

Exit FAQ/Walkthrough

by peter_the_h

Updated to v1.03 on Mar 24, 2009

Exit for PSP / Xbox 360

Maximum points walkthrough by Peter Haworth <pmh-exit@edison.ioppublishing.com>

Version 1.03 - All stages documented, and mention Extra Stages walkthrough

\$Id: exit.txt,v 1.28 2009/03/24 22:07:09 pmh Exp \$

Contents

=====

Intro: Introduction
XIntro: Xbox 360 Introduction
Unlock: Unlocking the higher levels
Tips: General tips for completing stages quickly
S01: Situation 01 - Training
 S01-01: Stage 01-01
 S01-02: Stage 01-02
 S01-03: Stage 01-03
 S01-04: Stage 01-04
 S01-05: Stage 01-05
 S01-06: Stage 01-06
 S01-07: Stage 01-07
 S01-08: Stage 01-08
 S01-09: Stage 01-09
 S01-10: Stage 01-10
S02: Situation 02 - Building Inferno
 S02-01: Stage 02-01
 S02-02: Stage 02-02
 S02-03: Stage 02-03
 S02-04: Stage 02-04
 S02-05: Stage 02-05
 S02-06: Stage 02-06
 S02-07: Stage 02-07
 S02-08: Stage 02-08
 S02-09: Stage 02-09
 S02-10: Stage 02-10
S03: Situation 03 - Subway Under Water
 S03-01: Stage 03-01
 S03-02: Stage 03-02
 S03-03: Stage 03-03
 S03-04: Stage 03-04
 S03-05: Stage 03-05
 S03-06: Stage 03-06
 S03-07: Stage 03-07
 S03-08: Stage 03-08
 S03-09: Stage 03-09
 S03-10: Stage 03-10
S04: Situation 04 - Dark Underground
 S04-01: Stage 04-01
 S04-02: Stage 04-02
 S04-03: Stage 04-03
 S04-04: Stage 04-04
 S04-05: Stage 04-05
 S04-06: Stage 04-06
 S04-07: Stage 04-07

S04-08: Stage 04-08
S04-09: Stage 04-09
S04-10: Stage 04-10
S05: Situation 05 - Hospital Quake
S05-01: Stage 05-01
S05-02: Stage 05-02
S05-03: Stage 05-03
S05-04: Stage 05-04
S05-05: Stage 05-05
S05-06: Stage 05-06
S05-07: Stage 05-07
S05-08: Stage 05-08
S05-09: Stage 05-09
S05-10: Stage 05-10
S06: Situation 06 - Frozen Hotel
S06-01: Stage 06-01
S06-02: Stage 06-02
S06-03: Stage 06-03
S06-04: Stage 06-04
S06-05: Stage 06-05
S06-06: Stage 06-06
S06-07: Stage 06-07
S06-08: Stage 06-08
S06-09: Stage 06-09
S06-10: Stage 06-10
S07: Situation 07 - Factory Explosion
S07-01: Stage 07-01
S07-02: Stage 07-02
S07-03: Stage 07-03
S07-04: Stage 07-04
S07-05: Stage 07-05
S07-06: Stage 07-06
S07-07: Stage 07-07
S07-08: Stage 07-08
S07-09: Stage 07-09
S07-10: Stage 07-10
S08: Situation 08 - Panic City
S08-01: Stage 08-01
S08-02: Stage 08-02
S08-03: Stage 08-03
S08-04: Stage 08-04
S08-05: Stage 08-05
S08-06: Stage 08-06
S08-07: Stage 08-07
S08-08: Stage 08-08
S08-09: Stage 08-09
S08-10: Stage 08-10
S09: Situation 09 - Armageddon
S09-01: Stage 09-01
S09-02: Stage 09-02
S09-03: Stage 09-03
S09-04: Stage 09-04
S09-05: Stage 09-05
S09-06: Stage 09-06
S09-07: Stage 09-07
S09-08: Stage 09-08
S09-09: Stage 09-09
S09-10: Stage 09-10
S10: Situation 10 - Space Invaders
S10-01: Stage 10-01

S10-02: Stage 10-02
S10-03: Stage 10-03
S10-04: Stage 10-04
S10-05: Stage 10-05
S10-06: Stage 10-06
S10-07: Stage 10-07
S10-08: Stage 10-08
S10-09: Stage 10-09
S10-10: Stage 10-10
Extra: Extra Stages
Legal: Copyright and suchlike
Hist: Version history

Intro: Introduction

=====

I started this walkthrough (my first) because I was surprised to find that no-one else had written one, even some months after the game's release. Since then, another guide has been published, but so far, it doesn't include the target times for getting 100 points in each stage like this one does. Also, the other guide, along with some of the solutions I've seen for individual stages on various game forums, doesn't have the precision I wanted. My aim with this guide is to make it absolutely clear how to solve each stage of the game with maximum points.

This walkthrough describes the fastest routes I've found through each stage, along with the target times for earning 100 points and 80 points. The 100 point targets are obviously what you need to get the maximum score. The 80 point targets are what you need to unlock Situation 10, which requires a 7200 point total. So, if you manage at least 80 points on each of the previous 90 stages, you'll be able to play the final 10 stages.

I've tried to nail the 100 point targets accurately (though I'm sure I've rounded the fractional seconds off the wrong way in a few cases), but the 80 point targets are definitely off by a few seconds in some cases, as I just don't have the patience to do nothing while the timer ticks down for two minutes or more. Besides, if you're using this guide, you're going for 100 points aren't you?

I've also included my fastest times. I'm not trying to show off with these, since I'm sure other people will have managed much faster times. The point is to show how much time there is to spare on each stage. On most stages you can get 100 points even if you stand still for 30 seconds, or even a minute. However, there are a few stages on which there are only a couple of seconds to spare - at least with the routes I've found so far.

There are some stages where not everyone has to be saved to complete the mission. For these stages, my target times assume that you do save everyone. Although it is usually possible to get 80 points by only saving the minimum number of people, I don't think it's possible to get 100 points without saving everybody.

XIntro: Xbox 360 Introduction

=====

I've never touched an Xbox, but I'm assured that the first 11 situations in the X360 version of the game are exactly the same as the PSP standard

situations. However, X360 version also comes with the the PSP's extra stages as standard, numbered as situations 12 to 22. This walkthrough doesn't include those stages, but I'm working on an "Extra Stages" walkthrough, which you should be able to find wherever you got this one from.

Unlock: Unlocking the higher levels

=====
[Thanks to Alvin Cogan for the details of the first paragraph, and for the totals required in the middle two]

To unlock Situations 02 to 07, complete all ten stages in Situation 01.

To unlock Situation 08, score at least 4200 points. That means scoring an average of at least 60 points per stage in Situations 01 to 07. Or, if you're following the guide to get 100 points for each stage, you have to complete Stages 01-01 to 05-02 with 100 points.

To unlock Situation 09, score at least 5600 points. That's an average of at least 70 points per stage in Situations 01 to 08, or 100 points in Stages 01-01 to 06-06.

To unlock Situation 10, score at least 7200 points. That's an average of at least 80 points per stage in Situations 01 to 09, or 100 points in Stages 01-01 to 08-02.

Tips: General tips for completing stages quickly

===== Doing things in parallel with your companions

If it takes a long time for a companion to carry out the task you've given them, that's no excuse for just hanging around waiting for them to do it. If you're just instructing them to move to a new location, it's simple to just carry on with your own business while they are finding their way to their destination. However, if you're instructing a companion to push a box or safe a long distance, provided that you hold the button down, you can also carry on walking, running, jumping, pushing, picking up objects, and using them, while the companion continues to push the box or safe. This is especially useful if you need to move out of range before the companion finishes their task.

Don't worry about the companion jumping off a ledge after the box/safe, if you're instructing them to push it over the edge. Once the object falls, the companion will just stay still, no matter how long you keep the button held down.

It is possible to instruct other companions to perform tasks while the first one is still under your thrall, but it's not very reliable. In fact, it's more likely that you'll do this by mistake than gain benefit from doing it deliberately.

Likewise, if you're climbing a ladder or stairs, or climbing onto or over a ledge, that's the ideal time to issue instructions to your companions. If you're not getting them to do anything while you're otherwise engaged, you're wasting time just watching these long animations. Even pushing boxes is an

opportunity - once you start to push a box, you've got a couple of seconds to order your companions about with.

Running can save time

Obviously, running is faster than walking. However, it takes a long time to to a stop, so running for short distances generally isn't worth it. Also, jumping with precision while running can be difficult, though it is necessary to clear gaps of more than 3m, and allows you to clear 3m gaps without having to climb afterwards.

If you run off the end of a ledge, you'll keep some forward momentum while falling to the floor. If you need to do something at the spot where you end up after this, such as picking up an object, opening a door, or even just climbing up or down ladders or stairs, you'll save time over just dropping off the end and walking to your destination.

If you need to change direction while running, keep the R button pressed, and don't stop. You'll be rewarded with a silly skidding animation, and a much quicker turnaround than running, stopping, then running back the way you came. This can be really handy to activate companions in some cases.

If you need to break a weak floor (red, not yello), running will allow you to break two floor tiles before you fall.

Jumping can save time

Like running, jumping can allow you to avoid some of the pauses between actions. The obvious case is steps - if you're faced with a set of steps which you need to get to the bottom of, you can jump down the whole lot much quicker than dropping down each one individually. Just make sure you aren't going to end up falling more than 3m when you try this.

The other main time saver with jumping is dropping down 4-5m drops. It's quite a labourious process to hang from the edge you're standing next to before dropping down to the floor. If it's a gap you need to drop through, rather than the end of a ledge, stand 3m away from the other side of the gap, and jump into the gap. You'll end up hanging from the edge on the other side much faster than you could hang from the edge you started on.

Using bodies as doorstops

Shutters controlled by switches will be held open if anything is underneath them, even if there's nothing on the switch. Depending on the situation, it's often useful to stand under a shutter yourself, instruct a companion to stand under one, or to push a box under one. If you can get your companions to follow you in a tight enough bunch, it's possible to lead several of them through a shutter without anyone standing on the switch.

Don't wait for companions to finish what they're doing

There are some situations in which it is useful to instruct a single companion to perform multiple tasks without you or the other companions doing anything in between. If you wait for them to finish what they're doing before giving them their next instruction, you're wasting valuable time. Instead, wait until they **start** the first task.

This is especially useful if the penultimate task takes a long time, like picking up or putting down a patient, because once they've started doing that, you can give them their final instruction, and get on with whatever else needs doing without having to wait for them.

You can prepare instructions by clicking on the companion, and moving the pointer to the object they need to interact with next, then waiting until they're ready for their next instruction. The first click doesn't affect them at all. This can save huge amounts of time if the second click is a long way from the companion.

Leading companions along complicated paths

If you need to instruct a companion to go somewhere which involves climbing over an obstacle, then climbing a ladder or stairs, you'll have to do it in two steps, even if all of the side to side movement is in one direction. First, instruct them to climb over the obstacle, then once they're over it, instruct them to climb the ladder/stairs. Taking the previous tip into account, you should give the second instruction as soon as the companion starts to step or climb down from the obstacle.

Stairs can be a pain when going up or down them involves changing from going left to right or vice versa. Instructing companions to go up or down such stairs will only work if they're close enough to the entrance when you give the instruction. Otherwise, they just end up standing above or below where you wanted them to go.

On the other hand, if there are several flights of stairs all lined up and facing the same way, if the companion is close enough to the first staircase, you can instruct them to climb several flights at once.

S01: Situation 01 - Training

=====

S01-01: Stage 01-01

The game basically tells you what to do on this stage,
so it's pretty hard to fail

Go right, then up the stairs
Jump over the two holes, go right, and down the stairs
Go right, climb over the first step, go right, and climb onto the second
Go right, and jump/climb to the floor above
Open the door, and go right
Exit

Time limit: 5'00"
80 points: 2'20" (2'40" remaining)
100 points: 1'00" (4'00" remaining)
My time: 0'30"71

S01-02: Stage 01-02

There's still plenty of instruction from the game here

Go right, past the rope, then up the ladder
Go right, climb over the box, and out of the hole
Run right, and jump the gap
Climb over the step, go right, and down the rope
Go right, pick up the key, go right, unlock and open the door
Exit

Time limit: 5'00"
80 points: 2'27" (2'33" remaining)
100 points: 1'06" (3'54" remaining)
My time: 0'36"38

S01-03: Stage 01-03

The game only gives a couple of instructions this time,
but it's still fairly straightforward

Go right, pick up the rope, go right, and hang it from the hook
Go down the rope, right, and up the ladder
Go right, pick up the fire extinguisher, go right, and extinguish the fire
Go right, drop through the gap, drop to the floor (if you caught the edge),
and crawl under the low ceiling
Go right, drop down to the floor below, go right, and climb the ladder
Go left, open the door, step left, and pick up the key
Go right, jump over the ladder's hole, unlock and open the door, and go right
Exit

Time limit 5'00"
80 points: 2'39" (2'21" remaining)
100 points: 1'28" (3'32" remaining)
My time: 0'59"25

S01-04: Stage 01-04

Go left, and press the switch to open the door
Go right, and jump up to the iron bar
Shimmy right, over the gap, and drop down on the far side
Go right, and hang from the edge
Drop down, and press the switch to open the door
Go right, jumping over the two pits, and stand on the elevator switch
Step into the elevator, go up, and right
Exit

Time limit: 5'00"
80 points: 2'20" (2'40" remaining)
100 points: 1'00" (4'00" remaining)
My time: 0'30"96

S01-05: Stage 01-05

Go right, down the stairs, and press the switch
Go right, past both flights of stairs, and activate the young companion

(Sonia Velez Rodriguez)

Go left, and up the stairs

Crawl under the smoke to the right, and climb the ladder

Instruct Sonia to stand at the top of the ladder to the right

Go left, pick up the fire extinguisher, go left, and extinguish the fire

Instruct Sonia to exit, but make sure she's standing above the exit sign first, or she'll climb down the first ladder instead

Continue left, activate the second young companion (Nathan Nelson), and instruct him to follow you

Go all the way back to the right, but don't go down the ladder yet

If Sonia is still around, instruct her to exit

Once Nathan is above the exit sign, climb down the second ladder, go left, and wait for him to exit

Exit

Time limit: 7'00"

80 points: 3'21" (3'38" remaining)

100 points: 1'37" (5'23" remaining)

My time: 1'14"25

S01-06: Stage 01-06

Go right, and activate the young companion (Bacchus Hoffman)

Continue right, and climb the ladder

Go right, and wait in front of the door, until Bacchus is standing on the switch

Instruct your companions to wait, and go right

Climb the ledge, and pick up the key

Drop back down, and go through the doorway

Once through the door, instruct your companions to follow you

Climb down the ladder, go right, and unlock the door

Open the door, go through it, and pick up the plank

Step right, and use the plank

Go right, and wait for Bacchus to exit

Exit

Time limit: 7'00"

80 points: 3'15" (3'45" remaining)

100 points: 1'23" (5'37" remaining)

My time: 0'55"30

S01-07: Stage 01-07

There's an awful lot of help from the game in this stage

Go right, and activate the young companion (Franka Norbert)

Instruct Franka to pick up the rope ladder to her right

Climb down the ladder

Instruct Franka to stand next to the hook to her right

Go right, and pick up the key

Instruct Franka to use the rope ladder

Climb the rope ladder, go right, unlock the door,

and instruct your companions to follow you

Open the door, go through, and wait for Franka to exit

Exit

Time limit: 7'00"

80 points: 3'04" (3'56" remaining)
100 points: 1'07" (5'53" remaining)
My time: 0'40"11

S01-08: Stage 01-08

Go right, activate the adult companion (Gustave Julien),
and instruct him to push the safe as far as it will go
Climb over the safe, step right, activate the young companion (Paolo Paci),
go right, pick up the rope ladder, instruct Paolo to help Gustave,
then go back and lend your support
Instruct Paolo to pick up the key, and Gustave to go as far right as possible
Drop left to the floor, go left, and climb the stairs
Go right, and hang the rope ladder from the hook
Jump the gap, and instruct your companions to follow you
When your companions get to the top of the ladder, take the key,
unlock and open the door, go right, and wait for them to exit
Exit

Time limit: 7'00"
80 points: 3'25" (3'35" remaining)
100 points: 1'45" (5'15" remaining)
My time: 1'25"35

S01-09: Stage 01-09

Go right, and activate the child companion (Sean Macchio)
Go up the stairs, and instruct Sean to pick up the key from the far left
of the same level as the top of the stairs
When Sean has the key, instruct your companions to follow you
When Sean is standing next to you, take the key from him, step right,
unlock and open the door
Instruct Sean to go as far to the right as the cursor will allow
Go right, and lift Sean up onto the ledge
Climb over the obstacle, turn left, and help Sean down
Instruct Sean to pick up the rope ladder over to the right, go right,
climb down the rope, and go right
Once Sean has the rope ladder, instruct him to use it
Climb the ladder, instruct your companions to follow, go right,
and wait for Sean to exit
Exit

Time limit: 7'00"
80 points: 3'29" (3'31" remaining)
100 points: 1'50" (5'10" remaining)
My time: 1'28"28

S01-10: Stage 01-10

Go right, and pick up the patient (John Heston)
Go right, up the stairs, right, and put John on the stretcher
Push the stretcher to the right, until it presses the elevator switch
Push the stretcher onto the elevator, and go up
Push the stretcher right, to the exit, and take John off the stretcher

Exit

Time limit: 7'00"

80 points: 3'20" (3'40" remaining)

100 points: 1'32" (5'28" remaining)

My time: 1'01"46

S02: Situation 02 - Building Inferno

=====

S02-01: Stage 02-01

Go right, and pick up the rope

Go left, and jump up to the iron bar

Shimmy left over the fire, and drop back to the floor

Go left, and activate the young companion (Robin Chartwell)

Go left, and hang the rope on the hook

Go down the rope, run right, jump the gap, go right, and press the switch

Go left, hang from the edge, and drop to the floor below

Pick up the fire extinguisher, turn left, and extinguish the fire

Go right, and pick up the fire extinguisher

Go left, down the stairs, right, and extinguish the fire

Go right, and wait for Robin to exit

Exit

Time limit: 6'00"

80 points: 3'02" (2'58" remaining)

100 points: 1'40" (4'20" remaining)

My time: 1'02"68

S02-02: Stage 02-02

Go right, jump the gap, and pick up the fire extinguisher

Go left, hang down through the hole, and drop to the floor below

Jump left, activate the child companion (Chrissie Miller),

and instruct your companions to stay still

Drop into the pit to the left, jump/climb to the floor above, go left,

and extinguish the fire

Go left, over the step, and up the ladder

Go right, jump the gap, and climb over the box

Push the box left until it falls through the hole

Hang down from the hole, and drop onto the box below

Step off the left side of the box, then push it until it falls into the hole

Instruct your companions to follow you, then drop down the ledge

Turn left, and help Chrissie onto the ledge

Climb onto the ledge, go left, and over the step

Once Chrissie is over the step, climb the ladder

Go right, jumping over both holes, but make sure you don't leave Chrissie

too far behind, or she'll just stop

Once Chrissie has jumped over the second hole, go down the stairs

Go right, and wait for Chrissie to exit

Exit

Time limit: 6'30"

80 points: 3'50" (2'40" remaining)

100 points: 2'30" (4'00" remaining)

My time: 2'04"16

S02-03: Stage 02-03

Go right, and pick up the rope

Go right, and climb onto the step

Turn left, and jump/climb through the hole in the ceiling

Climb the step, go left, and hang the rope from the hook

Jump over the rope hole, activate the young companion (Herman Robinson),
and instruct him to climb down the rope

Go right, jump the rope gap, go right, jump the gap, climb up the step,
go right, and pick up the fire extinguisher

Go right, hang from the edge, and drop to the floor

Activate the young companion (Brenda Ibsen), and extinguish the fire

Open the door, and instruct your companions to follow you

Go left, over the step, left, and climb down the ladder, making sure that
both companions manage to keep up (stand to the left of the ladder when
you get to the bottom)

Go right, jump the gap, and stand on the switch

Instruct Brenda to press the switch at the right end of the bottom floor,
and instruct Herman to climb down the rope

Once both companions are past the shutter, go left, and hang through the hole

Drop to the floor, and instruct your companions to follow you

Go left, and wait for your companions to exit

Exit

Time limit: 6'00"

80 points: 3'18" (2'42" remaining)

100 points: 2'00" (4'00" remaining)

My time: 1'21"03

S02-04: Stage 02-04

Go right, and activate the young companion (Juan Ramenez)

Go right, pick up one fire extinguisher, and instruct Juan to pick up the other

Go left, and hang from the edge, drop to the floor below, go right,
and stand on the switch

Instruct Juan to: stand next to the fire on the other side of the shutter;
extinguish the fire; and press the switch to his right

Instruct your companions to follow you, then wait until Juan is on the rope

Go right, and extinguish the fire

Go right to the exit, and wait for Juan to exit

Exit

Time limit: 6'00"

80 points: 2'22" (2'38" remaining)

100 points: 1'10" (3'50" remaining)

My time: 0'45"15

S02-05: Stage 02-05

This is the first level where running seems to be necessary to get 100 points.
Anytime I say "go", where the distance is more than a couple of metres,

you should probably run.

Go right, and pick up the fire extinguisher
Go left, and down the stairs
Go right, extinguish the fire, step right, and activate the young companion
(David Irving)
Go left, up the stairs, and instruct David to stand on the switch
at the left end of the top floor
Go left, activate the child companion (Robyn Anthony),
and pick up the fire extinguisher
(If you reach the shutter before David gets to the switch, just keep going)
Go right, stand on the switch, instruct your companions to follow you,
and wait until Robyn is standing under the shutter
Go right, down the stairs, extinguish the fire, and instruct Robyn to
stand on the switch
Instruct David to pick up one of the fire extinguishers,
then go left and pick one up yourself
Go right, stand on the switch, and instruct your companions to follow you
Go right, wait for your companions to catch up, then go down the stairs
Instruct Robyn to stand on the switch to the left
Instruct David to stand next to the fire to the right, then to extinguish it
Go left, extinguish the fire, and activate the second young companion
(Irene Robinson)
Go right, stand on the switch, and instruct your companions to follow you
Go right, and wait for your companions to exit
Exit

Time limit: 6'00"
80 points: 3'02" (2'59" remaining)
100 points: 1'40" (4'20" remaining)
My time: 1'34"65

S02-06: Stage 02-06

Turn left, climb over the box, and activate the adult companion (Kelly Irving)
Instruct Kelly to stand to the left of the safe, down at the bottom
Go left, and drop onto the safe
Jump/climb onto the ledge to your left, and pick up the key
Instruct Kelly to push the safe to the right
Go right, and hang from the edge
Drop down to the floor, and instruct Kelly to take the key
Instruct Kelly to push the safe, turn right, jump/climb to the ledge above,
climb over the box, and instruct Kelly to stand under the light to her left
Push the box left, until it falls off the end
Instruct Kelly to push the box to the right, until it falls onto the safe
Go right, climb the step, hang from the edge, and drop to the floor below
Turn right, jump the gap, and jump/climb onto the ledge above
Step right, turn left, and jump/climb onto the ledge above
Step left, pick up the fire extinguisher, go right, and drop down to the floor
Go left, drop down to the floor, go left, and climb down the rope
Go left, instruct your companions to follow you, and extinguish the fire
Once Kelly has reached the bottom floor, take the key from her
Go right, unlock the door, and open it
Go right, and wait for your companion to exit
Exit

Time limit: 6'00"
80 points: 3'20" (2'40" remaining)

100 points: 2'00" (4'00" remaining)

My time: 1'47"16

S02-07: Stage 02-07

Go right, jump up to the iron bar, and shimmy all the way across
Drop to the floor, go right, and pick up a fire extinguisher
Go left, down the step, and extinguish the fire
Turn right, climb the step, go right, and pick up the fire extinguisher
Go left, down the step, hang through the gap, and drop to the floor below
Go left, and press the switch
Go right, and extinguish the fire
Go right, and pick up the first fire extinguisher
Go right, down the ladder, left, and extinguish the fire
Go right, up the ladder, left, and pick up the fire extinguisher
Go right, down the ladder, left, and down the rope
Go left, and activate the child companion (Ghislain Soualem)
Extinguish the fire, go left, and wait for Ghislain to exit
Exit

Time limit: 6'30"

80 points: 3'38" (2'52" remaining)

100 points: 2'15" (4'15" remaining)

My time: 2'01"20

S02-08: Stage 02-08

There are two ways to do this stage, both of which work out to about the same length of time.

Method A; slightly faster, but the timing is pretty tight:

Go right, up the ladder, left, and stand on the switch
Go left, up the ladder, right, and pick up the fire extinguisher
Go right, and extinguish the fire
Go left, jump the gap, and pick up the key
Go right, down the ladder, left, and unlock the door
Turn right, go up the ladder, left, and pick up the fire extinguisher
Go right, down the ladder, left, open the door, left, and press the switch
Go right, up the ladder, run right, and hang through the gap
Drop to the floor, pick up the key, go left, unlock the door and open it
Step right, pick up the fire extinguisher, go left, hang from the edge,
and drop to the floor
Run left, and extinguish the fire
Run left, activate the young companion (Fuyuko Hikage), go right,
and stand under the shutter
Instruct Fuyuko to pick up the fire extinguisher, and wait for her to go past
Go right, take the fire extinguisher from Fuyuko, and instruct your companions
to follow you
Go right, extinguish the fire, go right, and wait for Fuyuko to exit
Exit

Method B; not so fast, but no need to rush:

Go right, up the ladder, left, and stand on the switch
Go left, up the ladder, left, and pick up the key
Go right, down the ladder, left, unlock the door, and open it
Go right, up the ladder, left, and pick up the fire extinguisher

Go right, jump over the ladder gap, right, and extinguish the fire
Go left, and pick up the fire extinguisher
Go right, and hang through the gap
Drop to the floor, and pick up the key
Go left, unlock the door, and open it
Go right, and pick up the fire extinguisher
Go left, and hang through the gap
Drop to the floor, step right, and extinguish the fire
Go left, and pick up the fire extinguisher
Go right, up the ladder, left, and stand on the switch
Go left, and press the switch
Go right, up the ladder, right, and hang through the gap
Drop to the floor, go left, and hang through the gap
Go left, and extinguish the fire
Go left, and activate the young companion (Fuyuko Hikage)
Go right, to the exit, and wait for Fuyuko to exit
Exit

Time limit: 7'00"

80 points: 4'20" (2'40" remaining)

100 points: 3'00" (4'00" remaining)

My time(B): 2'38"61

My time(A): 2'22"40

S02-09: Stage 02-09

Go right, and push the box over the edge
Jump the gap, step right, and pick up the fire extinguisher
Go left, jump the gap, left, and jump over the rope gap
Extinguish the fire, go left and activate the two young companions
(Mark Anthony and Charlotta Gedda)
Instruct both companions to climb down the rope
Go right, and jump over the rope gap
Instruct Charlotta to pick up the fire extinguisher to the left
Instruct Mark to pick up the key to the right
Go right, to the edge
Instruct Charlotta to stand next to the fire on the level below
Instruct Mark to stand on the box to his left
Instruct Charlotta to extinguish the fire, then to go up the ladder
Instruct Mark to climb down the ladder to his left
Instruct Charlotta to stand on the box to her right
Once mark is on the ladder, instruct him to stand next to the door to his right
Instruct Charlotta to stand next to the shutter to her right
Instruct Mark to use the key, then to open the door
Instruct Mark to stand on the switch to his right
Instruct Charlotta to press the switch to her right
Jump the gap to the right, run right, and jump over the gap
(Jump early than late, to avoid leaping into the fire)
Pick up the fire extinguisher, go right, and extinguish the fire
Go right, drop down, turn left, drop down, go left, and press the switch
Go right, climb the ledge, turn left, and jump/climb to the floor above
Go left, hang from the edge, and drop to the floor below
Instruct your companions to follow you, turn left, and climb down the rope
Go right, and wait for your companions to exit
Exit

Time limit: 7'00"

80 points: 4'10" (2'50" remaining)

100 points: 2'30" (4'30" remaining)

My time: 2'29"41

S02-10: Stage 02-10

Go right, and pick up the fire extinguisher
Turn left, go up the ladder, right, and extinguish the fire
Go right, and pick up the fire extinguisher
Go right, and extinguish the fire
Go right, and pick up the first fire extinguisher
Go left, jump over the ladder gap, left, and extinguish the fire
Go left, pick up the fire extinguisher, left, and extinguish the fire
Go left, and pick up the first fire extinguisher
Go right, down the ladder, left, and extinguish some of the fire
Go right, up the ladder, right, and pick up the fire extinguisher
Go left, down the ladder, left, and extinguish the fire
Go left, pick up the first fire extinguisher, right, and extinguish the fire
Go left, pick up the fire extinguisher, right, and extinguish the fire
Go right, pick up the fire extinguisher, right, and extinguish some of the fire
Go left, up the ladder, left, and pick up the fire extinguisher
Go right, down the ladder, right, and extinguish the fire
Go right, pick up the fire extinguisher, right, and extinguish the fire
Go right, activate the young companion (Daniel Davis), pick up the fire
extinguisher, and instruct Daniel to stand as far to the left as the
cursor will go
Go left, up the ladder, left, and extinguish the fire
Go left, press the switch, and instruct Daniel to exit
Go right, down the ladder, and left
Exit

Time limit: 7'30"

80 points: 4'50" (2'40" remaining)

100 points: 3'30" (4'00" remaining)

My time: 3'24"18

S03: Situation 03 - Subway Under Water

=====

S03-01: Stage 03-01

Go right, activate the child companion (Carlos Puente), and instruct him to go
as far to the right on the lower level as the cursor will allow
Run right, jump over the weak floor, go right, and jump the gap
Instruct Carlos to stand on the switch to his right
Activate the young companion (Megumi Yoshioka), and instruct her to follow you
When the shutter is open, go right, jump the gap, and climb the last step
Instruct Carlos to climb onto the safe to the right, step right,
and pick up the plank
Go left, and use the plank
Go right, and activate the adult companion (Ichiro Shirota)
Go right, and help Carlos onto the safe
Instruct Ichiro to follow you, go right, and climb onto the safe
Wait for Megumi to climb up,
then instruct her to help Ichiro climb up, and lend her a hand
Instruct your companions to stay still, go right and drop to the floor
Instruct Carlos to exit to the right, then help him down from the safe

Instruct Megumi to stand on the right half of the weak floor to the right,
join her there, and instruct Ichiro to follow you
Instruct your companions to follow you, then climb out of the hole
Wait for Megumi to climb up, then instruct her to help Ichiro climb up,
and lend her a hand
Instruct Megumi to follow you, go right, and wait for your companions to exit
Exit

Time limit: 6'30"
80 points: 3'50" (2'40" remaining)
100 points: 2'30" (4'00" remaining)
My time: 1'39"58

S03-02: Stage 03-02

Go right, climb over the step, and push the box onto the electrified floor
Wait until the floor has just stopped sparking
Push the box right, until it is in front of the mail box,
just to the left of the floor above
Climb onto the box, then jump/climb to the floor above
Climb the step, go right, jump over the gap, and pick up the ladder
Go right, and activate the child companion (Gamaliel Toey)
Go left, hang the ladder from the hook, and climb down it
Go right, and wait for Gamaliel to exit
Exit

Time limit: 4'00"
80 points: 2'20" (1'40" remaining)
100 points: 1'30" (2'30" remaining)
My time: 1'07"15
My time(0): 0'09"28 - this is without saving Gamaliel, for 60 points

S03-03: Stage 03-03

Go down the stairs, right, jump over the water, activate the child companion
(Bernadette Bouvet), and instruct her to stand on the switch to the right
Go left, jump over the water, and down the stairs
Go right, and wait for the floor to stop sparking
Go right, activate the adult companion (Naoki Tamura), go right,
and pick up the plank
Instruct Naoki to stand to the right of the electrified floor,
then go left to stand with him
When the floor stops sparking, instruct Naoki to walk across, and follow him
Instruct Naoki to follow you, go left, and up the stairs
Instruct Bernadette to stand on the right side of the water
Go left, and up the stairs
Instruct Naoki to push the safe to the right, so it falls through the gap
Go right, use the plank, and instruct Naoki to exit
Instruct Bernadette to stand on the safe, and wait till she's there
Instruct Bernadette to stand at the bottom of the stairs, and wait for her
Instruct your companions to follow, go right, and wait for Bernadette to exit
Exit

Time limit: 6'00"
80 points: 3'20" (2'40" remaining)
100 points: 2'00" (4'00" remaining)

My time: 1'47"73

S03-04: Stage 03-04

Turn left, hang from the edge, and drop into the water
Swim right, climb out, and pick up the plank
Go left, drop into the water, swim left, and climb out
Jump/climb to the floor above, turn right, and use the plank
Go left, up the ladder, right, and pick up the rope
Go left, up the ladder, left, activate the young companion (Kazumi Shimizu),
and instruct her to climb down the ladder
Jump over the ladder gap, making sure not to land on the electrified floor
Instruct Kazumi to climb down the lower ladder
Wait for the floor to stop sparking, then go right, and jump the gap
Push the box to right, until it falls to the floor below
Jump the gap, and climb onto the box
Wait for the floor to stop sparking, then step right, turn left, push the box,
go right, and activate the second young companion (Jiro Kawai)
Instruct Jiro to stand to the right of
the electrified floor, then go left and join him
Wait for the floor to stop sparking, then instruct Jiro to drop onto
the boxes to the left, and follow him
Drop down to the floor, use the rope, and climb down it
Go left, pick up the plank, go right, drop into the hole, activate the child
companion (Jim Jones), and instruct him to stand on the left bank of the hole
Turn left, climb the step, step left, and help Jim up the bank
Climb onto the floor, and instruct your companions to follow you
Turn right, use the plank, go right, and wait for your companions to exit
Exit

Time limit: 6'30"

80 points: 3'55" (2'35" remaining)

100 points: 2'40" (3'50" remaining)

My time: 2'19"50

S03-05: Stage 03-05

Go right, climb over the step, and push the box into the water
Go left, over the step, and up the stairs
Go left, over the big step, and activate the child companion (Hiroshi Nukata)
Instruct Hiroshi to go to the top of the stairs to the right, step right,
and help him up the step
Climb over the step, turn left, and help Hiroshi down
Instruct Hiroshi to go to the bottom of the stairs
Instruct Hiroshi to stand on the weak floor off to his right
Move to the top of the stairs, and scroll the screen so you can see
the electrified floor just to the right
When the floor starts to spark, run right, jump over the gap, keep running,
and jump over the second gap
Climb over the box, and push it off the left edge of the floor
Hang from the edge, and drop onto the box
Step right, turn left, and push the box into the water
Go right, climb over the box, turn left, and push it over the edge
Go right, jump over the water, climb over the box, turn left,
and push it into the water
Instruct your companions to follow, go right, over the step, right,

and wait for Hiroshi to exit
Exit

Time limit: 6'30"
80 points: 3'45" (2'45" remaining)
100 points: 2'20" (4'10" remaining)
My time: 1'56"86

S03-06: Stage 03-06

Go right, drop to the floor below, right, drop into the water, swim right,
climb out, and pick up the key
Go left, drop into the water, swim left, climb out,
and jump/climb to the floor above
Turn right, jump the gap, and climb onto the floor
Go right, past the low ceiling, turn left, and jump/climb to the floor above
Climb the steps, go left, unlock and open the door
Go left, activate the child companion (Ravi Leonov),
and instruct him to open the door to the left
Go right, drop down the steps, then to the floor below
Go left, jump the gap, drop to the floor below, and pick up the plank
Instruct Ravi to stand next to the plank gap to his right
Go right, turn left, and jump/climb to the floor above
Turn right, and use the plank
Go left, climb onto the safe, step left, and jump the gap
Go left, and jump/climb to the floor above
Turn right, jump the gap, and climb onto the floor
Go right, climb over the safe, right, and activate the adult companion
(Yuji Oshima)
Instruct Yuji to push the safe until it falls
Instruct Yuji to stand to the left of the safe, and join him there
Instruct Yuji to push the safe until it falls, then to follow you
Climb onto the safe, step right, jump the gap, drop to the floor, and step right
When Yuji has climbed down from the safe, instruct him to push it
Go left, hang from the edge, drop onto the safe, turn right, drop to the floor,
step right, and pick up the plank
Go left, climb onto the safe, turn right, and jump/climb to the floor above
Go right, past the low ceiling, turn left, and jump/climb to the floor above
Climb the steps, instruct your companions to follow you, turn right,
and use the plank
Go right, down the rope, and stand on the switch just to your left
Once Yuji is through the shutter, go right, and wait for your companions to exit
Exit

Time limit: 8'00
80 points: 5'20" (2'40" remaining)
100 points: 4'00" (4'00" remaining)
My time: 3'29"05

S03-07: Stage 03-07

Go left, activate the child companion (Jack Rambaldi),
and instruct your companions to stay still
Run right, and jump over the electrified floor
Climb over the box, turn left, and push it onto the electrified floor
Go right, climb over the box, turn left, and push it next to the first box

Go right, over the step, right, and up the ladder
Go left, activate the child companion (Elena Rosetti), and instruct her
to press the switch to the right
Go right a bit for a run up, run left, and jump over the electrified floor
Go left, climb over the box, and push it right, onto the weak floor
Climb onto the box, and wait for it to fall
Drop to the floor, turn left, and push the box onto the electrified floor
Instruct your companions to follow, go right, and wait for them to exit
Exit

Time limit: 6'00"
80 points: 3'20" (2'40" remaining)
100 points: 2'00" (4'00" remaining)
My time: 1'36"21

S03-08: Stage 03-08

Jump the gap, go right, activate the child companion (Daisy Dale),
and instruct her to stand on the switch to the right
Go up the ladder, right, jump over the gap, right, and hang through the gap
Drop to the floor, go left, stand on the switch
Instruct Daisy to stand on the switch to her right
Go left, and stand on the box in the gap
Climb back onto the floor, go left, and stand on the switch
Instruct Daisy to stand on the switch to your right, go left,
and stand on the switch Daisy just stepped off
Go left, stand on the leftmost switch, instruct Daisy to go as far right as
possible, and wait for her to go past the final shutter
Go left, up the ladder, right, and drop through the gap
Swim right, up, climb out, go left, and instruct your companions to follow
Go right, jump the gap, right, and wait for the kid to exit
Exit

Time limit: 6'00"
80 points: 3'20" (2'40" remaining)
100 points: 2'00" (4'00" remaining)
My time: 1'45"50

S03-09: Stage 03-09

Go left, and activate the adult companion (Katherine Walker)
Go left, past the first stairs, and wait at the foot of the second stairs
for Katherine to catch you up
Go up the stairs, and instruct Katherine to push the boxes into the gap
Instruct Katherine to go left, to stand just under the ceiling
above the middle of the stairs
Turn left, jump/climb to the floor above, left, and up the ladder
Go right, jump the gap, climb over the boxes, and activate the young companion
(Romeo Sewell)
Instruct Romeo to push the stack of boxes to his left,
and lend him a hand, until the stack falls over the edge
Instruct Katherine to push the stack 1m to the right,
and Romeo to stand at the top of the ladder to the right
Jump the gap, go left, and down the ladder
Go right, jump the gap, jump/climb to the ledge, and pick up the key
Turn left, jump the gap, go left, up the ladder, right, and jump the gap

Go right, climb over the box, and jump the gap
Go right, jump the ladder gap, right, unlock and open the door
Go left, down the ladder, left, and drop to the floor below
Go left, climb over the box, and push it 1m to the right
Instruct Katherine to push the box stack right, and push your own box right
until hers is just to the right of the pickaxe above her,
and yours is under the overhanging floor above
Go left, climb the boxes, jump/climb to the ledge, and pick up the pickaxe
Turn right, jump the gap, go right, and knock down the wall
Go left, up the ladder, right, and knock down the wall
Go right, and activate the child companion (Peter Sewell)
Go left, jump the gap, left, and jump the gap
Instruct Peter and Romeo to stand at the bottom of the right hand ladder
Instruct Katherine to push the stack of boxes right 2m
Climb over the box, go left, and jump the gap
Go left, jump the ladder gap, and drop down to the ledge
above the electrified floor
Jump the gap, go right, and drop to the ledge below
Turn left, drop to the floor, and drop into the water
Dive, swim right, under the low ceiling, up, and climb out on the left
Wait for the floor to stop sparking, then go left, pick up the key,
open the door, and step through it
Go left, past the first stairs, up the second stairs, right,
and climb onto the boxes
Instruct Romeo to help Katherine up, turn left, and lend him a hand
Climb the step, instruct your companions to follow you, then go right
Unlock and open the door, go right, and wait for your companions to exit
Exit

Time limit: 10'00"

80 points: 7'20" (2'40" remaining)

100 points: 6'00" (4'00" remaining)

My time: 4'41"56

S03-10: Stage 03-10

Turn left, drop down, go left, and pick up the plank
Go right, and jump/climb to the floor above
Push the box right 1m, climb onto it, and jump/climb to the floor above
Turn left, jump the gap, and activate the two young companions
(Frederic Pasteur and Eleonora Beatty)
Give the plank to Frederic, instruct him to stand next to the key to the right,
and instruct Eleonora to pick up the key
Go right, jump the gap, and climb over the box
Once both companions are over the box, turn left, and push it left 1m
Climb onto the box, and jump/climb to the floor above
Instruct one of the companions to push the box left over the edge
Instruct both companions to stand to the left of the boxes
Instruct both companions to push the boxes into the water
Go left, turn right, and jump/climb to the floor above
Run right, jump the gap, and pick up the plank
Go right, down the rope, left, down the ladder, left and use the plank
Instruct Frederic to use the plank, then instruct both companions to follow you
Take the key from Eleonora, and unlock the door
Open the door, go right, and wait for your companions to exit
Exit

Time limit: 7'00"

80 points: 3'46" (3'14" remaining)
100 points: 2'20" (4'40" remaining)
My time: 1'58"66

S04: Situation 04 - Dark Underground

S04-01: Stage 04-01

Go right, until you see a ceiling, then jump/climb onto it
Go right, and jump/climb to the next ledge up
Go right, turn left, and jump/climb to the next ledge
Go left, and jump/climb to the next ledge
Go left, jump the gap, and climb onto the ledge
Turn right, and jump/climb to the next ledge
Turn left, and jump/climb to the next ledge
Go left, turn right, and jump/climb to the next ledge
Go right, jump the gap, right, and jump/climb to the next ledge
Turn left, jump the gap, and climb onto the ledge
Exit

Time limit: 5'00"
80 points: 2'20" (2'40" remaining)
100 points: 1'00" (4'00" remaining)
My time: 0'57"28

S04-02: Stage 04-02

Go left, jump the ladder gap, left, jump the gap, and climb onto the platform
Go left, activate the child companion (Ciro Campora), right, and jump the gap
Climb onto the floor, go right, jump the ladder gap, right, and press the switch
Go left, jump the ladder gap, left, and jump over the platform, into the water
Dive down, swim left, up, climb out and pick up the key
Turn right, jump into the water, swim down, right, up, and climb out
Go right, unlock and open the door
Go right, and wait for Ciro to exit
Exit

Time limit: 5'00"
80 points: 2'26" (2'34" remaining)
100 points: 1'10" (3'50" remaining)
My time: 1'08"46

S04-03: Stage 04-03

Turn left, drop into the water, swim down, left, up, and climb out
Go left, not quite to the wall, and jump/climb to the ledge above
Turn right, jump the gap, and climb onto the floor
Go right, climb the step, right, jump the gap, and pick up the pickaxe
Go left, hang through the gap, and drop to the floor below,
activating the young companion (Augustino Angelico)
Go right, and knock down the wall
Go right, jump the water, right, and duck under the low ceiling

Go right, knock down the wall, right, and wait for Augustino to exit
Exit

Time limit: 5'00"
80 points: 2'22" (2'38" remaining)
100 points: 1'05" (3'55" remaining)
My time: 0'59"73

S04-04: Stage 04-04

Go right, past the torch, and pick the pickaxe
Go left, up the stairs, left, and knock down the wall
Go left, and activate the child companion (Damien Johnson)
Go right, hang from the edge of the platform, and drop into the water
Climb out, go left, and press the switch
Go right, drop into the water, swim right, and climb out
Go right, drop down, right, and up the stairs, left, and knock down the wall
Go right, down the stairs, right, and wait for Damien to exit
Exit

Time limit: 5'30
80 points: 2'45" (2'45" remaining)
100 points: 1'25" (4'05" remaining)
My time: 1'10"88

S04-05: Stage 04-05

Go right, push the box over the edge, and jump over the gap
Go right, down the ladder, right, and press the switch
Go left, push the box over the edge, go right, and press the switch
Go left, climb over the first box, and push the second box over the edge
Hang from the edge, drop onto the box below, jump right, and pick up the pickaxe
Jump left, go left, climb over the boxes, left, and activate the young companion
(Caspar Abrams)
Instruct Caspar to push the boxes right, and lend your support,
until the boxes are piled on top of the box in the water
Instruct Caspar to press the switch to the left
(the cursor will turn red when it's pointing at the switch)
Climb onto the boxes, and jump/climb to the platform
Go right, climb over the box, and push it left, until it falls over the edge
Go right, press the switch, left, jump the gap, and knock down the wall
Jump the gap, climb onto the floor, go left, and over the box
Turn right, push the box until it falls through the gap, then jump right
Instruct Caspar to push the box until it is next to the pile of boxes
Climb onto the platform, go right, and jump the gap
Go right, press the switch, and instruct your companions to follow you
Once Caspar is climbing onto the platform, press the switch
Run left, jump the gap, and wait for the platform to stop
Go left, and wait for Caspar to exit
Exit

Time limit: 8'00"
80 points: 4'50" (3'10" remaining)
100 points: 3'20" (4'40" remaining)
My time: 2'28"35

S04-06: Stage 04-06

Go left, jump the gap, and up the stairs
Go left, pick up the pickaxe, left, and knock down the wall
Go left, and activate the two young companions (Tensai Naguri and Jill Cole)
Go right, wait for the companions to catch up, then go down the stairs
Go right, jump the gap, right, past the torch, and pick up the plank
Instruct Tensai to pick up the pickaxe
Go left, drop into the water, swim right, and climb out
Go right, climb onto the floor above, turn left, instruct your companions
to follow you, and use the plank
Instruct Tensai to knock down the wall
Go right, up the stairs, and left
When he arrives, instruct Tensai to knock down the wall
Go left, up the stairs, left, and wait for your companions to exit
Exit

Time limit: 8'00"

80 points: 4'20" (3'40" remaining)

100 points: 2'30" (5'30" remaining)

My time: 1'38"26

S04-07: Stage 04-07

Go right, drop down the level below, and activate the young companion
(Galo Marques Garcia)
Go right, drop into the water, swim right, and climb out
Go right, activate the child companion (Emily Martin),
and help her onto the ledge
Climb onto the ledge, go right, up the stairs, left, and pick up the ladder
Instruct Emily to stand at the left end of the raised floor to the left,
and help her up
Climb onto the raised floor, go left, jump the gap, and step left off the boxes
Go left, through the water, left, jump the gap, turn right, use the ladder,
and wait for Galo to start climbing it
Jump the ladder gap, go right, drop into the water, go right, and wait for Galo
to catch up
Climb out, go right, climb over the boxes, go right, and help Emily down
When he has climbed over the boxes, instruct him to push them,
and lend a hand, until they fall into the water
Push the top box into the water, and instruct Galo to help Emily down from
the raised floor
Instruct your companions to follow you, then go left, jump the water,
left, jump the ladder gap, left, and jump the water
Instruct Galo to stand on the switch just to your left,
and Emily to stay where she is
Go right, drop into the water, swim down, left, up, turn right, and climb out
Go right, stand on the switch, then instruct Emily to stand on it
Wait for Emily, then go right, and stand on the other switch
Instruct Galo to go to the left, past both shutters
Once he's through the first shutter, instruct Emily to follow him
Once both companions are past the left shutter, go right,
drop into the water, swim down, left, up, and climb out
Instruct your companions to follow you, and wait for them to jump the water
Go up the stairs, right, and wait for your companions to exit
Exit

Time limit: 8'00"
80 points: 4'50" (3'10" remaining)
100 points: 3'20" (4'40" remaining)
My time: 2'51"13

S04-08: Stage 04-08

Go down the ladder, left, activate the child companion (Alan Doyle),
and press the switch
Instruct Alan to stand on the platform, and press the switch when he's there
Run right, jump the gap, and instruct your companions to follow you
Go right, up the ladder, right, and wait for Alan to get to the top
Go down the rope, right, jumping over the three gaps, and up the ladder
Go left, pick up the torch, and instruct Alan to cross the weak floor
Once he's across, jump over the weak floor, and climb onto the floor
Go left, up the ladder, and instruct Alan to climb the ladder
Go left, up the ladder, right, through the water, and drop onto the rock
Hang from the edge of the rock, drop to the floor, and pick up the pickaxe
Go left, knock down the wall, left, and jump over the gap
Go left, hit the rock once, and instruct Alan to take the pickaxe
Jump/climb onto the rock, go left, and climb onto the floor above
Go left, pick up the plank, go right, and drop onto the rock
Go right, drop to the floor, and take the pickaxe from Alan
Turn left, knock the wall down, and take the plank from Alan,
and instruct your companions to follow you
Go left, use the plank, crawl under the low ceiling, left,
and wait for Alan to exit
Exit

Time limit: 7'30"
80 points: 4'40" (2'50" remaining)
100 points: 3'20" (4'10" remaining)
My time: 2'51"85

S04-09: Stage 04-09

Go right, past the torch, and pick up the pickaxe
Go right, and knock down the wall
Go right, drop through the gap, go left, and activate the young companion
(Ophelia Douglas)
Drop to the floor below, go left, wait for your companion to stand
on the switch, and instruct her to stay where she is
Go left, knock down the wall, go right, stand on the switch, and instruct
Ophelia to go as far left as possible
Once she's past the shutter, go right, and climb onto the ledge
Go right, turn left, jump/climb to the floor above, left to the stairs,
and instruct your companions to follow you
Once Ophelia is climbing the stairs, go right, jump the gap,
and climb the stairs
Go left, climb over the obstacle, left, and activate the adult companion
(Friedrich Tiffert)
Run left, jump the gap, crawl under the low ceiling, and press the switch
Go right, crawl under the low ceiling, turn left, and climb onto the ledge
Once Ophelia is on the ledge, instruct her to help Friedrich climb up,
and lend your support

Instruct Ophelia to follow you, go left, climb the step,
and climb onto the safe
Once Ophelia is on the safe, instruct her to help Friedrich
climb up, and lend your support
Instruct Ophelia to follow you, go left, and drop to the floor
Instruct Friedrich to push the safe 2m to the right
Climb onto the safe, and when Ophelia joins you,
instruct her to help Friedrich up, and lend your support
Instruct your companions to follow you, go right, jump the gap, right,
and wait for them to exit
Exit

Time limit: 7'30"
80 points: 4'40" (2'50" remaining)
100 points: 3'20" (4'10 remaining)
My time: 2'45"86

S04-10: Stage 04-10

Go right, down the rope, right, jump the gap, and push the box right 2m
Climb onto the box, jump/climb to the ledge above, climb the step,
step right, and pick up the pickaxe
Go left, jump the gap, climb onto the floor, and go up the stairs
Go left, hit the rock once, and jump/climb onto it
Step left, and jump/climb to the floor above
Go left, jump the gap, and climb onto the floor
Go left, jump the gap, drop to the ledge below, and drop to the platform
Go left, press the switch, and wait for the platform to move out of the way
Go right, jump the gap, climb the step, right, and climb onto the platform
Go right, climb onto the floor above, right, and activate the young companion
(Margot Tyler)
Go left, drop to the platform, left, drop to the floor, left, and down the steps
Drop to the floor, turn right, crawl under the low ceiling, go down the rope,
and instruct Margot to stand where you are now
Go right, drop to the floor below, right, and crawl under the low ceiling
Go right, activate the child companion (Giovanna Borotto),
and instruct her to go as far to the left as possible
Go left, crawl under the low ceiling, and Jump/climb to the floor above
Wait for the kid to go past, then push the box left until it falls off the end,
and instruct your companions to follow you
Once she's jumped the gap, drop onto the box, then step left onto to the floor
Go left, duck under the low ceiling, left, and wait for your companions to exit
Exit

Time limit: 7'00"
80 points: 4'20" (2'40" remaining)
100 points: 3'00" (4'00" remaining)
My time: 2'37"75

S05: Situation 05 - Hospital Quake
=====

S05-01: Stage 05-01

Go right, pick up the patient (Roberto Ippoliti), and put him on the stretcher

Go left, run/push the stretcher right until it's right next to the extinguisher
Go right, pick up the fire extinguisher, and extinguish the fire
Go left, run/push the stretcher right until it's right next to the extinguisher
Go right, pick up the fire extinguisher, and extinguish the fire
Go left, run/push the stretcher until it's right next to the stairs
Pick up Roberto, climb the stairs, and put him down
Go left, over the step, activate the young companion (Xenia Petorov),
and instruct her to pick up Roberto
Go right, over the step, right, and down the steps (not stairs) to the right
Instruct Xenia to stand at the right end of the steps
Drop to the floor, go right, up the ladder, left, and push the box off the edge
Go right, jump the gap, right, into the elevator, and down
Instruct Xenia to stand in the elevator
Go right, crawl under the smoke, and press the switch
Go left, into the elevator, and instruct your companions to follow you
Go up, right, and wait for your companions to exit
Exit

Time limit: 6'30"

80 points: 3'50" (2'40" remaining)

100 points: 2'30" (4'00" remaining)

My time: 2'23"48

S05-02: Stage 05-02

There are two ways to do this stage, without much difference in time to choose between.

Method A:

Go right, into the elevator, and down to the bottom level
Go left, and activate the young companion (Basil Eastwood),
then go back to the elevator, and wait for him to join you
Go up to the top floor, instruct Basil to pick up the patient (Chris Mackenzie)
to the right, then instruct him go to the top of the stairs to his right
Go down to the middle floor, instruct your companions to follow you,
and wait for Basil to get into the elevator
Go down to the bottom floor, and instruct Basil to go
as far to the right as possible
Once Basil is out of the elevator, go up, run right, jump the gap,
and stand on the switch
Instruct Basil to exit, and wait for him to go past the shutter
Go right, hang from the edge, drop to the floor below, and go right
Exit

Method B:

Go right, through the elevator, jump the gap, and pick up the patient
(Chris Mackenzie)
Go right, down the stairs, left, and stand on the switch
When the elevator arrives, step in, go down, and drop Chris
Go left, activate the young companion (Basil Eastwood),
and instruct him to pick up Chris
Go right, into the elevator, and instruct Basil to go as far to
the right as possible
Once Basil is out of the elevator, go up, run right,
jump the gap, and stand on the switch
Instruct Basil to exit, and wait for him to go past the shutter
Go right, hang from the edge, and drop to the floor below, and go right
Exit

Time limit: 6'00"
80 points: 3'05" (2'55" remaining)
100 points: 1'40" (4'20" remaining)
My time(B): 1'22"18
My time(A): 1'20"78

S05-03: Stage 05-03

Go left, and pick up the key
Go right, climb over the box, and pick the patient (Uhuru Njonjo)
Go right, and drop Uhuru onto the switch
Go right, crawl under the smoke, right, and up the stairs
Go right, and press the switch
Go left, up the stairs, right, and unlock the door
Open the door, go right, and activate the child companion (Catherine Chartwell)
Run left to the boxes, and instruct Catherine to go down the stairs
Go right, down the stairs, and instruct Catherine to stand
at the top of the other stairs
Go left, down the stairs, and instruct Catherine to exit
Go left, crawl under the smoke, left, and climb onto the boxes
Go left, climb onto the box, and jump climb to the floor above
Climb over the safe, and activate the adult companion (Ryoko Shirasawa)
Climb back over the safe, and drop to the boxes below
Instruct Ryoko to push the safe right
Step off the box to the right, turn left, and push it
Instruct Ryoko to push the safe right
Go right, out of the way of the safe
Instruct Ryoko to push the safe right, then to pick up Uhuru
Go left, climb the safe, and climb to the floor above
Go left, run right, jump the gap, and climb onto the floor
Go right, press the switch, left, and jump the gap
Go right, drop onto the boxes, then to the floor
Go right, stand under the shutter, and instruct Ryoko to exit
Once Ryoko reaches the doorway, go right, and wait for her to exit
Exit

Time limit: 7'30"
80 points: 4'57" (2'33" remaining)
100 points: 3'40" (3'50" remaining)
My time: 2'34"48

S05-04: Stage 05-04

Go right, pick up the patient (Georg Tiffert), and put him on the stretcher
Go left, and press the switch
Go right, and run/push the stretcher onto the switch
Go right, crawl under the smoke, go right, and climb over the step
Go right, and press the switch
Go left, over the step, left, and push the stretcher to the top of the stairs
Pick up Georg, go down the stairs, and right, into the elevator
Go up to the top floor, left, and drop Georg on the switch
Go left, turn right, and push the stretcher through the shutter
Pick up Georg, and put him on the stretcher
Push the stretcher into the elevator, and go down to the bottom floor
Push the stretcher left, until you reach the shutter

Go right, press the switch, run left,
run/push the stretcher all the way to the exit, and pick up Georg
Exit

Time limit: 7'00
80 points: 4'05" (2'55" remaining)
100 points: 2'40" (4'20" remaining)
My time: 2'35"16

S05-05: Stage 05-05

Go left, jump the gap, left, and climb onto the ledge
Turn right, jump/climb to the floor above, and pick up the rope
Turn left, drop down to the ledge, go left, and activate the child companion
(Dewey McCallum)
Instruct Dewey to take the rope, then to stand next to the hook to the right
Go right, jump/climb to the upper floor, right, and pick up the ladder
Go left, drop down to the ledge, and turn right
Drop down, turn left, and help Dewey down
Instruct Dewey to use the rope, then to take the ladder
Instruct Dewey to stand next to the hook on the floor below
Go right, jump the gap, right, and up the stairs
Instruct Dewey to use the ladder,
then to crawl under the smoke on the bottom floor
Go right, hang through the gap, and drop to the floor below
Go right, and pick up the fire extinguisher
Go left, hang through the gap, drop to the floor, go right, and press the switch
Instruct Dewey to press the switch to his right
Once the smoke has cleared, go left to the gap, and instruct Dewey
to pick up the fire extinguisher all the way to his left
Jump the gap, go left, extinguish the fire, go left,
and activate the young companion (Candy Weaver)
Go right, start climbing down the ladder, and instruct both companions
to stand at the top of the stairs on the next level up
Go left, pick up the patient (Max Mottl), go right, and up the stairs
Instruct Dewey to stand next to the fire, then to extinguish it
Go left, start climbing the stairs, and instruct your companions
to go left to the foot of the next stairs
Instruct your companions to climb the stairs
Go left, start climbing the stairs, and instruct your companions to exit
Go left to the exit
Exit

Time limit: 8'00"
80 points: 5'25" (2'35" remaining)
100 points: 4'10" (3'50" remaining)
My time: 3'43"91

S05-06: Stage 05-06

Go left, pick up the fire extinguisher, right, and up the ladder
Go right, extinguish the fire, go right, and activate the young companion
(Lana Lockhart)
Go right, down the stairs, left, and pick up the fire extinguisher
Go left, press the switch, go right, and up the stairs
Instruct Lana to pick up the patient (Lawrence Lockhart) to the right,

then to carry him into the elevator to the right
Go left, into the elevator, up, right, up the stairs,
right, and extinguish the fire
Go right, activate the adult companion (Kazuo Takagi),
and instruct him to push the safe right until it falls through the gap,
then to go left to the top of the stairs
Go right, jump the gap, right, and press the switch
Go left, hang through the gap, and instruct Kazuo to go down the stairs
Drop to floor, go right, stand on the switch,
and instruct your companions to follow
Go left, into the elevator, and instruct Kazuo to go down the ladder
Wait for Lana to enter the elevator,
then go down to the bottom floor, and instruct Kazuo to follow
Go right, and wait for your companions to exit
Exit

Time limit: 8'00"

80 points: 5'20" (2'40" remaining)

100 points: 4'00" (4'00" remaining)

My time: 2'45"16

S05-07: Stage 05-07

Go right, up the ladder, left, activate the young companion (Laura Lockhart),
and instruct your companions to stay put
Go left, jump/climb onto the ledge, up the step, turn right, and jump the gap
Climb onto the floor, over the step, and push the box onto the elevator
Climb over the box, go right, over the step, right, and up the ladder
Go left, over the step, run left, and jump the gap
Climb over the box, turn right, and push it over the edge
Drop down to the boxes, turn left, and jump the gap
Jump left, turn right, drop down the step, and onto the floor below
Go right, into the elevator, down, right, and up the ladder
Instruct Laura to push the boxes, and go left to help her
Go left, climb the step, and jump the gap
Turn right, drop down the step, and to the floor
Go right, climb over the boxes, down, left, climb over the box, and turn right
Push the box into the elevator, then climb over it, go right, and up the ladder
Instruct Laura to push the boxes, and lend your support,
until they can't go any further to the left
Instruct Laura to pick up the patient (Lawrence Lockhart)
Go right, and stand on the switch
Climb over the box, push it all the way to the left,
and instruct your companions to follow you
Go right, into the elevator, and wait for your companion to join you
Go down, right, and wait for your companions to exit
Exit

Time limit: 10'00"

80 points: 6'40" (3'20" remaining)

100 points: 5'00" (5'00" remaining)

My time: 3'40"31

S05-08: Stage 05-08

Go right, and activate the adult companion (Eva Dickens)

Go right, push the box right, climb onto it, then climb onto the safe
Jump right, jump right, and instruct Eva to push the stack of crates right
Jump right, and step right off the box
Go right, activate the young companion (Lilian Lockhart),
and instruct your companions to follow you
Go left, over the box, left, climb onto the safe, and go to the left edge
Once Lilian is on the safe, instruct her to help Eva, and lend a hand yourself
Instruct Lilian to pick up the patient (Lawrence Lockhart) to the right
Instruct Eva to stand just to the right of the safe
Go right, jump the gap, and instruct Lilian to go down the stairs
Go right, down the stairs, climb onto the boxes,
and instruct Eva to push the safe
Jump left, jump left, and instruct Eva to push the safe
Go left, pick up the key, go right, push the box over the edge,
and instruct Eva to stand to the right of the box to her right
Drop right onto the box, and instruct Eva to push her box over the edge
Instruct Eva to stand at the top of the stairs to her right
Step left off the box, turn right, and push it as far as it will go
Instruct your companions to follow you, go left, and step down to the floor
Go left, unlock and open the door, go left, and wait for your companions to exit
Exit

Time limit: 8'00"
80 points: 5'32" (2'28" remaining)
100 points: 4'20" (3'40" remaining)
My time: 2'14"66

S05-09: Stage 05-09

Go right, through the elevator, and pick the fire extinguisher
Go left, into the elevator, down one floor, left, and extinguish the fire
Go left, into the elevator, down one floor, right, and pick up the extinguisher
Go right, and extinguish the fire
Run right, jump the gap, climb over the step, and pick the the patient
(Ilya Pchelkin)
Go right, into the elevator, up one floor, left, and drop Ilya on the switch
Go left, into the elevator, and down one floor
Go left, into the elevator, up two floors, right, and jump the gap
Go right, open the door, go right, and hang from the edge
Drop to the floor, go right, and pick up the extinguisher
Go right, into the elevator, up, left, and extinguish the fire
Run left, jump the gap, go left, jump the rope gap, and left, into the elevator
Go down to the bottom floor, right, into the elevator, and up to the top floor
Go right, into the elevator, down one floor, left, and pick up Ilya
Go right, into the elevator, up, and left, into the elevator
Go down to the bottom floor, left, into the elevator,
up to the top floor, and right to the exit
Exit

Time limit: 7'30"
80 points: 4'50" (2'40" remaining)
100 points: 3'30" (4'00" remaining)
My time: 3'15"91

S05-10: Stage 05-10

Go right, climb onto the box, jump right, and pick up the fire extinguisher

Drop down the steps to the right, and push the box over the edge
Jump right, onto the safe, go right, drop to the floor, right,
and extinguish the fire
Go right, activate the adult companion (Alice Miller), turn left,
and pick up the fire extinguisher
Go left, climb onto the safe, jump left, and drop onto the box
Extinguish the fire (most of it, anyway), turn right, drop to the floor,
turn left, and push the box once
Climb onto the box, jump over the fire, and activate the young companion
(Emma Starling)
Turn right, pick up the fire extinguisher, go right, and extinguish the fire
Go right, push the box once, and instruct Alice to push the safe once
Climb onto the box, over the safe, and go right, into the elevator
Once Emma is over the safe, instruct Alice to push it once
Once Emma is in the elevator, go up two floors, and instruct her to
stand on the switch to the right
Once Emma has left the elevator, go down one floor, and instruct her to stand
at the bottom of the ladder to the right
Go left, push the box over the edge, drop down onto it, and instruct Alice
to step to the right
Step off the box, turn right, and push it over the edge
Jump/climb to the floor above, go right, into the elevator, and down one floor
Instruct Alice to get into the elevator, go up two floors, and instruct her
to stand on the switch to the right
Go right, pick up the fire extinguisher, and instruct Emma to stand on the
switch to her left
Go left, over the wall, left onto the switch, left, and hang from the edge
Drop down to the floor, go right, push the box into the fire, then extinguish it
Go left, pick up the patient (Erik Sachs), go right, down the steps to the safe
Drop Erik, jump/climb to the floor above, go right, jump the gap,
and climb onto the floor
Go right, climb the wall, and instruct Emma to stand next to the lift shaft
Drop to the floor, go right, up the ladder, left, and into the elevator
Go down to the bottom floor, left, up the steps, and pick up Erik
Turn right, go down the steps, into the elevator, up one floor,
and instruct Emma to get in
Go up one floor, and instruct Emma to stand on the switch to the left
Go up one floor, left, drop Erik, and instruct Emma to stand at the bottom
of the stairs to her left
Go right, into the elevator, down one floor, instruct Alice to get into the
elevator, and Emma to stand on the switch on the top floor to her right
Go up, instruct Alice to pick up Erik, go left,
and stand on the left edge of the switch
Instruct your companions to follow you, wait until Alice is under the shutter,
then go left, and wait for your companions to exit
Exit

Time limit: 10'00"
80 points: 7'05" (2'55" remaining)
100 points: 5'40" (4'20" remaining)
My time: 4'56"71

S06: Situation 06 - Frozen Hotel
=====

S06-01: Stage S06-01

Go right, activate the child companion (Ruriko Hoshida), and instruct her
to pick up the pickaxe to the right
Instruct Ruriko to step left, then to knock down the icicles
Go right, and push the box right
Climb onto the box, go right, climb onto the box, jump right,
and pick up the snow shoes
Go left, push the box, go left, and push the box
Go left, climb onto the box, and jump/climb to the floor above
Pick up the ladder, instruct your companions to follow you, go left,
and use the ladder
Jump the gap, go left, and wait for Ruriko to exit
Exit

Time limit: 6'00"
80 points: 3'00" (3'00" remaining)
100 points: 1'30" (4'30" remaining)
My time: 1'17"13

S06-02: Stage 06-02

Go right, and stand on the switch
Step into the elevator, and go down to the bottom floor
Step right, pick up the key, go right, and hang from the edge
Drop to the floor, turn right, climb over the box, and activate the young
companion (Lidia Andropov)
Go right, unlock and open the door
Go right, up the ladder, left, up the steps, left, and stand on the switch
Go left, into the elevator, wait for Lidia to get in, then go down one floor
Go left, drop to the ledge below, left, wait for Lidia to reach the ledge,
then instruct your companions to stop
Drop to the floor below, activate the adult companion (Clara Smith),
turn right, and climb onto the ledge
Instruct Lidia to help Clara up, turn left, and lend a hand yourself
Instruct your companions to follow you, go right, climb to the floor above,
and step right
Once Lidia has climbed to your level, instruct her to help Clara up, go left,
and lend a hand yourself
Go right, into the elevator, and wait for Clara to get in
Go up to the top floor, and instruct Clara to exit
Go down two floors, and instruct your companions to follow you
Once Lidia is in the elevator, go right, and wait for her to exit
Exit

Time limit: 7'00"
80 points: 4'00" (3'00" remaining)
100 points: 2'30" (4'30" remaining)
My time: 1'58"25

S06-03: Stage 06-03

Go right, hang from the edge, drop to the ledge below, and climb onto the floor
Jump left, and pick up the pickaxe
Go right, climb to the floor above, and jump right
Step left, activate the young companion (Bernard Smith), and instruct him
to pick up the plank to his left
Go right, climb onto the box, jump right, and climb onto the floor

Step right, turn left, and jump/climb to the floor above
Climb onto the box, shimmy left, drop between the boxes,
and push the left hand box over the edge
Instruct Bernard to push the box on the ice to his right, step right,
and push the box to your right once
Instruct Bernard to stand as far right as possible on the mezzanine floor
to his right
Once he's there, push the box over the edge, and instruct your companions
to follow you
Go left, jump the gap, climb onto the floor, and instruct Bernard
to use the plank
Go left, knock down the icicles, go left, and up the stairs
Go right, knock down the icicles, go right, and push the box onto the switch
Climb over the box, go right, and wait for Bernard to exit
Exit

Time limit: 6'30"
80 points: 3'37" (2'53" remaining)
100 points: 2'10" (4'20" remaining)
My time: 1'43"50

S06-04: Stage 06-04

Go right, down the step, and drop to the floor below
Turn left, jump the gap, turn right, and drop to the ledge below
Drop to the floor below, go left, and pick up the pickaxe
Go right, knock down the icicles, go right, activate the young companion
(Bettina Houseman), and instruct her to pick up the key
Go left, jump/climb to the ledge above, climb to the floor above, step onto
the switch, and instruct Bettina to stand between the shutters to her left
Once she's there, go right, jump the gap, and climb onto the ledge above
Turn left, jump/climb to the ledge above, and climb up the step
Go left, and pick up the rope
Drop down to the ice, go left, and jump the gap
Turn right, hang from edge, and drop to the floor below
Turn right, jump the gap, climb onto the floor, activate the child companion
(Alfie Smith), and instruct him to stand on the switch to his right
Go right, and use the rope
Go down the rope, right, take the key from Bettina, and instruct her to exit
Go left, past the shutter, and instruct Alfie to exit
Go left, jump the gap, left, unlock and open the door
Go left, activate the young companion (Rick Ritchie),
and instruct him to follow you
Go right, down the rope, step right, and wait for Rick to get on the rope
Go left, and wait for Rick to exit
Exit

Time limit: 6'30"
80 points: 3'36" (2'54" remaining)
100 points: 2'10" (4'20" remaining)
My time: 2'00"98

S06-05: Stage 06-05

Go right, past the stairs, up the steps, right, drop to the floor below,
and activate the child companion (George Tyler)

Turn left, help George onto the ledge, and climb it yourself
Go left, down the steps, left, and wait for George at the bottom of the stairs
Go up the stairs, and instruct George to pick up the pickaxe on your left
Go right, up the ladder, left, climb onto the box and up the step
Go left, climb onto the ledge, up the step, left, and climb onto the ledge
Go left, activate the child companion (Risa Taira), instruct her to stand at
the bottom of the ladder to the right, and instruct George to stand next to
the stone wall to his left
Go left, drop to the floor, run left, jump the gap, pick up the snow shoes,
and instruct George to hit the wall with the pickaxe
Turn right, jump the gap, climb up the step, and instruct George
to hit the wall with the pickaxe
Go right, climb onto the ledge, go right, drop to the floor, turn left,
help Risa down, and instruct George to knock down the last bit of the wall
Go right, down the step, jump/climb to the floor above,
and instruct George to exit
Go right, jump the gap, climb over the boxes, go right, activate the young
companion (The Twenty One), and instruct him to take the snow shoes from you
Go left, climb over the boxes, left, and pick up the snow shoes
Go right, over the boxes, instruct The Twenty One to push the boxes,
and lend a hand yourself
Instruct The Twenty One to push the boxes, go left, and lend a hand yourself
Instruct The Twenty One to stand just to the left of the boxes below,
and follow him there
Turn right, push the box, and instruct The Twenty One to help Risa down
Instruct your companions to follow you, go down the box steps, right,
down the ladder, and step right
Once Risa is on the ladder, instruct her to stand at the bottom of the ladder
to the left
Go left, down the stairs, climb over the wall, left into the elevator,
and wait for The Twenty One to join you
Go up, and instruct your companions to follow you
Go right, up the ladder, right, and wait for your companions to exit
Exit

Time limit: 8'30"

80 points: 5'40" (2'50" remaining)

100 points: 4'20" (4'10" remaining)

My time: 3'34"70

S06-06: Stage 06-06

Go left, activate the adult companion (Louis Delvincourt), go right, up the
ladder, and instruct Louis to push the stack of three boxes to the right
Go left, up the ladder, and instruct Louis to stand under the overhanging
ceiling to his left
Go right, over the step, right, push the box over the edge,
then instruct Louis to push it
Go left for a run up, and instruct Louis to push the box
Run right, jump the gap, climb onto the floor, and instruct Louis
to push the stack of two boxes on the right of the pile
Step right, pick up the plank, step left, use the plank, and instruct Louis
to stand on the single box to his right
Go right, pick up the plank, go left, jump the gap, turn right, use the plank,
and instruct Louis to stand between the box and the icicles
Go left, over the step, left, down the ladder, right, down the ladder,
and instruct Louis to push the box to his left
Go right, climb onto the step, and instruct Louis to stand on the top of the

pile of boxes
Drop to the floor, go right, climb onto the boxes, go right, push the box,
and instruct Louis to stand at the bottom of the ladder to the left
Climb onto the box, jump/climb to the floor above, and push the box
onto the switch
Go left, drop onto the boxes, jump over the boxes, go left, over the step,
left, up the ladder, and instruct Louis to exit
Go left, pick up the pickaxe, go right, and up the ladder
Go right, over the step, right, and knock down the icicles
Go right, into the elevator, down to the bottom floor, left, activate
the young companion (Marjolaine Malebranch), and instruct your companions
to follow you
Go right, into the elevator, and wait for Marjolaine to join you
Go up to the top floor, left, over the step, left, and wait for Marjolaine
to exit
Exit

Time limit: 9'00"
80 points: 6'00" (3'00" remaining)
100 points: 4'30" (4'30" remaining)
My time: 3'24"78

S06-07: Stage 06-07

Go right, up the stairs, run left, jump the gap, and pick up the snow shoes
Go right, into the elevator, and down two floors
Go right, crawl through the gap, right, activate the adult companion
(Catherine Bloomfield), and instruct her to take the snow shoes, then to
stand at the far right of the room
Go left, crawl through the gap, left, into the elevator, up one floor,
left, into the elevator, down one floor, left, and pick up the rope ladder
Go right, into the elevator, up, right, into the elevator, and up to the top
Go right, down the stairs, right, over the step, use the rope ladder,
and instruct your companions to follow you, then instruct Catherine to stand
next to the boxes on the left
Turn left, climb over the step, go left, up the stairs, left, into the middle
of the elevator, down one floor, and instruct Catherine to push the boxes,
then to climb the stairs to her right
Go left, into the elevator, down, run right, jump the gap, crawl through
the gap, and instruct Catherine to stand on the switch to her left
Go right, up the ladder, and instruct Catherine to push the boxes
Go left, over the step, left, up the stairs, and instruct Catherine to
push the boxes
Go right, jump the gap, climb onto the floor, and instruct Catherine to
push the boxes
Instruct Catherine to push the boxes until they fall, then instruct your
companions to follow you
Go right, and wait for Catherine to exit
Exit

Time limit: 7'30"
80 points: 4'50" (2'40" remaining)
100 points: 3'30" (4'00" remaining)
My time: 2'48"76

S06-08: Stage 06-08

Go left, into the elevator, and up one floor
Go left, jump the gap, climb over the wall, go left, and pick up the snow shoes
Go right, climb onto the wall, and jump/climb to the floor above
Go right, activate the young companion (David Tyler), and instruct him to
take the snow shoes, then to stand between the boxes on the left
Go left, pick up the ladder, step left, drop onto the wall, turn right,
drop to the floor, go right, use the ladder, and instruct David to push
the box on his right
Go down the ladder, and instruct David to push the box on his right
Go right, activate the child companion (MOCCO), and instruct her to pick up
the snow shoes to her left
Go left, pick up the ladder, step right, and up the ladder
Go left, climb onto the wall, jump onto the switch, and instruct MOCCO
to pick up the snow shoes
Instruct MOCCO to climb the ladder to her right, and instruct David to stand
to the left of the boxes to his left
Go right, over the box, onto the wall, jump right, go right,
and into the elevator
Go down, right, climb onto the ledge, turn left, and jump/climb to
the floor above
Jump the gap, activate the young companion (Lisa Tyler), and instruct her
to follow you
Turn right, use the rope ladder, go down it, step right, and wait for Lisa
to get onto the ladder
Go left, into the elevator, and wait for Lisa to get in
Go up to the top floor, and instruct Lisa to exit
Go down one floor, left, take the snow shoes from MOCCO, and instruct her
to stand in the elevator to the right
Jump the gap, go left, climb onto the wall, turn right, and jump/climb
to the floor above
Turn left, jump the gap, go left, and climb over the boxes
Instruct David to push the boxes, turn right, and lend your support
Instruct David to push the boxes, go right, and lend your support
Instruct David to push the boxes, go right, and lend your support
Instruct David to follow you, go right, drop down to the boxes, climb down to
the wall, and drop to the floor
Jump the gap, go right, into the elevator, instruct your companions to follow
you, and wait for David to get into the elevator
Go up, right, and wait for your companions to exit
Exit

Time limit: 10'00"

80 points: 6'00" (4'00" remaining)

100 points: 4'00" (6'00" remaining)

My time: 3'18"05

S06-09: Stage 06-09

Go right, activate the adult companion (Alexei Berdenrikov), go right, up the
stairs, and instruct Alexei to stand next to the boxes to the right
Go right, climb onto the box, jump the gap, drop to the box below, turn left,
step off the box, and instruct Alexei to push the boxes
Turn right, climb over the box, turn left, push the box, and instruct Alexei
to stand at the bottom of the stairs
Climb onto the box, jump/climb onto the stack, and instruct Alexei to pick up
the snow shoes to your left
Climb over the box, and instruct Alexei to push it

Go left, climb onto the box, jump the gap, go left, up the ladder,
and instruct Alexei to stand to the left of the box to his left
Go right, over the step, and instruct Alexei to push the box
Push the box, jump the gap, climb over the box, turn left, push it,
and instruct Alexei to push the boxes twice
Hang through the gap, instruct Alexei to push the boxes, and drop to the floor
Instruct Alexei to push the boxes, go right, jump/climb onto the boxes,
and instruct Alexei to stand next to the door to his left
Turn left, jump/climb to the floor above, go left, and pick up the key
Go right, drop onto the boxes, turn left, and drop to the floor
Go left, over the step, unlock and open the door
Instruct your companions to follow you, go left, and wait for Alexei to exit
Exit

Time limit: 7'30"
80 points: 4'30" (3'00" remaining)
100 points: 3'00" (4'30" remaining)
My time: 2'25"31

S06-10: Stage 06-10

Go right, and activate the young companion (Juuji Taira)
Go left, stand on the switch, instruct Juuji to climb the ladder to his right,
and wait for him to go past the shutter
Go left, up the ladder, and instruct Juuji to stand next to the shutter
to his left
Go right, stand on the switch, instruct Juuji to push the box to his left,
and wait for him to do it
Instruct Juuji to climb down the ladder to his right, and wait for him to
go past the shutter
Go right, climb onto the box, and instruct Juuji to stand on the right of
the box to his right
Turn left, jump/climb to the floor above, and push the box
Drop to the box, turn right, drop to the floor, go right, and push the box
Go left, climb onto the box, turn right, and jump/climb to the floor above
Turn left, jump the gap, and climb onto the floor
Turn right, jump/climb to the ledge, go right, up the step, right,
and push the box
Go left, down the step, jump the gap, and pick up the rope ladder
Turn right, jump the gap, go left, drop to the box, drop to the floor,
and push the box onto the switch
Go left, down the ladder, right, stand on the switch, and instruct Juuji
to push the box under the shutter, then to climb the ladder
Go right, over the box, right, and up the ladder
Go left, climb onto the boxes, turn right, and jump/climb to the floor above
Go right, instruct companions to follow, and use the rope ladder
Jump the gap, open the door, go right, and wait for Juuji to exit
Exit

Time limit: 7'00"
80 points: 4'05" (2'55" remaining)
100 points: 2'40" (4'20" remaining)
My time: 2'35"23

S07: Situation 07 - Factory Explosion
=====

S07-01: Stage 07-01

Go right, all the way to the end, and wait for the platform to fall
Go right, over the safe, right, over the box, run right, and press the switch
Run left, climb over the box, turn right, and push it onto the conveyor
Go right, climb onto the box, jump/climb to the ledge, go up the step,
and press the switch
Turn left, jump the fgap, go left, activate the adult companion (Futoshi Ebina),
and instruct him to stand on the platform to the left
Go right, jump the gap, go right, and press the switch
Turn left, jump the gap, go left, pick up the fire extinguisher, and instruct
your companions to follow you
Go left, all the way to the wall, and wait for the platform to fall
Jump left, climb the step, extinguish the fire, go left, and wait for Futoshi
to exit
Exit

Time limit: 6'00"
80 points: 3'05" (2'55" remaining)
100 points: 1'40" (4'20" remaining)
My time: 1'18"78

S07-02: Stage 07-02

Go right, jump the gap, drop to the safe, and climb onto it
Jump right, jump right, and go down to the bottom floor
Go left, climb the step, jump left, go left, and climb onto the floor
Go left, over the step, crawl under the smoke, activate the adult companion
(Helga Forsius), and press the switch
Go right, over the step, right, jump right, climb onto the floor, go right,
over the step, into the elevator, and wait for Helga to get in
Go up two floors, and instruct Helga to push the safe until it falls, then
instruct your companions to follow you, and wait for Helga to get back in
Go up one floor, instruct Helga to stand on the platform to the left,
run left, jump the gap, jump the ladder gap, and press the switch
Turn right, go down the ladder, and instruct Helga to stand on the right end
of the platform below her to the left
Go left, activate the young companions (Rita Reed and Takanori Araki),
instruct Rita to stand in the middle of the platform, Takanori to stand
at the left end, and wait for it to move
Instruct Rita to exit, and wait for the platform to come back
Go right, stand on the left end of the platform, and wait for it to move
Instruct Helga then Takanori to step off the platform to the left, and step off
yourself at the same time
Instruct your companions to follow, go left, and wait for them to exit
Exit

Time limit: 9'00"
80 points: 4'45" (4'15" remaining)
100 points: 2'40" (6'20" remaining)
My time: 2'31"31

S07-03: Stage 07-03

Go left, activate the child companion (Sean Macchio), and instruct him to stand in the elevator to the left
Run right, drop off the end, run left, drop off the end, run right, run left, jump the gap, and run left until you leave the conveyor
Hang through the gap, drop to the floor below, go left, and stand on the switch
Go right, over the box, right, and push the box
Go right, drop off the end, go left, and push the box
Jump left, go left, stand on the switch, and wait for the elevator
Go left, instruct Sean to stand left of the conveyor, and press the switch
Go right, into the elevator, up, right, and push the box onto the conveyor
Go right, drop off the end, go right, push the box, and instruct Sean to exit
Step right, help Sean onto the wall, climb over the wall, drop to the floor, turn left, and help Sean down
Go right, and wait for Sean to exit
Exit

Time limit: 6'30"

80 points: 3'30" (3'00" remaining)

100 points: 2'00" (4'30" remaining)

My time: 1'39"93

S07-04: Stage 07-04

Go left, into the elevator, up, right, and activate the child companion (Adam)
Go left, into the elevator, and wait for Adam to get in
Go up, right, hang through the gap, and instruct Adam to stand on the platform to the right
Drop to the floor, wait for Adam to reach the platform, and press the switch
Turn right, wait for the floor to stop sparking, then go right, jump the gap, go right, and pick up the rope ladder
Go left, up the ladder, and instruct Adam to stand on the switch to his right
Go right, activate the adult companion (Xenophon Kojak), and instruct him to take the rope ladder, then to climb down the ladder to the left
Go left, down the ladder, and instruct Adam to stand on the platform to his left
Go right, down the ladder, and instruct Xenophon to climb down the same ladder
Go left, climb onto the safe, go left, jump the gap, and instruct Xenophon to push the safe
Press the switch, and instruct Xenophon to push the safe until it falls
Instruct Xenophon to climb the ladder to his right, go right, jump the gap, go right, up the ladder, and instruct Xenophon to stand on the platform above him to the left
Go left, down the ladder, step right, run left, jump the gap, and press the switch
Turn right, jump right, go left, drop to the floor, go left, down the step, left, activate the young companion (Gemon Yamada), and instruct him to follow
Go right, up the step, right, climb onto the safe, go right, climb onto the floor above, go right, up the ladder, left, stop in front of the electrified floor, and wait for Gemon to join you
When the floor stops sparking, go left, and press the switch
Instruct Xenophon to stand next to the hook, then to use the rope ladder
Turn right, go up the ladder, instruct Adam to stand in the elevator to the left, and Xenophon to stand right of the switch next to the elevator
Go left, into the elevator, and wait for Gemon to join you
Go down to the bottom floor, instruct Adam and Gemon to exit, and wait for them to leave the elevator
Go up to the top floor, instruct your companions to follow you, and wait for Xenophon to join you
Go down to the bottom floor, right, and wait for Xenophon to exit

Exit

Time limit: 10'00"

80 points: 6'40" (3'20" remaining)

100 points: 5'00" (5'00" remaining)

My time: 4'10"65

S07-05: Stage 07-05

Go right, climb onto the safe, jump right, go right, jump the gap, go right,
and crawl under the low ceiling

Turn left, climb onto the ledge, step left, turn right, jump/climb to the
floor above, go right, and pick up the fire extinguisher

Go left, jump the two gaps, wait for the floor to stop sparking, go left,
and extinguish the fire

Go left, climb onto the higher floor, activate the adult companion

(Aya Sugawara), and instruct her to stand left of the electrified floor

Go left, activate the adult companion (Hiroshi Okachimachi), and instruct him
to stand left of the electrified floor

When Aya has reached the electrified floor, wait for it to stop sparking,
then instruct her to cross it, then to climb down the rope to her right

Wait for the floor to stop sparking, then instruct Hiroshi to cross it,
then to climb down the rope to his right

Instruct Aya to stand next to the safe to her left, and Hiroshi to push the
safe which is below Aya

Step left, jump over the fire, go left, and wait for the floor to stop sparking

Go left, jump the two gaps, and pick up the key

Go right, jump the gap, climb down the rope, go right, and down the ladder

Go left, unlock and open the door, go left, activate the adult companion

(Odilon Ossard), and instruct him to push the safe on the floor above

Go right, climb over the safe, hang from the edge, drop to the conveyor,
go left, and press the switch

Go right, stop before the conveyor, and instruct Odilon to go down the ladder

Go right, climb onto the safe, and instruct Odilon to push the safe to his right

Go right, jump over the electrified floor, go right, press the switch,

and instruct Hiroshi to push his safe until it falls

Go left, climb onto the safe, and instruct Aya and Odilon to push their safes

Instruct Aya to exit, and Odilon to push his safe

Instruct Odilon to follow you, go right, climb onto the floor, step right,
and wait for Odilon to ask for help

Instruct Hiroshi to help Odilon, go right, instruct your companions to follow,
and wait for them to exit

Exit

Time limit: 8'00"

80 points: 5'20" (2'40" remaining)

100 points: 4'00" (4'00" remaining)

My time: 3'11"83

S07-06: Stage 07-06

Go right, over the box, right, and activate the young companion (Hihiro Suzuki)

Instruct Hihiro to push the box in the middle onto the left side of the left
platform, step onto the right platform at the same time as the box,
and wait for the platform to move

Go right, activate the young companion (Kogoro Nakatani), instruct him to step

onto the platform, step on yourself at the same time, and wait for the move
Instruct Hiiro to push her box off the platform, and wait for the move
Instruct Kogoro to exit, and step off the platform to the right at the same time
Instruct your companions to follow you, go right, and wait for Hiiro to exit
Exit

Time limit: 6'00"
80 points: 2'40" (3'20" remaining)
100 points: 1'05" (4'55" remaining)
My time: 0'52"45

S07-07: Stage 07-07

Go left, turn right, and scroll the screen to the right, so you can see
the boxes on the conveyor
A group of boxes will be approaching; a stack of two, then two single boxes.
Wait until the first single box starts to fall
Run right, jump the gap, run/jump right, run right, jump the gap,
run right, jump the gap, run/jump right, run right, and drop off the end
Go left, drop to the floor, go left, and wait for the floor to stop sparking
Run left across the first section of electrified floor, run/jump over the
next two sections, run left, and drop off the end
Turn right, drop down the steps, run right, stop just before the safes,
and wait for them to fall
Climb onto the safe, run right, climb onto the safe, step right, jump the gap,
and pick up the key
Turn left, hang from the edge, drop to the floor below, go down the step,
right, and activate the child companion (Daisy Dale)
Go right, unlock and open the door, go right, and wait for Daisy to exit
Exit

Time limit: 1'30"
80 points: 1'16"66 (0'13"34 remaining) - near as I can tell, anyway
100 points: 1'10" (0'20" remaining)
My time: 1'00"

S07-08: Stage 07-08

Go left, jump the gap, activate the young companion (Quincy Quinn),
and instruct him to press the switch to the left on the level above
Go left, over the step, push the box to the left side of the platform,
and wait for Quincy to press the switch
Push the box, climb onto it, and instruct Quincy to press the switch
Step left off the box, turn right, push the box, instruct Quincy to press
the switch, and wait for the platform to come back
Go right, hang from the edge, and instruct Quincy to climb down the top two
of the ladders to his right
Drop to the floor, climb the step, hang from the edge, drop to the floor,
jump the gap, instruct Quincy to press the switch to his left, and wait
for the platform to move
Instruct Quincy to climb down the rope below him to the right,
and push the box left until it falls
Hang from the edge, drop to the box, turn right, step off the box, activate
the child companion (Eve), and instruct her to pick up the key to the right
Go left, climb onto the box, turn right, jump/climb to the floor above,
run right, jump the gap, climb onto the box, and instruct Eve to pick up

the key, then to step to her left
Step off the box, turn left, push it over the edge, and instruct Eve to stand
next to the door to her right
Go right, over the step, right, down the rope, right, and wait for Eve
Take the key from Eve, unlock and open the door, instruct your companions to
follow you, go right, and wait for them to exit
Exit

Time limit: 7'30"
80 points: 4'50" (2'40" remaining)
100 points: 3'30" (4'00" remaining)
My time: 2'36"90

S07-09: Stage 07-09

Go left, and push the box over the edge
Jump the gap, climb onto the floor, over the box, turn right, and push it
over the edge
Go left, climb over the box, turn right, push it into the middle of the
platform, and wait for the platform to move
Climb onto the box, jump right, and wait for the platform to move,
Hang from the edge, drop onto the box, turn right, jump the gap, go right,
and press the switch
Go left, climb over the first box, and push the second box off the platform
Go right, push the box off the platform, and wait for the platform to move
Go right, into the elevator, up, left, and open the door
Go left, activate the child companion (Hiroshi Nukata), go right, into the
elevator, turn left, and wait for Hiroshi to join you
Go down to the bottom floor, left, and wait for Hiroshi to exit
Exit

Time limit: 7'00"
80 points: 3'50" (3'10" remaining)
100 points: 2'20" (4'40" remaining)
My time: 1'32"63

S07-10: Stage 07-10

Go right, jump the gap, activate the adult companion (Henri Odile),
and instruct him to climb down both ropes to the left
Run right, jump the electrified floor, go right, activate the young companions
(Ryan Carpenter and Nunzio Berlusconi), and instruct them to climb down
the rope to the right
Go right, jump the gap, activate the child companion (Ravi Leonov),
and instruct him to stand at the left edge of the floor below
Go left, jump the gap, go left, stop before the electrified floor, jump up to
the iron bar, instruct Henri to stand on the platform to his right,
shimmy left over the electrified floor, and drop to the floor
Instruct Ryan and Nunzio to stand on the platform to their left, instruct Ravi
to step on at the same time, and wait for the platforms to move
Instruct Ryan to stand between the two lift shafts, and wait for the move
Instruct Ryan to stand on the left platform, instruct Henri to stand between
the two lift shafts, and wait for the platforms to move
Instruct Henri to stand on the right platform, and instruct Nunzio and Ravi
to step off the platform to the right
Go left, down the rope, right, onto the platform, and wait for it to move

Instruct Henri to go as far to the right as possible, and wait for the move
Instruct Ryan to follow you, run right, jump the gap, and instruct Henri
to push the safe to his right until it falls
Instruct Henri to stand at the bottom of the stairs to his left, instruct Ravi
to follow you, go right, climb onto the safe, and step right
Instruct Henri to stand at the top of the rope to his right, climb onto the
ledge, and instruct Nunzio to help Ravi
Climb the step, go right, instruct Henri to follow you, and Nunzio to climb
up the ledge
Instruct Nunzio to help Ravi, then to follow you, and wait for your companions
to exit
Exit

Time limit: 8'00"
80 points: 4'30" (3'30" remaining)
100 points: 2'50" (5'10" remaining)
My time: 2'19"96

S08: Situation 08 - Panic City
=====

S08-01: Stage 08-01

Go left, up the stairs, left, activate the young companion (Silvana Viviani),
go right, to the top of the stairs, and wait for Silvana
Go down the stairs, right, over the step, right, and push the box up against
the other boxes
Instruct Silvana to push the box stack, climb onto the bottom box,
and lend your support
Instruct Silvana to stand at the bottom of the stairs to the left, climb onto
the box, turn left, jump/climb to the floor above, go left, stand on the
switch, instruct your companions to follow you, turn right, and wait for
Silvana
Go right, up the stairs, left, stop before the electrified floor, wait for
Silvana to join you, and for the spark to move to the tile second closest
to you
Go left, up the stairs, right, stop before the fire, and instruct your
companions to stay still
Jump up to the iron bar, shimmy over the fire, drop to the floor, go right,
and pick up the fire extinguisher
Go left, up the stairs, left, and extinguish the fire
Go left, pick up the fire extinguisher, left, jump the gap, left,
and extinguish the fire
Go left, pick up the fire extinguisher, right, hang from the edge, drop to
the iron bar, then to the floor, turn right, and extinguish the fire
Instruct your companions to follow you, go right, up the stairs, left,
jump the gap, left, and wait for Silvana to exit
Exit

Time limit: 8'00"
80 points: 4'25" (3'35" remaining)
100 points: 2'40" (5'20" remaining)
My time: 2'17"85

S08-02: Stage 08-02

Go left, climb onto the safe, jump left, and activate the adult companion
(Doug Hudson)
Go right, climb onto the safe, step right, turn left, jump/climb to the floor
above, and instruct Doug to push the safe
Turn right, jump the gap, climb onto the box, jump the gap, go right, over the
step, activate the young companion (Ottorino Bellusconi), and instruct him
to stand to the right of the box to the left
Turn left, climb over the step, fo left, jump the gap, climb over the box,
drop down to the safe, step left, and instruct Ottorino to push the box
until it falls
Instruct Ottorino to help Doug, instruct Doug to stand at the bottom of the
stairs to the right on the floor above him, and help Doug onto the safe
Instruct Ottorino to stand at the left end of the floor above just to the right,
turn right, climb onto the box, then to the floor above, turn left, instruct
Ottorino to help Doug, and lend a hand yourself
Go right, jump the gap, go right, up the stairs, instruct Doug to climb the
stairs, and instruct Ottorino to stand next to the fire to the right
Go right, run left, jump the gap, and press the switch
Turn right, jump the gap, climb onto the floor, and instruct Doug to push the
safe to his right until it falls
Instruct Doug to follow you, instruct Ottorino to climb onto the safe,
step right, and wait for Doug to get to the stairs
Go down the stairs, over the step, go right, and wait for Doug to join you
Climb onto the safe, instruct Ottorino to help Doug, go left, and lend your
support
Go right, drop to the floor, go right, into the elevator, and wait for Doug
Go up, instruct Doug to exit, and Ottorino to stand on the switch to his right
Go down, instruct your companions to follow you, and wait for Ottorino to get in
Go up, right, and wait for Ottorino to exit
Exit

Time limit: 9'00"
80 points: 5'20" (3'40" remaining)
100 points: 3'30" (5'30" remaining)
My time: 2'41"06

S08-03: Stage 08-03

Run right, drop into the water, swim down, right, under the low ceiling, up,
turn left, and climb onto the floor
Climb over the boxes, activate the young companion (Masao Yasui), instruct him
to push the boxes to his right until they fall, turn right, and lend a hand
Instruct your companions to follow you, go left, over the box, climb onto the
ledge, turn right, jump/climb to the floor above, go right, press the switch,
and instruct Masao to stand under the shutter to his left
Go left, jump the gap, go left, drop down the step, jump/climb to the floor
above, and pick up the key
Turn right, jump the gap, and instruct your companions to follow you
Go right, drop down the step, then to the floor, and push the box into the water
Step right, jump the gap, go right, unlock and open the door
Go right, up the stairs, left, up the stairs, left, climb onto the step,
jump the gap, turn right, push the box up to the wall, and instruct Masao
to stand on the weak floor to the left
Go left, jump/climb to the floor above, go left, over the box, turn right,
and push the box until it falls
Drop onto the box, then to the floor, turn left, push the box until it falls,
jump the gap, and pick up the fire extinguisher

Instruct your companions to follow you, go right, climb onto the box,
then onto the wall, go right, climb onto the box, then onto the wall
Drop to the floor, go right, down the stairs, left, and extinguish the fire
Go left, and activate the child companion (Masanori Yasui)
Go right, to the stop of the stairs, and instruct Masanori to pick up the fire
extinguisher to the right
Wait for Masanori to pick up the fire extinguisher, then go down the stairs,
and instruct her to stand next to the fire to the right
Go right, stand next to the fire, and wait until Masanori is with you
Instruct Masanori to extinguish the fire, then to follow you
Go right, into the elevator, and wait for Masao and Masanori to join you
Go up, left, up the stairs, right, and wait for your companions to exit
Exit

Time limit: 10'00"
80 points: 6'25" (3'35" remaining)
100 points: 4'40" (5'20" remaining)
My time: 3'32"63

S08-04: Stage 08-04

Go right, pick up the fire extinguisher, go right, climb onto the box,
jump right, and drop to the boxes below
Turn left, jump the gap, climb onto the ledge, and extinguish the fire
Go left, activate the child companion (Bobby Macauley), go right, drop to the
floor, turn left, and help Bobby down
Go right, climb up the boxes, turn left, jump/climb to the floor above,
and instruct Bobby to stand in the elevator to the right
Climb onto the box, jump the gap, run left, jump at the end of the rug,
drop to the floor below, go left, and pick up the fire extinguisher
Go right, jump over the fire, activate the young companion (Lazarus Rodriguez),
step right, and extinguish the fire, and instruct Lazarus to follow you
Go right, crawl under the low ceiling, go right, climb up the boxes,
and instruct Lazarus to stand where you are
Turn left, jump/climb to the floor above, climb over the box, and instruct
Lazarus to pick up the pickaxe to the right
Turn right, push the box over the edge, and instruct Lazarus to help Bobby
Drop down to the boxes, step down to the floor, instruct your companions to
follow, go right, into the elevator, turn left, and wait for them to get in
Go down one floor, instruct both companions to stand next to the rock to the
left, and wait for them to leave the elevator
Go down one floor, instruct Lazarus to use the pickaxe, go left,
and press the switch
Go right, into the elevator, up one floor, and instruct Lazarus to use
the pickaxe
Instruct Lazarus to push the box, go left, jump the gap, instruct your
companions to follow you, and go left, to the top of the stairs
Instruct Lazarus to press the switch to the left, and wait for him to do it
Insrtruct Lazarus to follow you, and wait for him to emerge from under the smoke
Go down the stairs, right, and wait for your companions to exit
Exit

Time limit: 10'00"
80 points: 5'50" (4'10" remaining)
100 points: 3'45" (6'15" remaining)
My time: 2'47"66

S08-05: Stage 08-05

Go left, stop before the electrified floor, and wait for it to stop sparking
Go left, and press the switch
Go right, up the stairs, left, and press the switch
Go right, up the stairs, right, over the step, and activate the young companion
(Lee Houseman)
Turn left, climb over the step, go left, to the top of the stairs, and wait
for Lee to catch up
Go down the stairs, right, and pick up the plank
Go left, up the stairs, left, climb onto the safe, then the box, and finally
the floor above
Go left, pick the the fire extinguisher, and instruct Lee to climb the stairs
to the right
Go right, jump the gap, climb onto the floor, and extinguish the fire
Go right, activate the adult companion (Corradino Naspeti), instruct him to
stand next to the gap to the left, and press the switch
Run left, jump the gap, go left, and pick up the plank
Jump/climb to the floor above, jump left, swim down, left, up, and climb out
Climb up the step, turn right, jump the gap, go right, and activate the child
companion (Regina Macauley)
Go left, drop into the water, swim down, right, and climb out
Climb up the step, turn left, use the plank, and instruct Regina to cross it
Go left, jump/climb to the floor above, step left, and pick up the plank
Turn right, jump right, jump right, go right,
use the plank, instruct Corradino to stand at the bottom of the stairs, and
wait for him to do so
Instruct Corradino to climb the stairs, and wait for him to do so
Instruct Corradino to push the safe to his left until it falls, then to stand
at the bottom of the stairs to his right
Instruct Regina to follow you, wait for her to reach the edge of the safe,
go left, and help her down
Turn right, climb the stairs, instruct your companions to follow you, go right,
up the stairs, left, and wait for your companions to exit
Exit

Time limit: 10'00"

80 points: 5'50" (4'10" remaining)

100 points: 3'50" (6'10" remaining)

My time: 3'06"81

S08-06: Stage 08-06

Go right, activate the adult and child companions (Richard Lau and
Bernadette Bouvet), go right, and pick up the pickaxe
Go down the ladder, and instruct Bernadette to stand next to the fire
to the right
Go left, up the step, knock down the wall, and instruct Richard to
take the pickaxe
Go left, pick up the fire extinguisher, go right, down the step, right,
and extinguish the fire
Instruct Bernadette to take the pickaxe from Richard, then to stand next to
the rock wall to the right
Go right, up the ladder, right, and pick up the pickaxe
Go right, stop in front of the shutter, instruct Bernadette to knock down the
wall, then to stand on the switch to her right, and wait for the shutter
Go right, into the lift, and instruct Bernadette to stand at the bottom of the

ladder to her left
Go up two floors, and instruct Richard to stand on the switch to the left
Go down one floor, left, instruct Bernadette to climb the ladder, and knock
down the wall
Go left, pick up the rope ladder, step left, use it, and instruct Bernadette
to stand under the shutter to the right
Go right, into the elevator, up, and wait for Bernadette to reach the switch
Instruct Richard into the elevator, go down one floor, left, stand on the
switch, and instruct Richard to push the safe to the left
Take the pickaxe from Bernadette, instruct her to follow you, go left, jump
the gap, and instruct Richard to push the safe until it falls
Go left, up the stairs, and instruct both companions to stand next to the fire
on the left
Go right, climb onto the rock, then the ledge, step right, climb the step,
and pick up the fire extinguisher
Turn left, go down the step, left, drop to the rock, then the floor, go left,
jump the gap, and extinguish the fire
Instruct your companions to follow, go left, and wait for them to exit
Exit

Time limit: 8'30"
80 points: 5'10" (3'20" remaining)
100 points: 3'30" (5'00" remaining)
My time: 3'06"80

S08-07: Stage 08-07

Go right, pick up the plank, go right, and drop down to the floor below
Turn left, jump left, go left, activate the child companion (Eugenia Prieto),
and instruct her to pick up the fire extinguisher to the right, then to
stand on the right hand plank support on the floor above
Go right, help Eugenia up, climb to the higher floor, then onto the boxes,
go right, help Eugenia up, and climb onto the floor above
Turn left, use the plank, take the fire extinguisher from Eugenia,
and instruct your companions to follow you
Go left, extinguish the fire, and instruct Eugenia to stand on the switch
to the left
Go left, jump the gap, go left, into the elevator, up one floor, right,
and activate the adult companion (Kimie Shingjoji)
Go left, into the elevator, down one floor, right, jump the gap, go right,
up the stairs, left, and pick up the pickaxe
Step left, jump the gap, step left, and knock down the wall
Step right, and instruct Kimie to push the safe until it's right next to you
Turn left, climb onto the safe, and instruct Kimie to stand on the switch
to her left
Jump/climb to the floor above, go left, knock down the wall, and instruct
Kimie to stand in the elevator to her left
Run right, jump the gap, go right, up the stairs, left, down the step, left,
climb onto the higher floor, activate the child companion (Bryan Luu),
and instruct him to follow you
Go right, drop off the end, turn left, and help Bryan down
Go right, up the step, right, and press the switch
Go left, down the stairs, right, wait for Bryan, then go down the stairs
Go right, wait for Bryan, then go down the stairs
Go left, jump the gap, go left, stand on the switch, and instruct Bryan to
stand just to the right of the switch
Step left into the elevator, go down, and instruct Kimie to stand to the right
of the switch

Go up, right, stand on the switch, and instruct both children to stand in the elevator
Hang from the edge, and instruct Kimie to stand on the switch to her left
Drop to the floor, step left onto the switch, instruct your companions to follow you, and wait until they have all passed through the shutter, or are standing under it (stand as far right as you can while staying on the switch)
Go right, and wait for your companions to exit
Exit

Time limit: 10'00"
80 points: 6'20" (3'40" remaining)
100 points: 4'30" (5'30" remaining)
My time: 3'37"46

S08-08: Stage 08-08

Go right, up the stairs, left, up the stairs, right, and climb onto the boxes
Jump right, turn left, step down, and push the box
Go right, up the step, right, climb onto the box, jump right, and activate the child companion (Daisy Dale)
Go left, push the box over the edge, instruct Daisy to stand on the stack of two boxes to the left, go left, jump the gap, and help Daisy up
Climb over the boxes, turn right, instruct your companions to follow, and help Daisy down
Go left, up the stairs, open the door, go left, up the stairs, and instruct your companions to stay still
Go right, over the step, right, jump the gap, right, jump the gap, activate the adult companion (Dan Fan), and instruct him to push the stack of boxes on the floor below
Go left, jump the gap, stand in the door way, jump left, drop onto the box, turn right, step down, turn left, and push the box into the fire
Go right, jump/climb onto the boxes, climb to the floor above, jump the gap, and instruct Dan to push the boxes into the fire
Press the switch, go left, down the rope, and instruct Dan to follow you
Go left, down the stairs, right, to the top of the stairs, and instruct Dan to push the stack of boxes to the right
Go down the stairs, wait until Dan is pushing the boxes, then instruct him to go down the stairs
Go right, up the step, and instruct Dan to stand where you are now
Go right, jump the gap, climb onto the box, instruct Dan to push the new stack of three boxes to your left, step down, turn left, and push the box over the edge
Instruct Dan to push the box stack until it falls over the edge
Jump the gap, turn right, drop down to the box stack, the single box, then the floor, go right, and pick up the fire extinguisher
Go left, climb onto the box, jump/climb up the box stack, jump/climb to the floor above, and instruct Dan to follow you
Go left, down the step, left, up the stairs, left, up the stairs, left, up the stairs, and instruct your companions to follow you
Go left, extinguish the fire, go left, and wait for your companions to exit
Exit

Time limit: 10'00"
80 points: 6'20" (3'40" remaining)
100 points: 4'20" (5'30" remaining)
My time: 3'49"01

Go left, activate the child companion (Jim Jones), go left, activate the adult companion (Yulian Young), go left, into the lift, and wait for Jim to get in
Go up two floors, instruct Jim to pick up the fire extinguisher to the right, and wait for him to leave the elevator
Go down two floors, wait for Yulian to get in, go up one floor, instruct Yulian to push the safe to the right, and wait for him to leave the elevator
Go up, right, jump/climb to the ledge, and instruct Jim to stand on the edge of the ledge to his right
Go up the steps, right, down the ladder, and instruct Yulian to push the safe until the fire is extinguished
Go left, drop onto the safe, help Jim down, take the fire extinguisher from him, and instruct him to stand next to the electrified floor to the right
Turn right, jump/climb to the floor above, go right, jump the gap, climb over the box, turn left, and push it over the edge
Hang from the edge, drop to the floor below, climb onto the floor, extinguish the fire, go right, and pick up the key
Go left, jump the gap, go left, and help Jim down
Climb onto the safe, step left, turn right, jump/climb to the floor above, and instruct Yulian to push the safe
Go right, up the ladder, run left, off the end, drop to the floor below, and go left, into the elevator
Go down one floor, right, climb over the safe, and instruct Jim to climb over it
Help Jim onto the safe, climb onto it yourself, instruct Yulian to help Jim down, go left, drop to the floor, and instruct your companions to follow you
Go left, into the elevator, and wait for Jim to get in
Go down two floors, right, unlock and open the door, and instruct Jim to stand next to the box over to the right
Go left, into the elevator, up two floors, wait for Yulian to get in, down one floor, right, and pick up the plank
Go right, push the box over the edge, jump the gap, climb over the box, turn left, push the box, and use the plank
Go right, over tyhe step, down the ladder, step right, and wait for Yulian to get onto the ladder
Go left, push the box, go left, climb onto the safe, go left, jump the gap, and instruct Yulian to push the safe until it falls
Drop to the floor, turn right, push the box, instruct Yulian to climb the ladder to his right, and instruct Jim to stand right of the safe below you
Drop onto the box, turn left, help Jim down, and instruct Yulian to stand in the elevator on the left
Turn right, drop onto the safe, then the floor, turn left, and help Jim down
Climb onto the safe, then the box, and the floor above, go left, stand on the switch, and instruct Yulian to follow you
Go right, drop onto the box, then the safe, turn left, instruct Yulian to stand to the right of the safe, and wait until he has stepped off the box
Push the box, go right, drop to the floor, and instruct Yulian to push the safe up to the wall
Go left, climb onto the safe, go left, and press the switch
Go right, drop to the floor, instruct your companions to follow you, go right, open the door, go right, and wait for your companions to exit
Exit

Time limit: 12'00"

80 points: 9'00" (3'00" remaining)

100 points: 7'30" (4'30" remaining)

My time: 5'55"31

S08-10: Stage 08-10

This solution is probably cheating. It avoids some complications with pushing the safe onto the weak floor at the beginning, making Iris mostly redundant.

Go right, down the step, right, jump the gap, right, over the step, right, over the safe, right, just far enough to activate the child companion (Richard Wong)

Instruct Richard to stand left of the safe, go left, and help him up, climb over the safe, turn right, help Richard down, and instruct him to stand at the bottom of the second ladder to the left

Go left, over the step, left, down the ladder, left, and jump the gap
Jump/climb to the floor above, go left, climb onto the box, stand on its left edge, and jump the gap

Drop to the floor, go left, activate the adult companion (Iris Inge), and instruct her to follow you

Turn right, push the box, climb onto it, climb onto the floor above, push the box over the edge, jump the gap, go right, and pick up the fire extinguisher

Go left, up the ladder, instruct your companions to follow you, go left to the bottom of the ladder, and instruct Jim to take the fire extinguisher

Instruct your companions to follow you, go up the ladder, right, up the ladder, and instruct Iris to stand next to the fire below you to the right

Go left, up the step, left, attempt to climb onto the weak floor, instruct Jim to stand next to the fire, then to extinguish it

Keep trying to climb onto the weak floor until it's all gone, instruct Jim to press the switch to the right, climb over the wall, and stand on the switch

Once the switch has been pressed, instruct Jim to climb down the ladder to his left, instruct Inge to pick up the fire extinguisher to her right, turn right, and climb over the wall

Instruct Inge to stand next to the fire to her left, go right, down the step, right, down the ladder, and instruct Inge to extinguish the fire

Go left, jump the gap, pick up the key, turn right and instruct your companions to follow you

Go right, jump the gap, go right, unlock and open the door, go right, up the ladder, right, and wait for your companions to exit

Exit

Time limit: 12'00"

80 points: 7'45" (4'15" remaining)

100 points: 5'40" (6'20" remaining)

My time: 3'41"31

S09: Situation 09 - Armageddon

=====

S09-01: Stage 09-01

Go left, pick up the fire extinguisher, go right, down the stairs, left, and extinguish the fire

Go left, press the switch, go right, push the box, jump the gap, climb over the box, turn left, and push it

Jump the gap, go left, down the stairs, left, and pick up the fire extinguisher

Go right, down the stairs, left, down the stairs, left, down the stairs, right, extinguish the fire, go right, and press the switch

Go left, down the stairs, left, activate the child companion (Conrad Angelico), and pick up the fire extinguisher

Go right, up the stairs, and instruct Conrad to stand as far right as possible
(but not in the hole)

Go right, up the stairs, right, up the stairs, right, extinguish the fire,
go right, activate the young companion (Chuck Gomez), and instruct him to
pick up the patient (Takaya Shinkai) over to the left

Go left, up the stairs, and instruct Chuck to stand at the top of the stairs
on the floor below him

Go left, up the stairs, run right, off the end, swim right, climb out,
and pick up the fire extinguisher

Turn left, jump the water, jump/climb to the floor above, go left, up the
stairs, right, up the stairs, right, and extinguish the fire

Go right, pick up the pickaxe, go right, activate the young companion
(Elisabeth Winter), and instruct her to stand at the top of the lowest set
of stairs you can reach

Go left, down the stairs, left, down the stairs, right, jump the gap,
climb onto the box, knock down the wall, and instruct Elisabeth to stand
at the top of the lowest set of stairs you can reach

Turn left, drop to the floor, turn right, and push the box over the edge

Go left, down the stairs, left, down the stairs, left, down the stairs, and
down the stairs. Keep track of Elisabeth and Chuck while doing this, and make
sure that Chuck especially is constantly moving down, and (when they reach
the bottom floor), towards the exit

Go right, past all the remaining companions, instruct your companions to follow
you, go right, and wait for them to exit

Exit

Time limit: 10'00"

80 points: 6'10" (3'50" remaining)

100 points: 4'20" (5'40" remaining)

My time: 3'58"88

S09-02: Stage 09-02

Go left, jump over the weak floor (it doesn't matter if you break it, but don't
land on it), go left, jump the gap, climb over the box, drop to the ledge,
go left, drop to the floor, activate the young companion (Kimie Shingyoji),
and instruct her to stand on the edge of the ledge just to your right

Turn right, climb onto the ledge, go right, jump/climb to the floor above,
and push the box over the edge

Drop onto the box, drop to the ledge, drop to the floor below, activate the
young companion (Olaf Zsigmondy), and instruct him to stand in the middle
of the high floor section to the left

Turn left, climb onto the ledge, turn right, jump/climb to the floor above,
go right, jump over the weak floor, go right, and jump the gap

Climb onto the safe, go right, jump the gap, climb onto the safe, step right,
turn left, jump/climb to the floor above, go left, and pick up the snow shoes

Go right, drop to the safe, run left, off the edge, activate the adult companion
(Alette Allain), instruct her to take the snow shoes, then to push the safe
to your left

Go right, climb onto the safe, step right, turn left, jump/climb to the floor
above, and instruct Alette to push the safe

Run left, jump the gap, run left, jump the gap, go left, and push the box
over the edge

Instruct Olaf to push the box, instruct Kimie to stand where Olaf is, instruct
Olaf to stand next to the weak floor stack on the floor below, wait until
Kimie is climbing onto the high floor, and instruct her to join Olaf

Run right, jump the gap, and pick up the plank

Go right, drop onto the safe, drop to the floor, and instruct Alette to push it

Go left, use the plank, instruct Alette to stand on the weak floor to the left,
go left, and jump onto the left side of the weak floor
Instruct Kimie and Olaf to stand on the safe to their right, swim left, climb
out, go left and press the switch
Go right, jump into the water, swim right, climb out, and go right, to the
bottom of the stairs
Instruct Olaf to pick up the patient (Edward Zann) to his right, instruct
Kimie to press the switch right of Edward, and instruct Alette to stand
next to the fire to her right
Once Edward is picked up and the switch pressed, respectively, instruct Olaf
and Kimie to follow you
Instruct Alette to exit, wait until both Olaf and Kimie have reached the
stairs, go right, and wait for them to exit
Exit

Time limit: 9'00"
80 points: 5'40" (3'20" remaining)
100 points: 4'00" (5'00" remaining)
My time: 2'59"60

S09-03: Stage 09-03

Go right, jump the gap, go right, jump the gap, and climb onto the safe
Jump right, activate the adult companion (King Max), and instruct him to push
the safe until it falls. Meanwhile, go right, hang through the gap,
drop to the floor below, go right, and down the ladder
Instruct King to stand to the right of the box to his right, go right,
and pick up the pickaxe
Instruct King to push the box until it falls. Meanwhile, go left, up the
ladder, right, up the ladder, and instruct King to stand to the left of the
gap to his right
Go left, knock down the icicles, and instruct your companions to follow you
Go right, down the ladder, and instruct King to stand next to the safe
to the left
Go left, down the ladder, and instruct King to push the safe until it falls.
Meanwhile, go left, jump the gap, go left, jump left on the iron bar,
shimmy left, and drop to the left of the box
Instruct King to stand at the top of the ladder to his right, turn right,
push the box over the edge, and instruct King to stand at the bottom of the
ladder to your right
Drop onto the box, then the floor, wait for King to reach the lower ladder,
and instruct him to stand on the switch to the right
Go right, activate the child companion (Prince Tarnato), and instruct him to
stand on the switch to the left
Go left, to the switch, instruct your companions to follow you, go left,
climb onto the box, then the wall, go left, to the other wall, and wait
for King to climb onto the first wall
Drop to the floor, turn right, and help Tarnato down
Go left, pick up the fire extinguisher, go left, stand on the switch,
wait for the elevator, and instruct King to stay still
Go left, into the of the elevator, and wait for Tarnato to get in
Go up one floor, right, extinguish the fire, go right, and activate the
child companion (Vanessa Viardot)
Go left, into the elevator, and wait for Tarnato and Vanessa to get in
Go up to the top floor, instruct Tarnato and Vanessa to exit, and wait
for them to leave the elevator
Go down to the bottom floor, instruct your companions to follow you,
and wait for King to get in the elevator

Go up to the top floor, left, and wait for your companions to exit
Exit

Time limit: 12'00"
80 points: 7'00" (5'00" remaining)
100 points: 4'40" (7'20" remaining)
My time: 3'40"13

S09-04: Stage 09-04

Go left, jump the gap, and pick up the pickaxe
Go left, hang from the edge, drop to the floor, go left, and pick up the patient (Pierrot Condroyer)
Step left, put Pierrot down, go left, down the ladder, right, climb onto the box, and knock down the rock wall
Go right, jump the gap, go right, up the stairs, left, and knock down the ice
Step left, climb onto the wall, jump left, activate the young companion (Sibyl Maudsley), and instruct her to stand at the top of the stairs to the right
Go right, climb onto the wall, jump/climb to the floor above, and instruct Sibyl to stand at the bottom of the ladder to the left on the bottom floor
Go right, up the ladder, left, up the ladder, left, and knock down the icicles
Go left, activate the adult companion (Uwe Umlauf), and instruct him to follow
Go left, knock down the icicles, go left, activate the young companion (X X), knock down the icicles, instruct X to pick up the plank to the left on the floor below, and instruct Uwe to climb down both ladders to the left
Go left, jump the gap, go left, jump the gap, pick up the plank, turn right, hang from the edge, drop to the floor, and instruct X to stand next to the plank gap to his right
Go right, down the ladder, and instruct Sibyl to pick up Pierrot
Instruct Uwe to push the safe to his right until it falls, go right, over the step, right, and lend your support
Instruct Uwe to take the plank, then to stand at the bottom of the ladder to the left, and instruct X to use the plank
Jump the gap, climb onto the floor, and instruct Uwe to push the boxes to his right until they fall. Meanwhile, go right, and wait for them to fall
Instruct Uwe to use the plank, then to climb down both ladders to his right, instruct X to climb down the ladder to his right, and wait for him to reach it
Instruct X to push the boxes to your left until they fall, go left, and lend your support
Instruct Sibyl to exit, instruct X to follow you, and instruct Uwe to go down the stairs to his left
Go right, jump the gap, go right, down the ladder, and instruct Uwe to exit
Go left, down the stairs, right, and wait for X to exit
Exit

Time limit: 12'00"
80 points: 8'00" (4'00" remaining)
100 points: 6'00" (6'00" remaining)
My time: 5'01"80

S09-05: Stage 09-05

Go right, push the box, climb over it, go right, and activate the young companion (Leo Zurlini)
Go right, jump the gap, instruct Leo to push the boxes to your right until they

fall, and lend your support
Go right, jump the gap, pick up the snow shoes, and instruct Leo to stand
2m to your right
Go left, drop onto the boxes, then the floor, go left, activate the child and
adult companions (Carlos Puente and Queen Max), and instruct Queen to take
the snow shoes
Go right, to the box stack, and instruct Queen to push it onto the ice
Instruct Queen to push the boxes, and instruct Leo to stand as far right as
possible on the level you're standing on
Go right, and instruct Queen to puch the boxes twice
Go right, jump the gap, go left, hang from the edge, and instruct Leo to push
the box to his left
Drop onto the boxes, then to the floor, go right, pick up the rope, go left,
over the box, and instruct Leo to push his box over the edge
Turn right, climb onto the boxes, jump/climb to the floor above, turn left,
jump the gap, and instruct your companions to follow you
Go left, stop before the electrified floor, and instruct Leo to pick up the
pickaxe you just passed
Instruct all three companions to stand next to the electrified floor, and
wait for it to stop sparking
Go left, climb onto the safe, and wait for the floor to stop sparking
Instruct your companions to follow you, go left, drop to the floor, go left,
use the rope, climb down it, step left, and wait for Leo to climb down
Step right, take the pickaxe, go right, and knock down the rock wall
Climb onto the safe, step right, and instruct Queen to help Carlos onto the safe
Instruct Leo to help Queen, step left, and lend your support
Instruct your companions to follow you, go right, drop onto the box, then the
floor, go right to the safe, and instruct Queen to push it twice
Go right, jump the gap, climb over the boxes, step right, and wait for Leo
to join you
Instruct Leo to push the boxes until they fall, step left, and lend him a hand
Instruct your companions to follow you, go right, and wait for them to exit
Exit

Time limit: 12'00"

80 points: 7'00" (5'00" remaining)

100 points: 4'30" (7'30" remaining)

My time: 3'15"48

S09-06: Stage 09-06

Run right, off the end, activate the child companion (Hiroshi Nukata),
and instruct him to pick up the pickaxe to the left
Step left, help Hiroshi up, and climb up yourself
Instruct Hiroshi to stand left of the safe to the left, go left, and help
him onto it
Climb over the safe, turn right, help Hiroshi down, and instruct him to climb
the stairs to the left
Climb over the safe, step right, go up the ladder, right, and pick up the
fire extinguisher
Go left, jump the gap, go left, extinguish the fire, and instruct Hiroshi
to stand next to the icicles to his right
Go left, activate the adult companion (Dosukoi Max), instruct him to climb
down the ladder to the right, and instruct Hiroshi to knock down the icicles,
then to stand at the top of the stairs to his left
Instruct Dosukoi to push the safe to his left until it falls. Meanwhile, step
right, run left, jump the gap, go left, turn right, jump/climb to the ledge,
step right, and pick up the rope ladder

Instruct Dosukoi to climb the ladder to his right, climb onto the floor,
go right, use the rope ladder and instruct Dosukoi to stand at the bottom
of the stairs to your left
Run left, jump the gap, pick up the plank, go right, jump the gap, climb onto
the floor, go right, to the bottom of the stairs, and instruct Dosukoi to
take the plank
Instruct Dosukoi to open the door to the right on the floor above, go right,
jump the gap, right, jump the gap, and instruct Dosukoi to stand next to
the plank gap to his right, then to use the plank
Go right, jump the gap, go right, jump the gap, climb to the floor, press the
switch, and instruct Dosukoi to stand at the top of the stairs to his right
Turn left, jump the gap, climb to the floor, and instruct Dosukoi to go down
the stairs
Go left, jump the gap, instruct Dosukoi to pick up the snow shoes to the right
on the floor below, and wait for him to get there
Instruct Dosukoi to stand at the top of the rope two floor below him, go left,
hang from the edge, drop to the floor, go left, down the ladder, and instruct
Dosukoi to stand at the bottom of the stairs to his left on the bottom floor
Run left, jump the gap, go left, activate the young companion (Bruno Bossi),
instruct your companions to follow you, go right, stop before the weak floor,
instruct Dosukoi to push the safe to his left, and wait until he does
Step right, onto the weak floor, attempt to climb onto the second section
of weak floor, turn left, and help Hiroshi down
Go right, drop to the ice, turn left, help Hiroshi down, and instruct Dosukoi
to push the safe
Instruct Dosukoi to push the safe again, instruct him to follow, go left,
climb over the safe, turn right, and help Hiroshi down
Go left, and wait for your companions to exit
Exit

Time limit: 12'00"
80 points: 7'40" (4'20" remaining)
100 points: 5'30" (6'30" remaining)
My time: 4'32"60

S09-07: Stage 09-07

Go right, activate the adult companion (Great Max), step right, climb onto the
safe, step right, jump the gap, and climb onto the boxes
Drop to the floor, go right, jump the gap, climb onto the floor, go right,
activate the young companion (Raffaella Zola), and instruct her to pick up
the patient (Jonathan Trek) to the left
Go left, hang from the edge, and instruct Raffaella to stand next to the gap
to her left
Drop to the floor, step right, run left, jump over the weak floor, run left,
activate the young companion (Yvon Yakar), instruct him to stand on the
platform to the right, go right, stop before the platform, and wait for
it to move
Instruct Raffaella to step onto the platform to her left, and wait for it
to move
Instruct Yvon to stand just right of the boxes to his right, instruct Raffaella
to put Jonathan on the stretcher to her right, then to stand to its right,
and wait for the platforms to move
Run right, jump over the weak floor, onto the right hand platform, and wait
for it to move
Instruct Raffaella to push the stretcher onto the middle and right of the
platform, then to stand on the left end of the platform, instruct Great to
push the safe onto the middle and right of the platform to his right,

and wait for the platforms to move
Instruct Great to step left off the platform, and wait for the platforms to move
Instruct Raffaella to push the stretcher just off the platform, and wait for
it to move
Instruct Great to push the safe off the platform, and wait for it to move
Go right, pick up Jonathan, and go right, to the exit
Instruct Raffaella to stand just right of Yvon, instruct Great to stand on the
right side of the safe, go left, stop before the stretcher, and wait for the
platforms to move
Push the stretcher onto the platform, but don't get on yourself, and wait for
the platforms to move
Instruct Great to push the stretcher just off the platform, without getting
off himself, instruct Yvon and Raffaella to push the boxes to their left onto
the platform, without getting on themselves, and wait for the platforms' move
Instruct Great to exit, and wait for his to do so
Instruct your companions to follow you, wait for the platforms to move, go
right, and wait for them to exit
Exit

Time limit: 12'00"
80 points: 6'40" (5'20" remaining)
100 points: 4'00" (8'00" remaining)
My time: 2'30"80

S09-08: Stage 09-08

Run right, jump the gap, and pick up the key
Run right, run left, jump the gap, go left, unlock and open the door
Go left, activate the young companion (Zenobia Zindell), go right, to the top
of the stairs, and wait for Zenobia to catch up
Go down the stairs, right, pick up the snow shoes, jump right, instruct Zenobia
to stand on the switch to the right, and wait until she jumps from the box
Push the box, drop onto it, then onto the ice, and open the door
Go right, pick up the key, step right, activate the young companion (Bacchus
Hoffman), instruct him to pick up the snow shoes you just dropped, and
instruct Zenobia to step into the elevator to her right
Go left, climb onto the box, instruct Bacchus to push it, jump/climb to the
floor above, and instruct Bacchus to push the box again
Turn right, jump the gap, climb onto the floor, go right, jump the gap, go
right, into the elevator, and instruct Zenobia to follow you
Go up, left, unlock and open the door, go left, up the stairs, right, up the
step, instruct Zenobia to push the boxes to your right, go right, and lend
your support
Instruct Zenobia to follow you, push the box, go right, pick up the key, step
right, and activate the child companion (Ravi Leonov), and instruct him to
follow you
Go left, down the step, left, stand on the switch, and instruct Zenobia to pick
up the ladder to the left, then to pick up the patient (Werner Kruger)
Instruct Zenobia to climb down the stairs to the right, and wait until she
passes through the shutter
Go right, down the stairs, right, into the right side of the elevator, and wait
for Ravi to get in
Go down two floors, instruct Ravi to crawl into the small gap to the left,
and wait for him to leave the elevator
Go up two floors, instruct Zenobia to put Werner on the stretcher to the right,
go left, and take the rope ladder from her
Run right, jump the gap, go right, and use the rope ladder
Go left, jump the gap, and instruct Zenobia to stand at the top of the stairs

to her left
Drop to the floor, go left, pick up the fire extinguisher, instruct Zenobia to push the boxes to your right, extinguish the fire, go right, and lend your support
Instruct Zenobia to stand next to the switch to the left, hang from the edge, drop onto the box, turn right, drop to the floor, and pick up the pickaxe
Turn left, push the box into the fire, and instruct Zenobia to press the switch
Go left, climb onto the safe, instruct Zenobia to stand on the left side of the weak floor to her right, jump left, activate the adult companion (Mask Max), and instruct him to push the safe as far as it will go
Go right, climb onto the safe, jump up, instruct Zenobia to help Mask, turn left, take the key, and lend your support
Instruct Zenobia to climb onto the ledge just to the right, turn right, climb it yourself, instruct Zenobia to help Mask, turn left, and lend her a hand
Instruct Zenobia and Mask to climb the rope ladder to the right, jump the gap, climb onto the floor, go left, and up the stairs
Instruct Zenobia and Mask to climb the stairs to their left, go right, to the edge of the gap, instruct Zenobia to stand next to the rock wall to her right, and wait for her to get there
Instruct Zenobia to knock down the rock wall, then instruct Zenobia and Mask to exit
Step left, push the stretcher into left side of the elevator, go down one floor, and push it onto the weak floor
Instruct Bacchus to pick up Werner, hang from the edge, drop to the floor, and instruct your companions to follow you
Go left, unlock and open the door, go left, and wait for your companions to exit
Exit

Time limit: 13'00"

80 points: 9'20" (3'40" remaining)

100 points: 7'30" (5'30" remaining)

My time: 5'50"78

S09-09: Stage 09-09

Go right, open the door, go right, climb onto the girders, then onto the box, jump right, open the door, go right, up the step, right, and pick up the rope
Go left, down the step, left, push the box 1m, then climb onto it, jump over the fire, jump the gap, climb over the boxes, go left, and activate the young companion (Princess Weiser)
Go left, use the rope, go right, pick up the snow shoes, go left, down the rope, and run right, onto the weak floor
Climb over the box, push the box, go left, push the box, then climb onto it, step left, and help Weiser down
Go right, jump the gap, climb onto the box, step right, instruct Weiser to pick up the key to your right, help her up, and wait until she takes the key
Instruct Weiser to stand next to the boxes to your left, help her down, step left, jump the gap, instruct Weiser to stand at the top of the rope to the left, climb onto the box, step left, take the key, and help Weiser up
Step left, climb onto the floor, instruct Weiser to go down the rope, go left, down the rope, and instruct Weiser to go as far to the right as possible on the bottom floor
Go right, down the step, right, crawl under the low ceiling, onto the conveyor, instruct Weiser to pick up the pickaxe to the right, go right, up the step, right, stop before the icicles, and wait for Weiser to take the pickaxe
Instruct Weiser to stand next to the icicles to her left, then to knock them down, go right, take the pickaxe, go right, knock down the icicles, and instruct Weiser to stand just left of the conveyor to the right

Run right, jump over the electrified floor (take off before reaching the end of the conveyor), go right, over the box, right, and climb onto the ledge
Jump/climb up to the floor, turn left, jump the gap, go left, and press the switch
Go right, jump the gap, right, up the ladder, run left, off the end, down the two steps, and jump the gap to break the first weak floor tile
Jump up to break the second tile, turn right, climb onto the ledge, instruct Weiser to climb the ladder to her left, and wait for her to reach it
Instruct your companions to follow you, and wait for Weiser to reach the weak floor to your left
Instruct Weiser to stand next to the fire extinguisher to the right on the top floor, help her up, climb onto the ledge, up the two steps, step right, and help Weiser up
Climb up to the floor, go right, pick up the fire extinguisher, and instruct Weiser to stand next to the fire to the right on the floor below
Go right, down the ladder, and extinguish the fire
Go right, take the key, and instruct your companions to follow you
Go right, down the ladder, right, unlock and open the door, go right, and wait for Weiser to exit
Exit

Time limit: 13'00"
80 points: 8'30" (4'30" remaining)
100 points: 6'20" (6'40" remaining)
My time: 5'25"83

S09-10: Stage 09-10

This can't be the official solution, as there's a whole bunch of stuff lying about which doesn't get used. The 2'30" margin over the 100 point threshold is also rather suspicious.

Go left, up the stairs, right, pick up the key, go right, jump the gap, go right, unlock and open the door
Go left, jump the gap, go left, down the stairs, right, jump the gap, go right, jump the gap, and pick up the key
Go right, unlock and open the door, go right, and press the switch
Go left, hang from the edge, drop to the floor, turn left, jump the gap, climb onto the boxes, jump left, step left, and pick up the fire extinguisher
Go left, hang from the edge, drop to the floor, extinguish the fire, go left, and pick up the pickaxe
Go right, jump the gap, go right, jump the gap, climb onto the ledge, go right, drop to the floor, hang from the edge, drop to the floor, and knock down the icicles
Go right, activate the young companion (Charles Wharton), go right, climb onto the boxes, instruct Charles to pick up the snow shoes to the left, jump/climb to the floor above, and instruct Charles to stand left of the boxes
Go right, jump the gap, go right, jump the gap, climb onto the ledge, turn left, jump/climb to the floor above, go left, up the stairs, left, stand on the switch, and wait for the elevator
Step left into the elevator, go up, left, jump the gap, go left, and knock down the wall
Go left, activate the young companion (Pamela Bonetto), instruct her to follow you, go right, jump the gap, right, into the elevator, and wait for Pamela
Go down one floor, instruct Pamela to go down the stairs to the right, go right, push the box, and instruct Pamela to stand just to its right
Go left, into the elevator, down one floor, left, jump the gap, run left, off the end, drop to the floor, go left, jump left, step left, and pick up the

fire extinguisher

Go right, hang from the edge, drop to the floor, turn right, and extinguish the fire

Go left, activate the child companion (Bernadette Bouvet), step right, pick up the rope ladder, and instruct Bernadette to stand to the right of the boxes to the right

Go right, help Bernadette up, climb over the boxes, turn left, help Bernadette down, and instruct her to stand between you and the wall to the right

Climb onto the boxes, turn right, jump/climb to the floor, go right, use the rope ladder, climb down it, and instruct Pamela to push the box to her left, then to pick up the rope to her left

Pick up the snow shoes, climb the ladder, and instruct Pamela to stand next to the hook to her right, then to use the rope, then to pick up the fire extinguisher to her left

Go left, drop onto the boxes, then down to the ice, instruct Charles to push the boxes, turn right, and lend him a hand

Instruct Bernadette to stand right of the wall to her right, instruct Charles to climb over the boxes, climb over them yourself, and wait for the spark on the electrified floor to reach the right hand side

Instruct Bernadette to stand in the middle of the electrified floor, wait for the spark to move, and instruct her to climb the ladder to her right

Instruct Pamela and Bernadette to stand at the top of the rope to their right

Instruct Charles to push the boxes to his left, turn left, and lend a hand.

Do this again three times, so it's possible to climb over the boxes

Instruct Charles to climb over the boxes, go left, climb over them yourself, instruct Charles to push them, turn right, and lend a hand

Instruct Charles to follow you, go right, climb onto the boxes, then to the floor, go right, climb onto the box, jump the gap, go right, jump the gap, instruct Charles to stand at the top of the rope to your right, and instruct Pamela and Bernadette to stand next to the fire on the floor below

Go right, down the rope, and instruct Pamela to extinguish the fire

Instruct your companions to follow, go right, and wait for them to exit

Exit

Time limit: 14'00"

80 points: 10'30" (3'30" remaining)

100 points: 8'40" (5'20" remaining)

My time: 6'02"50

S10: Situation 10 - Space invaders

=====

I haven't included the 80 point targets for the last situation, since they're only included in the earlier situations to unlock this one.

S10-01: Stage 10-01

Run right, go down the second staircase, run right, onto the teleport, step right, and pick up the key

Step left, onto the teleporter, run left, down the second staircase, duck under the laser, crawl left, stand up, unlock and open the door, run left, and activate the child companion (Moltar Sornial)

Run right, go up the stairs, run left, onto the teleporter, run right, and pick up the key

Run left, onto the teleporter, run right, to the top of the second down staircase, and wait for Moltar to catch up

Go down the stairs, wait until the robot is next to the door, go right, unlock

and open the door, and instruct Moltar to stand on the switch to the left
Run right, activate the young companion (Andre Carter), run left, and stop
before overtaking the robot
Instruct Andre to exit, go left to the shutter, duck down, instruct Moltar
to exit, and wait until he passes you
Stand up, and go left
Exit

Time limit: 8'30"
100 points: 1'45" (6'45" remaining)
My time: 1'36"68

S10-02: Stage 10-02

Go right, open the door, and go right, onto the teleporter
Go right, pick up the key, and go left, onto the teleporter
Go left, open the door, and go left, onto the teleporter
Go left, wait for the robot to shoot, and open the door
Go left, unlock and open the door, and go right, onto the teleporter
Go right, pick up the key, and go left, onto the teleporter
Run left, onto the teleporter
Go left, unlock and open the door, and go left
Exit

Time limit: 5'00"
100 points: 1'20" (3'40" remaining)
My time: 0'55"98

S10-03: Stage 10-03

Go right, climb up the two ledges, step right, climb up the step,
and pick up the key
Turn left, jump the gap, climb onto the floor, and go left, onto the teleporter
Step right, hang from the edge, drop to the floor, and go right, onto the
teleporter
Go left, unlock and open the door, and run right, onto the teleporter
Run left, onto the teleporter, step right, and pick up the key
Step left, onto the teleporter, run right, onto the teleporter, and duck under
the laser
Turn left, crawl under laser, stand up, go left, and climb onto the ledge
Run left, off the end, go left, unlock and open the door
Go left, activate the young companion (Lulu Dupuis), instruct her to stand
on the ledge to the right, duck under the laser, and wait for the robot
to start shooting
Crawl left, activate the young companion (Louis Dupuis), and instruct him
to stand on the ledge to the right
Stand up, run right, climb onto the ledge, and instruct your companions to
follow you
Go right, drop to the floor, go right, wait for your companions to catch up,
then step onto the teleporter
Go left, and wait for your companions to exit
Exit

Time limit: 8'00"
100 points: 2'00" (6'00" remaining)
My time: 1'49"36

S10-04: Stage 10-04

Go right, and climb onto the teleporter
Step right, and jump onto the teleporter
Turn left, and jump onto the teleporter
Turn right, and jump onto the teleporter
Turn left, and jump onto the teleporter
Jump left, onto the teleporter
Step left, and jump onto the teleporter
Jump up, and land back on the teleporter
Turn right, jump the gap, climb the two steps, go right, and activate the
child companion (Phillippa Ullrich)
Go right, down the two steps, wait for Phillippa to catch up, and jump right,
onto the teleporter
Jump the gap, climb the first step, and wait for Phillippa to catch up
Climb the second step, run right, off the end, and wait for Phillippa to
catch up
Jump right, onto the teleporter
Jump the gap, climb the steps, go right, and wait for Phillippa to catch up
Jump right, onto the exit, and wait for Phillippa to exit
Exit

Time limit: 7'00"

100 points: 2'00" (5'00" remaining)

My time: 1'26"41

S10-05: Stage 10-05

Go left, up the stairs, and pick up the key
Run right, climb onto the higher floor, step right, jump right, unlock and
open the door, go right, and activate the young companion (Kenzou Kurosawa)
Go left, to the top of the stairs, and wait for Kenzou to catch up
Go down the stairs, left, over the step, over the safe, activate the
adult companion (Jean-Noel De Lacaille), instruct your companions to stay
still, and instruct Jean-Noel to push the safe to his left
Turn right, climb onto the safe, instruct Jean-Noel to stand to the right of
the safe, instruct Kenzou to help Jean-Noel up, turn left, and lend a hand
Instruct Kenzou to stand at the bottom of the stairs, step right, jump the gap,
and instruct Jean-Noel to push the safe until it falls
Instruct your companions to follow you, and wait for Jean-Noel to climb over
the step to your left
Go up the stairs, left, climb onto the higher floor, step left, and wait for
Kenzou to climb up
Instruct Kenzou to help Jean-Noel up, step right, help Jean-Noel up, instruct
Jean-Noel to climb down the stairs to the left, instruct Kenzou to follow
you, and wait for the robot to shoot
Step left, drop to the floor, wait for Kenzou, go left, and down the stairs
Instruct Jean-Noel and Kenzou to exit, go right, down the stairs, right, jump
the gap, go right, up the stairs, right, activate the young companion
(Ashley Redman), and instruct your companions to follow you
Go left, down the stairs, left, jump the gap, go left, down the stairs, right,
and wait for Ashley to exit
Exit

Time limit: 10'00"

100 points: 4'30" (5'30" remaining)

My time: 2'56"55

S10-06: Stage 10-06

Step left, activate the young companions (Richard Blue), step right, climb onto the safe, step right, instruct your companions to stay still, jump/climb to the floor above, go right, and wait for the robot to shoot

Run left, jump the gap, climb to the floor, and duck under the laser

Stand up, pick up the light sabre, and go left, onto the teleporter

Go left, jump the gap, run left, through the gap, drop to the safe, turn right, jump right, and activate the adult companion (Martin Hernandez)

Go right, climb over the safe, and instruct Martin to push it

Go right, hang from the edge, drop to the floor, hit the robot with the light sabre, instruct Martin to push the safe over the edge, and push the robot over the edge

Instruct Richard to stand on the left side of the safe to your right, step right, climb onto the safe, turn left, jump/climb to the floor above, and instruct Martin to stand on the teleporter to his left

Go left, climb onto the safe, step left, turn right, jump/climb to the floor above, go right, hit the robot with the light sabre, and push it over the edge

Instruct Richard to stand to the right of the hole he's in, go left, to the gap, instruct your companions to follow you, drop onto the safe, turn right, and wait for Richard to climb onto the safe

Instruct Richard to help Martin up, step right, lend a hand, and instruct your companions to follow you

Turn left, jump onto the teleporter, go left, and wait for your companions to exit

Exit

Time limit: 8'00"

100 points: 2'40" (5'20" remaining)

My time: 1'58"13

S10-07: Stage 10-07

Go left, to the bottom of the stairs, and jump left to hang through the gap

Drop to the floor, go left, activate the young companions (Malvina Smith), step right, and wait for the shutter to open

Go right slowly, making sure Malvina gets through the shutter, go right, and pick up the light sabre

Go right, up the stairs, left, up the stairs, left, up the step, left, down the step, and instruct your companions to stay still

Go left, jump the gap, climb to the floor, go left, up the stairs, run right, jump the gap, go right, crouch down on the switch, and wait for the robot to reach you

Stand up, step right, turn left, hit the robot with the light sabre, and push it over the edge

Hang from the edge, drop onto the robot, step down to the floor, turn left, push the robot to the edge of the gap, and wait for it to wake up

Instruct your companions to follow you, hit the robot with the light sabre, climb onto the robot, jump the gap, drop to the floor, go left, up the stairs, left, and wait for Malvina to exit

Exit

Time limit: 7'30"

100 points: 2'45" (4'45" remaining)

My time: 2'08"65

S10-08: Stage 10-08

Go right, pick up the light sabre, go right, climb onto the box, jump the gap, drop to the floor, and push the box over the edge

Jump the gap, go right, drop onto the boxes, then to the floor, go right, and activate the young companion (Charles Jackson)

Step left, climb onto the boxes, then to the floor above, and instruct Charles to stand between the boxes to the left

Go left past the overhang, turn right, jump/climb to the ledge above, climb up to the floor, turn left, jump the gap, and step left, onto the teleporter

Go right, jump the gap, go right, hit the robot with the light sabre, and push it over the edge

Instruct Charles to push the box over the edge. Meanwhile, go left, drop to the floor below, go right, hit the robot with the light sabre, and push it over the edge

Drop onto the robot, turn left, step down to the floor, instruct your companions to follow you, turn right, push the robot off the edge, instruct Charles to exit, and wait for the robot to wake up

Drop onto the boxes, wait for the robot to move, drop to the floor, follow the robot onto the teleporter, and wait for it to step off the teleporter at the other end

Hit the robot with the light sabre, push it up to the wall, climb onto it, and jump/climb to the floor above

Climb over the box, activate the young companion (Sharon White), instruct your companions to follow you, turn left, and push the box over the edge

Drop onto the box, then to the floor, and go left, onto the teleporter

Go left, climb onto the boxes, then to the floor, step left, turn right, and wait for Sharon to start climbing onto the floor

Step right, jump the gap, go right, and wait for Sharon to exit

Exit

Time limit: 10'00"

100 points: 4'10" (5'50" remaining)

My time: 2'54"61

S10-09: Stage 10-09

Go right, into the elevator, up to the top floor, right, into the elevator, up to the top floor, left, and duck under the laser

Crawl left, stand up, pick up the key, go right, into the elevator, down to the bottom, right, unlock and open the door

Go right, onto the teleporter, right, into the elevator, up to the top, right, into the elevator, up to the top, and right, onto the teleporter

Go right, into the elevator, down to the bottom, right, and pick up the key

Go left, into the elevator, left and up, and go left, onto the teleporter

Go left, into the elevator, down to the corridor crossing the elevator shaft, right, unlock and open the door

Go left, into the elevator, down to the bottom, left, and into the teleporter

Go right, jump the gap, go right, jump the gap, climb onto the floor, run right, jump the gap, climb to the floor, go right, jump the gap, go right, and pick up the key

Go left, jump the gap, run left, jump the gap, climb to the floor, go left, jump the gap, climb to the floor, go left, jump the gap, and go left, onto

the teleporter, and duck under the laser
Stand up, go right, into the elevator, up to the crossing corridor, right,
unlock and open the door
Go right, onto the teleporter, right, into the elevator, down to the bottom,
left, and activate the child companion (Justin Gruber)
Go right, up the stairs, left, up the stairs, right, open the door, go right,
onto the teleporter
Instruct Justin to exit, and jump up, landing back on the teleporter
Go left, into the elevator, up to the top, and left
Exit

Time limit: 9'00"
100 points: 4'40" (4'20" remaining)
My time: 4'00"85

S10-10: Stage 10-10

Turn left, jump left, run left, off the end, drop onto the box, then to the
floor, and pick up the key
Turn right, climb onto the box, jump/climb to the ledge, climb up the step,
go right, climb onto the ledge, up the step, jump right, run right, off the
end, and drop onto the teleporter
Go right, activate the young companion (Carla Anderson), step right, unlock
and open the door, jump right, and jump the gap onto the teleporter
Instruct Carla to step off the teleporter, then to step back on, jump up, and
land back on the teleporter
Instruct Carla to stand on the high floor just to the right, and wait until
she's climbing onto it
Instruct Carla to stand on the switch to her right, jump up, and land back on
the teleporter
Jump up, and land back on the teleporter
Go right, up the step, jump/climb onto the ledge, jump the gap, go up the
steps, drop down to the step, and jump over the teleporter
Climb up the step, jump/climb to the ledge, jump the gap, go up the steps,
drop to the ledge, go down the step, and pick up the key
Turn left, go up the step, jump/climb to the ledge, and instruct Carla to stand
on the higher floor to her left
Jump the gap, go up the steps, drop down to the step, and instruct Carla to
stand on the teleporter to her left
Jump over the teleporter, go up the step, jump/climb to the ledge, jump the
gap, go up the steps, drop to the step, then to the floor, and go left,
onto the teleporter
Jump up, and land back on the teleporter
Instruct your companions to follow you, go right, up the step, activate the
young companion (Carlotta Acs), go right, unlock and open the door
Jump right, and step right, onto the teleporter
Instruct Carla and Carlotta to step off the teleporter, then to step back on,
jump up, and land back on the teleporter
Instruct Carla to stand on the higher floor to the left, instruct Carlotta to
step off the teleporter, then to step back on, instruct Carla to stand on the
switch to her left, jump up, and land back on the teleporter
Go left, up the step, left, jump left, and step onto the teleporter
Go left, up the step, jump/climb to the ledge, jump the gap, go up the steps,
drop to the step, then the ledge, and pick up the key
Turn right, go up the step, jump/climb to the ledge, jump the gap, go up the
steps, and instruct Carla to stand on the higher floor to her right
Drop down to the step, instruct Carla to stand on the teleporter to her right,
and jump over the teleporter

Go up the step, jump/climb to the ledge, jump the gap, go up the steps, drop to the step, then the floor, and go right, onto the teleporter
Jump up, and land back on the teleporter
Jump the gap, instruct your companions to follow you, go right, up the step, and activate the young companion (Cheryl Lee)
Step right, unlock and open the door, instruct all three companions to stand on the teleporter to your right, and go right, onto the teleporter
Instruct all three companions to stand just before the top step on the right, jump up, and land back on the teleporter
Go right, drop to the step, then to the ledge, and pick up the key
Turn left, go up the step, jump/climb to the floor above, and go left, onto the teleporter
Jump up, and land back on the teleporter
Go right, climb onto the ledge, up the step, go right, up the step, right (keeping behind the robot), unlock and open the door
Go right, down the step, and wait for the robot to approach either end of the floor
Instruct your companions to follow you, go right, down the steps, right, and wait for your companions to exit
Exit

Time limit: 14'00"
100 points: 6'30" (7'30" remaining)
My time: 5'07"48

Extra: Extra Stages

=====

I've written a separate walkthrough for the 11 extra downloadable situations. Like the standard situations, each extra situations contains 10 stages, but they only seem to be available for the North American and Japanese versions of the game. Since games on the PSP aren't region-coded, you can play these levels on a European console, but you will have to acquire a non-European release of the game.

The Xbox 360 version includes the extra situations as standard, numbered as Situations 12 to 22. So, if you're playing the X360 version, you don't need to download these situations separately, but you will need to get the extra stages walkthrough as well as this one.

My "Extra Stages" walkthrough contains similar instructions to this one for solving each stage, as well as details of where to actually get the extra levels from (for the PSP version). You should be able to find it in the same place you got this walkthrough from.

Legal: Copyright and suchlike

=====

Copyright (C) 2006, 2007 Peter Haworth <pmh-exit@edison.ioppublishing.com>

This guide may not be sold, nor included on any website or forum without my express permission. That said, if you ask for permission, I'll probably say "yes". This restriction is mainly so I can keep track of where the guide has been posted.

The following websites have permission to host the guide:

www.gamefaqs.com
lup.com

neoseeker.com
www.supercheats.com
www.honestgamers.com

The following websites DO NOT have permission to host the guide:
cheatcc.com - asked for permission, but didn't wait for it

Hist: Version history
=====

- 0.34, 2006-07-06
 - Stages 01-01 to 03-10 documented
 - First version submitted to gamefaqs
- 0.40, 2006-07-08
 - Added stages 04-01 to 04-10
- 0.43, 2006-07-11
 - Added stages 05-01 to 05-03
 - Added legal section, due to cheatcc's behaviour
 - Added table of contents
- 0.47, 2006-07-13
 - Added stages 05-04 to 05-07
- 0.50, 2006-07-18
 - Added stages 05-08 to 05-10
 - Refer to companions by name
 - Not published, because I was too busy preparing for Unicon (www.unicon13.ch)
- 0.55, 2006-08-06
 - Added stages 06-01 to 06-05
 - Added my fastest times, to show the margin for error
 - Corrected errors and style in situations 01 to 04
 - I've got notes on paper up to stage 08-01, made while at Unicon,
but the above changes took a lot longer than expected.
 - Version 0.71 should be out soon!
- 0.71, 2006-08-08
 - Added stages 06-06 to 08-01
 - Corrected errors and style in stages 05-01 to 06-05
- 0.73, 2006-08-10
 - Added stages 08-02 and 08-03
 - Remembered to update the version number this time!
- 0.78, 2006-08-12
 - Added stages 08-04 to 08-08
 - Added situation names
- 0.82, 2006-08-15
 - Added stages 08-09 to 09-02
- 0.86, 2006-08-24
 - Added stages 09-03 to 09-06 (I seem to have a mental block on 09-07)
 - Added Misc section, which should be improved and sensibly named next version
- 0.87, 2006-08-26

Added stage 09-07 (Figured out the correct weight for safes. D'oh!)
Renamed Misc section to Tips, and added some real content to it
Moved the info about unlocking later levels to a separate section

1.00, 2006-09-09

Added stages 09-08 to 10-10. Woohoo, it's all done! I finished writing my notes over a week ago, but didn't have access to my PC.

Now I can finally play LocoRoco!

Renamed the Misc section to Tips in the body, not just the contents (oops!)

1.01, 2007-07-08

Mention my new Extra Stages walkthrough. I finally bought myself the US version of the game, just so I write up the downloadable levels.

1.02, 2007-07-14

Add permission for honestgamers to host the guide

1.03, 2009-03-24

Mention that the walkthrough also applies to the Xbox 360 version

This document is copyright peter_the_h and hosted by VGM with permission.