lobsters to kill them, and kill the racoon using the water cup you find. There is an exit at the end of the passage.

This opens a secret level, indicated by a "?" on the map. This area contains six treasure chests. The diagram below shows what each contains. Each key can only be used once. The main key is in plain sight in the middle of the level.

TOP

One gold coin

Trainers

Sunglasses

A shell

A broken gun (*@\$&!)

A

key, which opens the

Key

top

boxes (the normal

key will not).

Exit

The Cove (2): Hidden 1 up

Go past the monkeys and kill the shellfish, and get the key. Then go to the top of the hill and leap onto the platforms up above. Go right, avoiding the gulls, and you will come to a chest, containing a match. Go left to the cannon and light it using the match; it will break a platform above, sending a stack of barrels down to the floor. Climb up these and grab the shield. Use it and kill all the enemies, and there is a heart at the end. To pass the barrels, put the heart on top, drop down a little and pick up the barrels and tap left or right and they'll come crashing down and you can exit with the heart.

The Red Woods (1): Wabbits World

Go right and cross the bridge, avoiding the bird who is spitting acorns and climb the tree until you get the knife. Drop down and hold the knife at one end of the bridge and it will collapse. Below is a door. The secret level you will open is really sadistic! It's full of Wiz & Liz's wabbits and Puggsy has a gun and you get to shoot them all. Climb the tree, using some of the apples as platforms and ride on the moving platform. Kill the wabbits on the other side and stack up apples (there's one hidden in the hut, and you should also get one or two by riding on the moving platform again and getting them from the tree). When the apples are high enough, jump into the tree, shoot the wabbit and take the heart.

Redwood Keep (1): Secret Passage

THIS IS A MAJOR SECRET AREA!

Do the level as normal, but are you wondering why opening the chest after getting the weight reveals a key? Go down to the level where the ghosts were and shoot them as before, then flick the switch to the right. Get the balloon and go left to some fans. Drop the balloon so it begins floating up and down, grab the gun and jump onto the balloon. There are two racoons on a ledge, one holding a key. When this one is close to the ledge, shoot him and he drops the key. The other racoon will kick the key every time he reaches it and it will eventually be within reach.

This is the hard part. Go back to the pit just left of the switch and put the key on the balloon. Grab the balloon and inflate it and hold on. You will rise with it until you reach the ceiling; to your right is a locked exit. Carefully move the balloon left slightly. If you've done this right (and you need to be really accurate), the key will bounce into the lock. If it misses and falls, you've screwed up and must start again. If it goes in, carefully manoeuvre yourself to the exit.

The secret level is pretty hard too; go right to get the remote control and go back to the starting point, where there are three switches. Using the remote control, you can see three airspaces, each one containing a pair of fans (one at either end), a ball, and a switch. Each switch controls two fans (one on two different levels). Keep changing switches until each of the balls is resting on a switch (and therefore triggering it). Take the control right (making sure you

don't touch the switches) and place it on the switch at the bottom of the level. Go back up and go right and you will find the exit.

The Light House

1

Run down the slope and jump into the pit, killing the baddies and grabbing the key. Open the passage ahead. Kill the puffin (a-puffin' on his pipe!) and the limpets, and you will reach a collection of shoeboxes. Take a pair if you don't have them already and put a shoebox under the foot of the stairs up above. Take another box and jump up onto the stairs. Climb the stairs, killing the limpets if you can (if you hit them they die anyway and you can get more shoes from the stack of boxes). The exit is at the top.

There is also a secret level! Take the torch that is just right of the exit and carry it down the steps. Go left and shine the torch until you see the image of a shell. Go right and stack up boxes so you can reach the ledge with the objects on and kill the puffin' puffin. Take the objects. There are two shells and one matches the one you saw with the torch. As with the ghost level, put this over the image and a hole will appear in the floor. There's an exit at the bottom.

Secret Level: A Hidden Place

There are loads of letter blocks on this level, spelling out the words: "THIS IS A SECRET ROOM". Take them all to the top and stack them up to reach the heart. For an added bonus, play the level again, but instead of taking the heart, stack up five letters so the word "HEROS" reads downwards, and go into the exit with these. You will get a special screen with information about the game.

Turn Green!

I'm certainly green with envy that I have owned Puggsy for so long and not known about this; in "A Hidden Place", spell out the word "CHEAT" (by stacking up letters) and carry them out the door. You will turn green and also you will no longer lose lives when you die!

Thanks once again to Ashura119921124@aol.com for sending that in!

The Light House

2

Go left and you will find a pipe. Carry it right to the bunsen burner and fit the pipe in the gap in the pipe (to the bunsen burner), and go down and get a coin. Carry this left and drop it in the slot. Quicky, run right, grab the small candle and throw it in the bunsen burner, which is now lit (the flame goes out if you leave it too long), then take it to the large candle and throw it at the wick. When the candle is lit you can exit the level.

Angeltier Falls

1

This is an extremely obscure level. Place one shell so that you can reach the first ledge, and jump up (carrying another shell) to the ledge with the friendly racoon on. Go right until you reach the waterfall. Place the shell on the edge of the platform. Get another shell and take it up to here; now, make the first shell bounce like you did in Badger Mill) and jump on it. When you jump you should make it to another platform. Repeat the procedure and you will land on a platform with a bridge to the right. Cross the bridge and take the green coin. Take this to the racoon and he will exchange it for another object. Keep exchanging objects and a knife will appear. Take this to the bridge and cut it, then return to the racoon. Exchange items until you get a key. Go to where the bridge was and drop down; the bridge will have re-formed here. Cross to the exit and open the lock. If you want an extra bonus, go back to the racoon and give him the key; he'll return the coin.

Take the wreath from the statue and stack up the apples to get up the cliff. Go along until you pass the next wall and stack up the apples until you can get up the cliff. Take the wreath with you. There will be another statue; place the wreath on its head for a special bonus. Five hearts will drop out of the sky. Carry them to the exit.

Lunar Jet Pug

This is the end of this chain of secret levels and it's probably the hardest in the game. You must steer Puggsy through a maze of electric circuits, and if you touch a wall you die and must start the level again. There is a gun you can take but it is hard to get. If you hit a bad guy, you will also die, but it will then vanish. This is best done if you're green.

NEW Here's how to do it: First of all, drop down the shaft and carefully steer diagonally down and left; you must now carefully drop through the small gap in the floor, without overshooting, then steer right, avoiding the edges and enter a straight path leading to the message: "COMPLETE ALL 51 LEVELS". Head diagonally down, avoiding the squiggles and you will find the exit.

Star Fall Lake (1): Star Fall Pool

When you drop into the main area where the door is, go left until you reach a wall. Take the shield and jump up and keep jumping and Puggsy will rise up until he reaches a passage. Use the shield to kill the oyster and go through the secret door.

In the secret level, go all the way right. There is a room that you can't enter that has several ducks floating in the water near a switch. Take one of the ducks to your left and throw it into this room; if your aim is right it will knock the other ducks and they will throw the switch. Go into the pool on the left to get a heart and then go up and left to the lake with the submarines in (avoid these). A hole will have opened up in the floor. Drop down to the exit. This is a short cut to Badger Mill (2)

Splinter Town (1): Puggs In Space

Go all the way to the right and you will find a wishing well on the other side of a pit. Stack up a few objects on the left of the pit and take any object and jump the gap so Puggsy grabs the well. Drop the object in and fall to the floor. The well will give you a gold coin for your troubles. Repeat with the coin and a gap will open up to reveal a secret door.

The secret level is similar to space invaders; take the joystick and shoot the food items that are slowly progressing towards you. Also shoot the man in the car and the object holding the heart before leaving.

Diamond Mines (1)

Go to the end of the level and take the coin, then go back to the start. Jump on a mining cart and then onto a high ledge, which contains an exit.

The secret level is a sort of matching game. There are four pictures and eight objects. You must throw an object that is similar to each picture (in order, left to right) into the teleporter. Use some of the spare objects as a platform.

Here are the objects you must use (make sure you look at the order the pictures are in, as these may not be in the correct order.)

PICTURE	OBJECT
Gun	Bubble Gun
Water Cup	Barrel
Knife	Scissors
Candle	Torch

If you throw in a wrong object, or a right object in the wrong order, several butterflies will be released to attack you. Get it right and you can exit. This

takes you to Fire Heart (2)

Aztec Temple (1): Aztec Games

Do this the same, but don't carry anything onto the bridge and it won't vanish. There is a door on the other side.

In the secret room, grab the ball and use it to manoeuvre the white disc that is floating around into the slot at the top. Moving it into the arrow pads makes it move in the direction of the arrow; the "?" pad will make it materialise in a random place and the "!" one will get it moving along the top of the screen, which is a good chance to get it into the slot. An extra life is your reward and the door opens to the right, off screen.

Racrock Forge (1): Pugsanoid

Do the level as normal, but don't go into the exit. Go up in the life and jump onto the next reachable platform above the rather obvious second exit. The floor at the end will now have vanished. Take both the ball bearings and drop them down the left pipe to turn them into hearts and carry them into the exit for two easy lives.

In the secret room, thrust the heart up to knock out the blocks above you, or alternatively jump up. When all the blocks are gone, the exit opens.

WARNING: There is a glitch on this level that means that if you fall out in a certain way, you will end up on some sort of hidden platform/trap offscreen, and you will pause for a moment then die; if this happens, you will be on it every time you restart, and you cannot get out unless you restart the level (pause+ A+B+C). Do this fast or you could lose a more lives than you earn.

Are You Good at Maths?

****CORRECTED****

In the credits, it gives a complex equation. According to enyaman@hotmail.com:

re: your Puggsy FAQ, the code you have for the extra levels is incorrect!
Here's what it should be:

123 765 444
177 075 537
457 337 735

It leads you to 4 extra levels - make sure you have your trainers on before you try it!

The levels are as follows

S
P
O
I
L
E
R
S

Shell Shocked

Run ahead of the raccoon (it can't kill you if it touches you) and kill some shell fis. Climb up the pile of shells fast and jump to the exit; if you're too slow, the raccoon will knock down the pile and you must start over.

Fair Oh's Tomb

Run away from the cloaked figure again; then climb up and avoid all the scarab beetles.

Will's World

This level is - interesting. Go past the four cabaret dancers and grab a stool; use two stools to get past the wall (stack them up) then drop into a pit, then get out using fan platforms. In the next room are four bats holding balloons; kill one and grab its balloon, then float to the exit.

Never Mined

This is the same as the secret world in the Diamond Mines, only your left and right controls have been reversed and getting the hang of this is the main problem.

Lee and Errr??

Nothing here but a message that reads "Leander is Galahad on the Megadrive; Try Cheat". This of course refers to turning Green (see above).

The End of All

Just a message saying you completed every level, and "REV 22 v 21", which refers to the last verse in the Bible. Presumably meaning the game is over.

6 PASSWORDS!

Not many here, but this will open every level up. From here, complete Aztec Games and Pugsanoid and you will get a special message!

600 276 007
314 325 663
037 356 576

Also see the password above.

End of FAQ. If you have any comments, complaints or hints, please email GavLuvsGA@aol.com (so long as its nothing patronising like pointing out a speeling mistace!)