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Head left along the path, and inch your way through the electric planks. Walk slowly, and time your movements. Head through and move up the elevator. Head left, and for the puzzle, have the right:

Tiger

Snake

Bird

Dragon,

and then the far right:

Tiger

Snake

Bird.

For the left:

Snake

Bird

Dragon

and the far left:

Tiger

Snake.

Head up and move right. Hop up the panda room, and move the floating objects to grab the goodies. Head left and move the switch up past the other speech bubble. after moving up, head left and press the switch to move the right panda up. Head onto the platform, and step on the switch. Head under the left panda and step on the switch to bring the elevator down. Grab the goody on the top and then head to the middle where the two green grab balls lay. Grab them up for the goodies, and then head up and right. Move the lever and grab the cannon to shoot it at the targets. Grab the goodies, and head to the left when you're done.

Grab the jet pack, and place the black object on the black object holders, the red object on the red object holder and so on and so fort. Be careful of the obstacles, though. There isn't a time limit, so take your time. Move through the top path when done, and step on the switch. Move to the other area with the bird. Move through the path and at the puzzle:

Far left:

Tiger

Snake

Left:

Tiger

Snake

Bird

Dragon

Right:

Snake

Bird

Dragon

Tiger

Far right:

Tiger

Snake

Bird.

Then press the button. Grab the egg and move it left. Keep moving to complete

ALPINE RUN [AR]

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* MOUNTIN' EXCITEMENT *[51]

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Head right and move past the checkpoint to the stepping stones in the icy cold water. Jump over them, and don't touch the water. Head up the lift, and take the left. Grab the red things and move from one to the other, and then head left and pull the lever. Move left after you head down, and move through the wheel. At the top turn, jump and head left for goodies. Move back onto the wheel, and then head across the bouncy spring and move right.

Head on top of the skiers, and grab the goodies as he moves along. Grab the checkpoints, and move right. Head down through the path, and activate the switch. Move right, and go along to the next lever. Pull and go down, then head left, and press the next lever. Head back and move to a lower level with the lever, and there should be a checkpoint. Head left, but be careful, and jump from grapple to grapple. Hop up the spring, and push the red ball onto the switch. From there, grab onto the red ball, and move right.

Pull the top of the tree to the right and you'll avoid the icy water. Move right to the next checkpoint, and then head right again through the next pine trees. Grab the red grapple, and move right along to the spring that will bring you up. Take the left grapples to the checkpoint, and head up. Move around the spinning red grapple. Wait, and take it from that moving platform to the next lift. Head over the next lifts, and head to the grapple pendulum at the bottom. Pull the lever, and then pull the top left lever to get moving. Head onto the switch to do so. Head out and you'll be done with the level.

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* ROGUE N ROLLER *[52]

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Stand in the spot where the prize bubbles roll. Hop over the yellow oncoming rollers. If you get knocked off your block, you'll be done with this minigame.

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* PEAK PERFORMANCE *[53]

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Head down and jump from pine tree to pine tree to get to the goods. Now after moving through, skiers will be coming at you, but these are the lethal type. Take your time, and switch planes to avoid damage, and also hide in the little crevices. Head right and onto the moving seat with the red grapple. Move to the other ones as you come near them. Grapple if you're falling off. Head onto the tree and grab all the goodies. Head downwards to the toboggan, and take it left. Grapple upwards, the balloon and then head back down to the vehicle.

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Head right and grab the yellow grapple. Move it to the lower right, avoiding the obstacles in your path, and grabbing any goodies you can find. Head down the hole at the bottom and there'll be a person with a speech bubble. Head down and right, and avoid the enemy by moving right. Move to the right plane, and then hop onto the enemy's weakspot to get higher and get the door to open. Head right and take the checkpoint area down. Move right past the appearing doors and head through the side paths and step on the switches.

Head down now, and head left. Press the switch and this next section can be tricky. Grab the grapple, and move through the appearing doors. Press the other switch and move right. Take the spring up and move right. Move between planes to avoid the moving doors. Head right and heading all the way right, you'll meet Ed again. Move forward across the race area, and hop over the gap, and then hide into the gap as the door moves. Move right and move across the platforms. Head left across the platform and hide under from the electric door.

Move up and through the rotating platforms, and then take a right through to the checkpoint. Move over the spikes and into the gap to hide, and head up and jump up the spiked platforms. Wait till the spikes point down, then head over them. Head left and jump over the spikes. Grab the goodies at the top left, then head right and get into the getaway car. You'll be done with the level.

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* OPENING FRIGHT * [64]

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What a creative level. Anyway, move right and head to the audience. You down front, hop on the lady's head to head up and grab the paparazzi's camera. Take the second one, and then head right and grab the other camera. The curtains will open and you'll have to grab the yellow switch grab to get higher. Head right and move along the lever activated platform. Move right and left, avoiding the cloud, and jump right onto the wheels of the bi planes.

To take out the big gorilla, avoid his hands, and then when he moves his face down, grab onto his eye brows. Drop to his mouth when he comes up and grab the teeth. Do so three times, and then he'll let up. Head up left, and move left to where the checkpoint is. Head left, and you'll be done with the level.

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THE CARNIVAL [END]

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* CRASHING THE PARTY * [71]

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Head right and grab the plane. Head right and push the sackboy award to the

