

# LittleBigPlanet FAQ/Walkthrough

by vinheim

[Donate](#)

Updated on Sep 23, 2010

This walkthrough was originally written for LittleBigPlanet on the PSP, but the walkthrough is still applicable to the PS3 version of the game.

"Winner of May's 2010 FAQ of the Month"

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|      to other users? That's the best way to say:
|      "Thanks for the Walkthrough". Thanks...
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LittleBigPlanet  
FAQ/Walkthrough  
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Version SackB  
Last updated: 06/18/10  
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Authored by: vinheim  
Email: vinheim@gmail.com  
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- Homepage: <http://vinheim.webs.com> -  
-- Video Walkthroughs: <http://youtube.com/vinheimk> --  
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- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this  
method instead of having you scroll 30 min through this huge guide looking for  
the section you want to go.  
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Minna-san, hontou! Hello everyone, and welcome to my LittleBigPlanet FAQ/Walkthrough for the PSP. I hope you guys have a blast reading through my guide, which I did with a love of love. This game is, probably, the same as the PS3 version, so if you played that version and liked it, you'll most probably like this one, so get your PSP ready and read ahead =).

Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I like this game a lot. If you are looking for tons of eloquent ways for me to say "move here, grab the bubbles and proceed", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.

- If you take a quick scan thru my guide, you won't find the explanations for basics, Popit menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the complete basics in the game.

- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.

- I'm writing this in my first playthrough, so I may be missing stuff. If you see that my guide is lacking content, please let me know through an email or visit my site and contact me there through the forums or PM me.

- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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~ ~ ~ ~ ~ 1.1] Contact Rules ~ ~ ~ ~ ~
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Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

--> vinheim@gmail.com <--

I always reply to all the mails I get, since feedback is the best reward of all.

o Important





- # Prize Bubbles: 40
- Reward: Pitch Fork (S), Pink Cat Nose (C)
- Ace Reward: Surf Van (S), Angel Fish (C)
- 100% Reward: Beach Shades (C), Surfer Mop (C)
- 1st playthrough: 97%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO

|  |                   |  |                 |  |
|--|-------------------|--|-----------------|--|
|  | Aboriginal Cactus |  | Khaki Shorts    |  |
|  | Kangaroo          |  | Blue Rinse Hair |  |
|  | Frog Face         |  | Black Boots     |  |
|  | Frog Eye          |  | Crocodile Boots |  |
|  | Pouch             |  | Fancy Glasses   |  |
|  | Pink Arrow        |  | Pink Handbag    |  |
|  | Surf Sign         |  | Cork Hat        |  |
|  | Hay Bale          |  | Khaki Shirt     |  |
|  | Red Beard         |  | Pearl Necklace  |  |
|  | Ned Head          |  | Mustard Dress   |  |
|  | Brown Flower      |  | '~~~~~oO        |  |
|  | Brown Bars        |  |                 |  |
|  | Mosquito          |  |                 |  |
|  | Kangaroo Sign     |  |                 |  |
|  | Wheel Barrow      |  |                 |  |
|  | Rugby Ball        |  |                 |  |

Oo~~~~~'

- Description: Oh no, you've foolishly got lost in the Outback whilst on Walkabout. Luckily a friendly Aborigine is around to help you find your way home, and these friendly kangaroos seem to want to teach you some basic lessons that should prevent you getting lost again. How kind!

This first area, the Down Under, is the "introduction" to the basics of the game, like jumping and moving and whatnot. Start by going left and grabbing some Bubbles. Then, jump on top of the brown cactus (the one you came out of) to grab a Prize Bubble. Now go right and you'll talk to Bruce, the Mystic of this area.

Keep going right, jump up on the hat and go left to find some Bubbles and a Prize Bubble 'Aboriginal Cactus'. Keep following the path until a Kangaroo talks to you. He tells you how to jump. Anyway, grab the Prize Bubble 'Kangaroo' from its pouch. Go right, jump on the frog (which has a Sticker Switch on top)...

~ ~ ~ ~ ~

Once you get the Nautical Star from level 1.3, use the Sticker here and you'll start a race. Follow the path completely until you get to the part where the floor breaks and you fall down. There's a spinning boomerang here, so jump and grab on to it and make it throw you towards the tree branches on the right side, where the last Prize Bubble is which is 'Rugby Ball'.

~ ~ ~ ~ ~

and go right until you get to another frog. From this one, jump on the platform next to it and jump on the tree to find some Bubbles.

Return, jump on the frog now and use it to jump to the top of the tree on the left to find Bubbles and the Prize Bubbles 'Frog Face' and 'Frog Eye'. Now go right from the frog and another Kangaroo talks to you. It tells you about the different paths. Follow this path grabbing the Bubbles until yet another Kangaroo talks to you.

This one tells you that you can manually change paths pressing up and/or down on the Analog Stick. Before doing so, check behind the fence to find a Prize Bubble 'Pouch'. Follow the path to the top, grab all the Bubbles on the way and several Kangaroos will talk to you. When you get to the gap and the last Kangaroo talks to you, drop down to grab the Bubbles, jump to the right to get some more Bubbles and lastly drop to the bottom.

Go right from here and when you see a little platform going up with some Bubbles, check the hay near the tree behind you to find another Prize Bubble. Go to the right a little more and another Kangaroo talks to you, and tells you about Score Bubbles. Grab the Bubbles, the Prize Bubble in the Kangaroo's pouch and go right. When you get down the platform, move to the inner path and go left towards the Kangaroo to find the Prize Bubble 'Kangaroo Sign'. Now go right and when you get to a boomerang, go under it to find the Prize Bubble 'Pink Arrow'.

Now jump on this boomerang and jump on the tree branch. Make your way to the left collecting the Bubbles and at the end, collect the Prize Bubbles 'Surf Sign' and 'Hay Bale'. Return to where the boomerangs are and jump on the one that's upside down, grab the 3 Bubbles on it and jump on the higher ledge to find some more Bubbles. Do the same on the next boomerang and at the end, go under the last boomerang to find the Prize Bubble 'Red Beard'.

Continue on to the right, go up the platform and follow the trail of Bubbles on the lower path and at the end, pretty hidden grab 2 Prize Bubbles, one with 'Ned Head'. Return and keep going up the platform to find Bruce at the top. He tells you to use the windmill to cross across the gap. Jump on it and once you're on top, simply jump to land on the next segment of the windmill. Do this to grab the Prize Bubbles, plus 'Brown Bars' and 'Brown Flower'.

Now use the windmill to jump on the back of Bruce and from here, jump on the tree to find 2 Prize Bubbles. Now cross the windmill to find Bruce once again. He tells you to change clothes, so go in the little compartment to find 'Khaki Shorts', 'Blue Rinse Hair', 'Black Boots', 'Crocodile Boots', 'Fancy Glasses', 'Pink Handbag', 'Cork Hat', 'Khaki Shirt', 'Pearl Necklace' and 'Mustard Dress'.

Now you have some clothes to dress Sackboy, so do so however you see fit. Now, as you go right, you'll see a bridge with something green in middle. This bridge will fall and you'll have to restart from the last checkpoint (this is part of the basics). There's a way to evade it, which is jumping right at the last time and run up what's left of the bridge. Go right from where you reappear, grab the Bubbles on the bottom and continue to the right.

You'll find a circle with a yellow S, which is a Sticker Switch. A frog talks to you about being hungry. Use the Popit and paste the Prize Bubble, 'Mosquito' there to have him take out his tongue. Cross the tongue and you'll find 2 Koalas going up and down. You're not taught this yet, but press R to grab onto one of the Koalas to have some secret Bubbles drop down. Do this on both koalas.

Continue to the right up the sloppy path collecting the Bubbles. When you can jump on the tree branch to the left, jump on it and make your way to the left,



grab the Prize Bubble and continue to the left, drop down and go inside the building where the koalas are to find another Prize Bubble. Return to the sloppy path going up and at the end of it, go behind the ramp to find another Prize Bubble.

At the top, go right a little bit and you'll find another gap. There are some boomerangs in middle of the gap with some Bubbles. Jump in middle of the boomerang to grab the Bubbles and when you get to the last one, make sure you fall on the right side, otherwise you'll have to Retry. At the bottom, go right to find Bruce one last time in this level. Then go right and you'll end the level.

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Level #1.2 - Gift of the Grab sx303  
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- # Prize Bubbles: 29
- Reward: White Circles (S), Jeans with a Belt (C)
- Ace Reward: Green Swimsuit (C), Green Hoodie (C)
- 100% Reward: White Lightening (S), Dungaree Dress (C), Cute Eyes (C)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
||                      Footprint | | Pink Scarf                      ||  
||                      Green Thump | | Farmers Cap                      ||  
||                      Carnival Aborigine | '~~~~~oO  
||                      Didgeridoo |  
||                      Cell |  
||                      Witchetty Grub |  
||                      Sheep Head |  
||                      Orange Gradient |  
||                      Lizard |  
||                      Oval Eye |  
||                      Fern |  
||                      Wool |  
Oo~~~~~'

- Description: Can you climb the rocky mountain to reach the Spirit Cave and find the Mystic? You're going to need to be good at grabbing to get up this steep slope, maybe those Koalas can give you a hand.  
Oo~~~~~oO

From the start of the level, go to the left. You'll see a boomerang blocking your path. Remember how to grab? That's right, press R and drag to the right the boomerang so you can make a path to cross. Grab the Bubbles and go to the left to find a Prize Bubble 'Footprint'. Now go right to find Bruce again. He'll tell you about grabbing. Whatever, you already know that, right? ;) Move the box right and use it to get to the next ledge.

Up here, there are 2 more boxes, one bigger than the other. On top of the big box, there's a tree branch. Move the small box in front of the big one and jump on the little one, then on the big one and finally on top of the tree branch. Grab the Bubbles as you get to them and grab the Prize Bubbles on the blue platforms, which one has 'Green Thump'. Go to the far left to find 2 more Prize Bubbles, one containing 'Carnival Aborigine'.

Return to where the boxes are and now stack them on the right side so you can go up the ledge. Grab the Prize Bubble behind the boomerang and then push it left to make it fall. Grab the Bubbles hanging from the boomerang, climb on the

boomerang and proceed. When you get to a Sticker Switch, open up your Popit and use the Footprint Sticker you got at the beginning of the game to have 2 Prize Bubbles fall down, containing 'Didgeridoo' and 'Cell'.

Now go right a little and you'll see 2 things: 1] There's a Sticker Switch on the wall that you can't use right now, since you need another Sticker, which you don't get until later in this level; and 2] There's a "turtle" that gives you Bubbles. When it stops giving you, grab the one on its back to make it disappear. Now go right some more and you'll see a little car in shape of a sheep. Pull it towards the right side and when the path starts going down, jump on it.

Grab the Bubbles that are hanging and don't miss the 2 Prize Bubbles as well. Now jump on the ledge, go to the right, grab the Bubbles that are hanging from the boomerang and as you jump on it, grab it to make it fall. Now move to the inner path, grab the Prize Bubble 'Pink Scarf' back here and climb up the boomerang to reach the upper ledge. Go to the left and before going up, jump over to the left on the tree branch, grab the Bubbles and the Prize Bubble 'Witchetty Grub'. Go left some more to find 2 more Prize Bubbles, which the last one contains 'Sheep Head'.

Remember the Sticker Switch I told you about like 5 minutes ago? Return there and use the Witchetty Grub Sticker you just got to get 3 more Prize Bubbles, which have 'Orange Gradient', 'Lizard' and 'Farmers Cap'. Return now to the path just before you jumped on the tree branch, jump on the top one and go right. Grab the sheep car and move it to the left, but first grab the Prize Bubble behind it.

Now jump on the sheep car, then jump on the drawbridge on top. When you get to a checkpoint, a Koala talks to you. First, pull the lever next to the checkpoint to lower the drawbridge. Return to the sheep car and move it to the right. Use it to get to the Koala and grab onto it. Jump to the platform when you get to it and start going right, ignoring the Bubbles on the left for now (we're returning here in like 2 minutes).

Talk to the Kangaroo and it'll tell you how to swing. Grab the Bubbles on its pouch and then grab onto the ball of hay hanging from the ceiling. What you need to do is to grab it and move to the right. When you approach the next ball of hay, let go of the one you're grabbing from and quickly grab on to the next one. Do this one more time until you're safe and sound on the other side of the fire pit.

We're now in front of another aborigine. Jump on his stick (that's what she said? XD) and jump to the left onto the platform. Jump to the top of it to find 2 Prize Bubbles, which one of them contains 'Oval Eye'. Jump over the gap to the left to find one more Prize Bubble, only that this one contains 'Fern'. Go left some more and fall down to find another Prize Bubble, with 'Wool' this time.

Drop to the bottom while grabbing the Bubbles from the ledges. Return to the aborigine grabbing his stick, jump on the stick and move the box to the left to make the right side of the stick go up (this sounds disgusting... ;). Jump on the upper ledge and grab on the Koala. Once at the top, grab the Bubbles from the Bubble Turtle, grab the ones on the Kangaroo's pouch and it'll tell you about grabbing on to moving objects can give you an impulse and send you off. Ok.

Go to the far right to find another aborigine grabbing his stick. Talk to him and he'll mention the Special Keys, which unlock new areas, which are basically minigames. Since there is no box, this one is a bit tricky. Move to the left

(just before his right hand is) and this will make the stick go down slowly. Quickly run to the right and jump on the ledge with the Special Key, which unlocks the Wave Goodbye minigame.

Return up the aborigine's stick, go left and jump onto the spinning boomerangs, grabbing onto them. This part is trickier than the Special Key. When the part you grabbed on to (make sure you're grabbing on a border of the boomerang and not in the inner part of it) is facing up, let go to have the boomerang throw you on top of the platform on the upper left side, which contains a Prize Bubble and some Bubbles.

Grab on the boomerang again and do the same thing to grab the Prize Bubble on the top right side, only that this time, let go when the part you're on is on the right side, just before going up. Proceed to find 2 more aborigines, each with his own stick. The first one is the same as the one you used to get the Special Key and the other one moves his stick "up and down"... ok. Run up the / stick and on to the up and down one. Once you're on this one, move to the right to find some hidden Bubbles and a Prize Bubble.

Return to the up and down one, go to the left side of it and jump on the boomerang (remember to grab it). Use it to jump upwards and grab on to a second spinning boomerang. Grab this second one from a corner and you'll automatically grab some Bubbles and a Prize Bubble. Now jump to the right from this second boomerang and at the far right, you'll find some Bubbles and 2 Prize Bubbles. Jump and grab all the Bubbles.

Once at the bottom, go left to find some more Bubbles, then go right and finish the level.

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Level #1.3 - Didgerido Didgeridon't sx304  
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- # Prize Bubbles: 27
- Reward: Bunny Ears (C)
- Ace Reward: Bunny Tail (C)
- 100% Reward: Koala Suit (C), Koala Head (C)
- 1st playthrough: 74%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
||                   Yellow Spiral | | Fin Hairstyle Wig                   ||  
||                   Blue Spiral | '~~~~~oO  
||                   Boomerang |  
||                   Red Eye |  
||                   Aboriginal Frog |  
||                   Fluff |  
||                   Emu |  
||                   Nautical Star |  
||                   Good Spirit |  
||                   Blue Flame |  
||                   Blue Hand Prints |  
||                   Bad Spirit |  
||                   Brown Hand Prints |  
||                   Concentric Circles |  
||                   Cave Scribble |  
||                   Khaki Shorts |  
||                   Blue Man |  
Oo~~~~~'

- Description: Finding the Mystic in the Spirit Cave is not going to be as easy as it looks, it looks like you might encounter some mild peril in here. Head on as best you can though, you'll find The Mystic himself on the very top of the mountain.

Oo~o

As we start, go right and talk to Bruce. If you go left from the entrance, you'll see a Sticker Switch similar to the one in Level 1. We can't use this one yet, but we get the Sticker in this level...

~ ~ ~ ~ ~

Once you've gotten the Nautical Star Sticker (later in this same level), use it here to have 3 Prize Bubbles appear, which contain 'Brown Hand Prints', 'Concentric Circles' and 'Cave Scribble'.

~ ~ ~ ~ ~

Anyway, go right from Bruce and grab on the yellow chain to have it take you to the top. Grab the Bubbles from the right side while you go up. Once at the top, go right and you'll find some spinning circles.

Jump from the first one to the right on top of the blue one. Grab the Prize Bubble 'Yellow Spiral' then jump on the lower left circle to find another Prize Bubble, with 'Blue Spiral' in it this time. Go to the bottom, check the checkpoint and grab on the boomerang. Just like in the previous level, grab on to a tip of the boomerang and have it throw you to the right side. On the other side, grab the tip of the boomerang over here, grab the Bubbles on the right side and make it throw you to the upper left side, where another boomerang is.

Grab the tip of this one and grab the Prize Bubble 'Boomerang' from the top. Grab the remaining Bubbles here and use the boomerang to get to the upper right part. Go right, jump across the gap, grab the Prize Bubble over this gap and continue to the right. Follow the path and when you get to an arrow pointing to the right, go left and drop down on the platform. From here, jump over to the left on top of the hat.

You can only grab the Bubbles here at the moment, so do so, because you need the Nautical Star to activate the Sticker Switch...

~ ~ ~ ~ ~

Once you've gained the Nautical Star (in this same level), stick the Sticker to have a wall raise, giving you access to 2 Prize Bubbles, which contain 'Blue Man' and 'Khaki Shorts'. And when you follow the path, 2 more Prize Bubbles appear.

~ ~ ~ ~ ~

Go to the right and when you drop down a ledge with some logs falling down, jump on the ledge and quickly jump to the left to grab the Prize Bubble. Watch out at the bottom, because there's a spider that comes out of the floor and eats you. What you need to do is to stand on the edge where the spider pops out from and this will make you jump up. Make sure to grab the Prize Bubble 'Red Eye'.

Now go right, use the checkpoint and go right to have an Emu talk to you. It tells you to feed the floor beast aka the spider. Move the box to the left, use it to grab the yellow chain to lower the platform and have some logs fall down. Jump on top of this ledge and grab the Prize Bubble 'Aboriginal Frog'. Now

stand on the platform on top of the spider to have it shoot you to the beak of the Emu, which you should grab after grabbing the 3 Prize Bubbles, which contain 'Fluff' and 'Emu'.

Now use the spider to get behind the Emu and you'll be in a fork. Follow the lower path to find several Bubbles and a Prize Bubble 'Nautical Star'. With this, we can activate those Star-shaped Sticker Switches. Return to the fork and go right this time. Grab the Bubbles from the lower boomerang first, then the ones on the back boomerang. Now fall down in the gap and you'll find Bruce again.

Go right to find another Prize Bubble. Move to the upper left side and press the switch to have the ceiling open up. Step on the moving block and use the momentum it has going up to jump and grab the Prize Bubble 'Good Spirit' from the top. Go right now, use the checkpoint and you'll see 2 more moving blocks like the previous one. Jump on the first one and use the same momentum you used before to grab the Prize Bubble from the left side.

Now go between them to find another Prize Bubble. Return on top of the first block and use the momentum you gain to cross over the fire pit. Use the momentum from the second block to get to the upper right side. Bruce talks to you again. Go to the right, cross under the blue thingy spiting mist. Go right some more to find 2 blue mist spiting-thingies. Jump down this ledge to find some Bubbles and 2 Prize Bubbles, containing 'Blue Hand Prints' and 'Blue Flame'.

Return to the upper ledge and go to the right side to find a box. You need to take it to where you found the first blue mist spiting thing. Wait for when the right mist spiting thing is under you to move the box. Jump out of the way when it gets really close to you. As for the first one, make sure it's on top of you before you move the box.

When you leave the box under the first mist spiting thing, jump on it and then jump on the right ledge. When the mist ball is going down, jump over to the left one to find a Prize Bubble. When it gets to the top, jump under it to the upper right ledge and when it's going down, jump on the upper left one. Go left now, go inside the fallen pillar and run up to make it fall down.

Get out of it and go right to equip yourself with a jetpack. Sweet. Now move left to collect some Bubbles. Go to the top to find a Prize Bubble with 'Fin Hairstyle Wig' in it. Collect the Bubbles on the upper left side of the area and grab the 3 logs near these Bubbles and drop them on the fallen pillar to make it go to the upper right. Get off of the jetpack and cross the fallen pillar.

On the other side, jump on top of the pillar to find a Prize Bubble with 'Bad Spirit'. Now jump and grab the Special Key, which unlocks Shear Madness minigame. Now go to the right to find the Mystic. Go to the right of him to end this level.

-----  
Level #1.4 - Dreamtime sx305  
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- # Prize Bubbles: 19
- Reward: Flippers (C), Aboriginal Kangaroo (S)
- Ace Reward: Rubber Ring (C), Scuba Mask (C)
- 100% Reward: Pink Fashion Sunglasses (C), Cardboard Hat (C)
- 1st playthrough: 100%

```

Oo~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~oO
||           Community Moon | | None           ||
||           Yellow Dots | '~~~~~oO
||           Stars |
||           Space Rocket |
||           Blue Stain |
||           Green Stain |
||           Red Half Tone |
||           Blue Dots |
||           My Moon |
||           Yellow Star |
||           Paint Splats |
||           Paint Ring |
||           Heavy Wheel |
Oo~~~~~'

```

- Description: The Mystic plays his Didgeridoo and transports you into the Dreamtime. It is here that you will learn of the cosmos, and of your quest - to reunite the Creator Curators and take part in the Carnival of Creators!

Oo~~~~~oO

Alrighty, this level is weird, because most of the lever is automatic, you only have to move Sackboy up and down while using the jetpack. From where we start, go left to find some Bubbles. Grab the Bubbles on top of the Checkpoint and go right to talk to Bruce. Go right some more across a pillar to equip a jetpack.

Wait for the moving base of the jetpack to go up and after the green lizards that disappear, you'll find a blue silhouette holding a Prize Bubble. Continue on until you see the planet with some dudes that come out of it. Grab the Bubbles on their heads. On the left of this planet, there's a green moon. There's are 4 Prize Bubbles, one on each side (north, south, east and west). These contain 'Community Moon', 'Yellow Dots', 'Stars' and 'Space Rocket'.

Carry on. As the jetpack base goes around the green moon, you'll come across some stars on the upper part of the track. These have a Prize Bubble in the middle (4 total), which have 'Blue Stain', 'Green Stain', 'Red Half Tone' and 'Blue Dots'. After these 4 stars, you'll come across another moon, which pops out some segments and one of them (the first one) has a Prize Bubble, which contains 'My Moon'.

As it goes down, keep an eye on the right side of the path because there's a spiral with 2 Prize Bubbles. It goes down a little more and you'll find another spiral, with 2 more Prize Bubbles -- 'Yellow Star' and 'Paint Splats'. When the jetpack base goes around and starts going right, there's a "person" on the upper part that has 2 Prize Bubbles -- 'Paint Ring' and 'Heavy Wheel'. Right after this "person", quickly go to the bottom of the path to get a Prize Bubble from the star.

As the Jetpack base goes up, do the same thing to find another Prize Bubble. It goes down once again and once more, it goes right and up. When it goes up, check the right side of the path to find a Prize Bubble. Now simply follow the path to reach the end.

- Reward: ---

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
 || None | | None ||  
 Oo~~~~~' '~~~~~oO

- Description: Surf's up! Surf on the wave to collect points, but look out for that shark, he looks hungry!

The very first minigame. This one is pretty fun. You're standing on a surf board and you need to grab as many Bubbles as you can before you fall down. Beware though because the board moves.

-----  
 Level #1.6 - Shear Madness sx307  
 -----

- Reward: ---

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
 || None | | None ||  
 Oo~~~~~' '~~~~~oO

- Description: Carry the sheep over the creek into the Shearanator, then take the freshly sheared sheep back to the farm - don't drop the poor guys into the creek though!

Ok, the second minigame of the area. This one is pretty simple. What you need to do is to carry a sheep and take it to its right side. How do you know which side it which? Well, the white sheep come out from the right side, while the pink ones come out from the left. You need to carry the white sheep to the left and the pink ones to the right. That's it about this minigame. Pretty simple, huh?!

=====  
 ~~~ ~~~ ~~~ 3.2] The Orient ~~~ ~~~ ~~~  
 =====.sx308.=====

A Dragon is rampaging across the kingdom, leaving destruction in its wake. You can't just leave everything in such a state, perhaps you could help to repair the damage, and then stop that cursed Dragon from causing any more!

-----  
 Level #2.1 - Mortar Do sx309  
 -----

- # Prize Bubbles: 47
- Reward: Monocle (C)
- Ace Reward: Bom Bot (S), Brick Wall (S), Cyclops Eye (C)
- 100% Reward: Leg Warmer (C), Exercise Wrist Bands (C)
- 1st playthrough: 100%

,---- Goodies ----.

```

Oo~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~oO
||           Chalk Smoke | | Silk Dress           ||
||           Cauldron  | | Oriental Fan           ||
||           Chalk Maths | | Oriental Hair        ||
||           Fluffy Cloud | | Silk Robe           ||
||           Scissors  | | Cue                     ||
||           Brown Bamboo | | Silk Trousers        ||
||           Bronze Block | | Exercise Head Band    ||
||           Chalk Hand | | Trainers              ||
||           Red Pattern | '~~~~~oO
||           Collar    |
||           Chalk Graph |
||           Chalk Teeth |
||           Chalk Window |
||           Chalk Quarter Circle |
||           Chalk Cloud |
||           Chalk Cogs |
||           Chalk Lazy Arrow |
Oo~'

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- Description: Exiting the Dreamtime you find yourself in the Orient, your first step to reuniting the Curators will be to find the Emperor, but to get to him you're going to need to get a bit nifty with some bricks and mortar - this place has been trashed by a Dragon.

Oo~'~~~~~oO

Ok, so we're finally here, in the Orient. Start of by going left and talk to Emperor Sario. Go left some more and you'll find 6 Prize Bubbles, which are the costume of this area -- 'Silk Dress', 'Oriental Fan', 'Oriental Hair', 'Silk Robe', 'Cue' and 'Silk Trousers'. Go left some more and an engineer talks to you. Use the lever he tells you about and pull it right so the block bellow falls down.

Now go right and follow this path until you see another engineer. He tells you to watch down below. There are 2 Prize Bubbles over this fire pit, which contain 'Chalk Smoke' and 'Cauldron'. Now, when you see that the blocks appear from right to left quickly follow them because they disappear in the same order.

Once on the other side, talk to the engineer there and follow the path to the left (the lower path) to find a Prize Bubble. Now follow the upper path and grab onto one of those red lanterns to make it take you to the top, which you'll grab 2 Prize Bubbles on the way up, containing 'Chalk Maths'. Now follow the path left while grabbing all the Bubbles (over 15). When you get to a left, up-right fork, go left and you'll find 2 levers.

Use the right one to move the block under you right, then use the left lever to drop it. Now go up-right and jump to the right to grab a Prize Bubble 'Fluffy Cloud'. Now go left and talk to the engineer. He tells you that the mahjong pieces disappear and you have to make your way up quickly. When you go up the first set of mahjong, grab the Prize Bubble. Go up this second set of mahjong and jump to the ledge on the right to find another Prize Bubble.

Return to the mahjong and as you go up the third and last set, you'll see another Prize Bubble in the middle of the set. Use the checkpoint and you'll come across another engineer. He tells you that the next construction is tricky. Follow the path until you get to the levers. There are 3 this time. Not hard at all though.

First use the left most one to turn around the block and make sure the flat



part is pointing upwards, while the pointy area is pointing downwards. When you get to the bottom, you'll see 4 Prize Bubbles on the corner (before crossing that fire pit), which contain 'Scissors' and 'Brown Bamboo'. Now cross the fire pit and you'll find yourself 3 more Prize Bubbles, these contain 'Bronze Block' and 'Chalk Hand'.

Now go left and you'll be in another mahjong area. Go up the first 4 mahjong pieces and jump to the back when the fifth appears, then grab the Prize Bubble. Continue upwards and to the left to find another Prize Bubble 'Red Pattern'. Now jump down and to the left to enter the crevice. You'll automatically use the checkpoint, so go right when the first platform appears and grab the 5 Prize Bubbles that are there, which contain 'Mahjong Tiles' and 'Square Spiral'.

At the end of these platforms is the Special Key. Now you'll be return to the checkpoint just before the previous mahjong area. From the mahjong area, go to the upper right side and go right, then jump on the upper ledge and go left to grab the Bubbles. When the mahjong pieces are visible, jump to get the Prize Bubble 'Collar' in middle of the mahjong area.

Return to the upper right area and go to the corner on the right. From there, jump down to grab the Prize Bubble there. Now go to the upper left side of the mahjong and grab on to the yellow sponge thing to make it go to the bottom and grab the Prize Bubbles (you'll only be able to grab 2). At the bottom, before even moving, look at how the background blocks start to fall. Now Retry and go to the top, then use the yellow sponge again to grab the 2 Prize Bubbles that you were missing, which are 'Chalk Quarter Circle' and 'Chalk Cloud'.

Now go left and hang on to a red lantern. Grab on to the green spinning circle and grab the Prize Bubbles 'Chalk Graph', 'Chalk Teeth'. Now jump on the upper left green circle to find 'Chalk Cogs'. Jump on the upper ledge to find Prize Bubble 'Chalk Lazy Arrow'. Drop on the lower left green spinning circle and drop down to find 'Exercise Head Band'. Drop down once again and now you'll be in a maze. Go left to find a Prize Bubble. Now go down, grab the Prize Bubbles and watch out for the explosives.

Go to the bottom and go left to find a lever. Use it to make another lever available. Go right and up the wooden plank on the right side and use the lever to make another wooden plank lower. Go up this wooden plank and when you get to a lever, don't use it yet. Instead, go up some more and drop down to grab the Prize Bubble 'Chalk Window'. Now use the lever and another wooden plank will fall down. Go up this plank and then drop down to grab the Prize Bubble 'Trainers'. At the top, go right to find yet another Prize Bubble.

Go left now to end the level.

-----  
Level #2.2 - Dragon on a Bite sx310  
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- # Prize Bubbles: 26
- Reward: Tea Cup (S), Yellow Builder Cap (C), Dinosaur Mask (C)
- Ace Reward: Takeaway Box (S), Spiky Wig (C), Chicken Wings (C)
- 100% Reward: Frying Pan (C), Green Sock Puppet (C)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~oO  
|| Dribble | | Dungaree Bottom | |  
|| Paper Lantern | '~~~~~oO

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||                Gold Leaf |
||                Cloud |
||                Cannon |
||                Chinese Flower |
||                Delicate Flower |
||                Cloud Curl |
||                Coffee Stains |
||                Fortune Cookie |
||                Food Stain |
||                Wooden Wheel |
||                Menu Cards |
||                Blue Table |
||                Soup Bowl |
||                Bullrush |
Oo~'

```

- Description: Uh-Oh, that big dragon over there is coming right for you, and he looks rather angry! Quick make a run for it in that rickshaw!

Oo~'OO

Go left from the start. After talking to the Emperor, go left and you'll see a cannon moving up and down. When you grab it, it'll fire a cannonball. When it's pointing to the bullseye, grab it to shoot it and make some platforms raise. Go up these platforms and grab the Prize Bubble. From here, jump to the left to where the Prize Bubbles are and grab them to find 'Dribble' and 'Paper Lantern'.

Now drop down on the right side to have a red cart drive you to the left. Once done this, the dragon appears behind you and the cannon on the cart will start moving. What to do? Quickly wait for the cannon to aim at the bullseye inside the dragon's mouth. This can be pretty tricky due to the dragon is moving, the cart is moving and even the damn cannon is moving. After some chasing and shooting, get down the cart and go left to the checkpoint.

If you go left, a little door opens and you'll see the dragon on top. What you need to do is to run to the bottom while you grab the Prize Bubbles, which contain 'Gold Leaf', 'Cloud', 'Cannon', 'Chinese Flower' and 'Delicate Flower'. Now go left some more and you'll be in an area similar to the previous one, where you'll find more Prize Bubbles, which contain 'Cloud Curl', 'Coffee Stains', 'Dungaree Bottom', 'Fortune Cookie' and 'Food Stain'.

Use the checkpoint at the end of this little area and go right. You'll start sliding, so make sure to jump at the end to grab some Prize Bubbles 'Wooden Wheel', 'Menu Cards' and 'Blue Table'. Also, grab the Special Key that's up here. Now drop down on the left side and go right to find more Prize Bubbles, which have 'Soup Bowl' and 'Bullrush'. Now go right to have a little talk with the dragon.

Now go right from the dragon to end this level.

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Level #2.3 - Eggstractionsx311
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- # Prize Bubbles: 20
- Reward: Dungaree Dress (C)
- Ace Reward: Collar and Tie (C), Cowboy Bandana (C)
- 100% Reward: Dungaree Top (C)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~oO
||              Grey Gradient | | None                ||
||              Tiger | '~~~~~oO
||              Snake |
||              Shiny Eye |
||              Wok |
||              Black Wobbly Square |
||              Yellow Wobbly Square |
||              Dinosaur Tail |
||              Window Shutter |
||              Sun Flare |
||              Crane |
||              Dragon |
||              Target |
Oo~~~~~'
```

- Description: No wonder the Dragon is burninating everything to the ground, the Child Emperor has one of her Eggs. I think you should go and retrieve it for her, that's just not on is it?

Oo~~~~~oO

From where we start, go right and jump in the dragon's mouth to grab the Prize Bubble 'Grey Gradient'. Now go left until you get to another checkpoint and some electric spikes. When the electric spikes are like this \, jump on this first one to grab a Prize Bubble. Now go to the left side, at the end of the electric spikes and jump on this last one when it's like this / to grab another Prize Bubble.

Go left some more, use the elevator to go to the top. Go to the left and you'll see some mahjong pieces, as well as the dragon's egg on the other side of the wall. What we need to do is to go find the key combination, as well as the remaining Bubbles. Jump and grab the green circle on top of the red switch.

When you get to the top of this green circle's line, grab either green circle on the left or right side of the green circle you just used and up here, you'll see a lone green circle. Grab on to it and it'll take you down, so you can grab 3 Prize Bubbles, which have 'Tiger' and 'Snake'. Jump down and from this middle area, go right.

You'll see some platforms on the floor that makes you bounce when you stand on them. Jump on the first one and jump higher to grab a Prize Bubble. Now go to the last one and jump to the top to find the Prize Bubble 'Shiny Eye'. Now, do you locate the blue flowers in middle of the room, on top. What you need to do is to use the bouncing platforms in the center of the room to jump to them and press R to grab them.

Once you grab them, move them to either the right or the left side of the room, which looks like cavities so you can put these. Once at the top, you grab the Prize Bubble and expose the first piece of the mahjong puzzle. Return to the main area and go left this time. Ok, now what we need to do here is to stand on the central platform (where the lever is) and pull it to the right until you reach the center platforms.

From here, go right and use the lever. This will make the left panda to lower. Now return to the central platform and jump on the left side. Use the lever here to make the right panda go up. Return to the central lever and use it to go to the top. Now jump on the right panda and stand on the switch to reveal the mahjong piece. Now stand where this right panda is and jump on top of the house to grab the Prize Bubble 'Wok'.

Now jump left and use the lever to make the right panda go down one level. Now go right and use the lever to make the left panda go up one level. Jump on this top left panda and grab the Prize Bubble 'Black Wobbly Square'. Return to the main area and go to the top now. Up here, go left and grab on the jetpack because we're going into a maze.

Follow the path and at the fork, go S to find what looks like a white bottle with a black top. Grab it and now we need to take it to the center of the maze. Return to the previous fork. Go up and at the next fork (which is right away), go right and drop the black bottle (I'll be calling these things colored bottles even though they aren't). This will make the black obstacle disappear.

Before anything, return to the previous fork and wait for the electric tube to go down for you to go up and grab the Prize Bubble. Wait up here until the electric tube goes down again for you to return to where the black obstacle disappeared and grab the next jetpack. Grab the black bottle and return to the previous fork, go up to find yourself in another fork. Go left and at the next fork, go down and put the black bottle in its corresponding color.

Return 2 forks (up to the left/right one), go up the right path and carefully pass through the electric parts and grab the red bottle.

Return to the previous fork and take the left side this time. Now, at the next fork, go down and put the red bottle in its matching color. Return to the previous fork and go left this time. Pass carefully once again through the electric parts and grab the yellow bottle at the end. Return to where you put the others and a little door above you opens. Enter this room, use this jetpack and grab the Prize Bubble 'Yellow Wobbly Square'.

Go left from the bottles to find a fork. Go left, then up, up at the next fork to find the Prize Bubble 'Dinosaur Tail'. Return to the previous fork, go right and wait for the electrified walls to open to pass through these and get to a switch. Step on it and follow the arrow. Drop down and you'll see your third mahjong piece.

Memorize it or write it and grab the jetpack. Follow the lower left path and you'll see soon enough a Prize Bubble. Grab it, drop off the jetpack and go right to the main area. Go right this time to find yourself in an area similar to the one in the previous level with the cannons. Use the lever to move the cannon and shoot both the bullseyes that are there. Once done this, more bullseyes fall down, as well as some electric parts.

There's a bullseye on the left side that goes up and down and has a Prize Bubble 'Target'. Remember to grab the Prize Bubble 'Window Shutter' that fell from before. Now shoot the bullseye on the right side of the room to have the Prize Bubble 'Sun Flare' fall down. Now shoot the large bullseye in middle, then shoot the last large bullseye that appears, revealing the last mahjong piece. Memorize it and return to the lower main area where the mahjong pieces are.

The mahjong password is: Tiger, Crane, Dragon and Snake. Now stand on the red switch to have the door to the egg open. Go to the left, grab the Prize Bubble 'Crane' from over the bridge and continue left to find the dragon. Before giving her her egg, enter her mouth and grab the Prize Bubble 'Dragon'. Return, grab the egg and drag it to her. Once she moves, go left to end this level.

- Reward: Chalk Spire (S), Chalk Roof (S)

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
|| None | | None ||
Oo~~~~~' '~~~~~oO

- Description: Find the safe spot and avoid being stamped!

Oo~~~~~oO

1st of the 2 minigames in this area. Very simple. You'll see that on the bottom there's the 4 animal pieces in the last area, the Tiger, Crane, Dragon and Snake. What you need to do is to see which of the 3 is missing from the ones shown to you and stand on that one so you don't get squished. That's all.

Level #2.5 - Double Dragons sx313

- Reward: Forked Flames (S), Chalk Star (S)

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
|| None | | None ||
Oo~~~~~' '~~~~~oO

- Description: Run around the Dragon Wheel and avoid the fire pits!

Oo~~~~~oO

Another minigame. What you need to do is to do is to keep running to the left while you stay in the middle of the wheel while you jump over fire pits that, after some time, go up, so you have to jump them. That's basically it. You need to stay away from the mouths of the dragons, of course.

====
~ ~ ~ 3.3] The Bazaar ~ ~ ~
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.sx314.====
'-----'

Someone has stolen the Sultan's suspiciously-magic-looking lamp! Could you be a dear and try to find out who? The only clue seems to be some very monkey-like footprints... or are they hand prints?

Level #3.1 - Cheeky Monkey sx315

- # Prize Bubbles: 30
- Reward: Wicker Basket (S)
- Ace Reward: ---
- 100% Reward: Watermelon Slice (S)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
|| Arched Window | | Blue Veil ||

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||                               Palm Bark | | Golden Earring           ||
||          Decorative Corner | | Silver Scimitar                   ||
||                               Green Smudge | | Red Turban           ||
||                               Aubergine | | Goatee                 ||
||          Abstract Checks | | Grey Trousers                       ||
||          Ancient Pillar | | Regal Hair                           ||
||          Decorative Strip | | Purple Crown                       ||
||                               Lime Leaf | | Light Blue Trousers    ||
||          Chrysanthemum | | Light Blue Bikini Top                ||
||          Bupleurum | | Red Waistcoat                             ||
||          Minaret | '~~~~~'OO
||          Pink Rose |
||          Blue Thin Face |
||          Ruby |
||          Turban |
Oo~~~~~'

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- Description: The Dragon thanks you for returning her egg, and as a reward, takes you to The Bazaar so you can track down The Sultan. When you find him, The Sultan is at his wits end - someone has broken in to the palace and made off with his precious lamp. Maybe you can help him get it back.

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Oo~~~~~OO
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Get out of the dragon's mouth and go right to see a monkey run to the right. Before anything, grab the red vase under the dragon and move it to the right where there's another larger vase. Jump on the little one, jump on the big one to have this one shoot you up, which you should grab the Prize Bubbles 'Minaret' and 'Pink Rose'.

Go right some more and you'll see Sultan Orvswing. Go down the ramp on the right and go right some more to find several Prize Bubbles, which contain 'Blue Veil', 'Golden Earring', 'Silver Scimitar', 'Red Turban', 'Goatee', 'Grey Trousers', 'Regal Hair', 'Purple Crown', 'Light Blue Trousers', 'Light Blue Bikini Top' and 'Red Waistcoat'.

Now go left to talk to the monkey again. Jump across the wooden planks, use the lamp in middle and at the end, grab on the lamp on the background to make it take you downwards. Down here, carefully cross the gap (watch out with the planks that move) and use the lamp to go downwards. Down here, go left, jump on the vase and jump on the wooden plank. This throws you into the air, allowing you to move on the next wooden plank.

Go to the top left side to find a Prize Bubble with 'Arched Window'. Now go to the top right side (use the lamp) and enter the little door to fall to the right side of the fork you just passed. From here, go right and talk to the monkey. Once it flees, jump across the gap over the wooden planks and go up using the lantern. Do the same thing on this level, only that a little faster and with caution thanks to the spiked sides.

Use the lantern on the other side to go down. Jump across the wooden planks on the gap and use the lantern on the other side to go down yet another level. Jump across this gap and jump inside the "mouth" of the statue there to grab the Prize Bubble 'Palm Bark'. This will also make Sackboy jump in the air. Once in the air, grab the lantern and get on top of the upper ledge (hidden, by the way).

Up here, grab the Prize Bubbles 'Decorative Corner' and 'Green Smudge'. Go down now, use the checkpoint and grab on the lantern on the right side. When you get to the end of the path, wait for the platforms under you to turn around so the fire is on the lower side, obvious. Run to the left and use the

checkpoint here.

You'll also see a moving "person". Wait for him to open his mouth and go inside of it to grab a Bubble and destroy it. Now go left some more, grab the Prize Bubble 'Aubergine' from the palm tree. Now wait for it to be on your side and grab the yellow parts to cross to the other side. Jump inside of the mouth of the statue and jump on the wooden plank. Jump on the lower right one and use this one to enter an opening on the right side where there are 3 Prize Bubbles -- 'Blue Thin Face', 'Ruby' and 'Turban'. Now use the wooden planks until you get to the top, which you should grab the lantern on top.

Go left using the lantern and grab the Prize Bubble 'Abstract Checks'. Use the wooden plank next to the Prize Bubble to jump up to the upper right side where there's another lantern. Grab it to open the doors at the top, where 2 Prize Bubbles appear, containing 'Ancient Pillar' and 'Decorative Strip'. Return and go left this time, using the checkpoint. After talking to the monkey, start descending the path using the lanterns.

Grab the Prize Bubble along the way and at the bottom, go right, cross the fire pit and destroy this moving statue just like you did with the one at the beginning. Now use this second lantern to grab the Prize Bubble 'Lime Leaf'. Now cross the fire pit, destroy the moving statue and when you get to a third lantern, use it to grab the Prize Bubble 'Chrysanthemum'. Now cross the fire pit using both lanterns and jump in the statue's mouth to jump.

Jump on the wooden plank on the left and use it to jump and grab the Prize Bubbles 'Palm Leaf', which is in the mouth of the right snake, while you grab the 'Bupleurum'. Now go right, talk to the monkey and end the level.

-----  
Level #3.2 - Thieves' Den sx316  
-----

- # Prize Bubbles: 31
- Reward: Happy Eyes (C)
- Ace Reward: Swinging Blade (S), Fairy Star Wand (C)
- 100% Reward: Middle Parting Wig (C)
- 1st playthrough: 100%

,---- Goodies ----.

```

Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO
||                Pizza Boy | | Witchy Boots                ||
||                Monkey Head | | Head Dress                  ||
||                Freight Crate | | Carpets                    ||
||                Pizza | | Witch Outfit                       ||
||                Half Tone Check | | Witch's Hat              ||
||                Scratch | '~~~~~oO
||                Scimitar |
||                Plank |
||                Monkey Palm |
||                Monkey King |
||                Gold Coins |
||                Padlock |
||                Magic Lamp |
||                Fancy Curtain |
Oo~~~~~'

```

- Description: You chase the perpetrator and the lamp into a Thieves' Den, now you must face the Monkey Thief and return the lamp... there seems to be something special about this lamp, but it's a bit grubby, maybe a quick wipe will make

thing a little clearer?

Oo~oO

Go right from where we start and you'll find the Sultan again. Just what is he doing in the Thieves' Den? Go right all the way until you reach a checkpoint. Go up the vases next to it and up here, go left and grab the Prize Bubble 'Pizza Boy'. Now go all the way right to find the Prize Bubble 'Monkey Head'.

Return a little bit and go up the crates and vases, go left, jump over the gap and you'll now be over a boat-looking thing. Grab the red box and drop it to raise the door that was hiding the Pizza Boy. Ignore him right now and return to the roof before jumping on the boat. You'll see a wooden plank that lowered when you moved the box. Jump on it to find the Prize Bubble 'Freight Crate'.

Go left some more to find 2 more Prize Bubbles. Now return and jump inside the basket the Pizza Boy has. He'll sneak you into the Thieves' Den. Once inside and he disappears, grab the Prize Bubble 'Pizza'. Go down the crates and the vase at the bottom and go behind this vase to find the Prize Bubble 'Witchy Boots'.

You'll see a cage with some Prize Bubbles inside. Sadly, we need the key to open it, so let's go find it. Go all the way to the right and grab the Prize Bubble 'Half Tone Check'. Now use the lever to lower the wall on the right side of the fire pit and raise the one before. Move the large vase under the left wall and use the lever again to have both raised. Throw the small vase inside the fire pit and cross over.

In here, use the vase to jump up and grab the Prize Bubbles 'Head Dress' and 'Carpets'. Now drag the key back to where the cage is and you'll fall in a trap. Grab the lantern and start descending, with extreme caution of the electrified swords. Also, grab both Prize Bubbles that have 'Scratch'. At the bottom, go left and grab the Prize Bubble 'Scimitar'.

Now go right, follow the upper path and use the lanterns to go to the right side, where you'll find the Prize Bubble 'Witch Outfit'. You'll also see 2 red switches up here. What these do is raise some platforms on the lower path, so press the right one first, then the left one and run to the lower path, where you must use these platforms to reach the ledge on the right side, grabbing the Prize Bubble 'Tea Pot' from in between the raising platforms.

Now you'll be in a room filled with axes going left and right. Time your running and stay in the dark areas in between each one and when you reach the checkpoint, follow the upper path, jump over the fire pit and use the lantern to get to the left side, which you should follow to the left and drop down to grab the Prize Bubble 'Plank'. Now follow the lower path and jump from platform to platform, grabbing all 3 Prize Bubbles.

Now go to the right-most platform and jump in the crevice on the right to grab the Special Key. Return to the upper path and you'll see the 3 red Switches. These do the same thing as the previous ones. Step on the 3 switches to raise the 3 platforms on the lower path, then quickly return to the lower path and jump across these to get to a checkpoint.

Run to the right and quickly hide in the gap in the floor. You'll see a log in fire drops down. These will keep on coming out, so once one passes by, quickly get out and run up to safety. Once at the checkpoint, go left, stay before the fire pit until a fire log falls down. Once it passed, run, enter the crevice and grab the Prize Bubble 'Monkey Palm'. Keep running up and hiding in the crevices until you reach the checkpoint. From here, you must return a little



bit and jump to grab the Prize Bubble near the opening where the fire logs are coming out of.

Now you'll see some more electrified axes, so once one passes, jump in front of it and enter the hole here to grab the Prize Bubble. Do the same in the second axe and you'll find the Prize Bubble 'Monkey King'. Now go left and you'll reach a checkpoint. Ignore the platform that's raising and go left to find a Prize Bubble. Now use the platform and jump to the right to find the Prize Bubble 'Gold Coins'.

Now start going left across the platforms, grab the Prize Bubble from the pillar that falls down and use the platform on the left side to return to the room where the cage is. Go inside it to find 3 Prize Bubbles, which contain 'Padlock' and 'Witch's Hat'. Now go to the right and grab on to the lamp to have the monkey take you to the top. Use the checkpoint and go right to find the Monkey King.

This is kinda like a boss. He starts throwing fire logs at you, so use the platforms on the floor to jump high enough and grab on to the lamp. What you need to do is to keep pulling the lamp down until the king gives up. Take the lamp to the right and a Genie thanks you. Now grab the Prize Bubble 'Magic Lamp' and use it on the Sticker Switch to open the path, grab the Prize Bubble 'Fancy Curtain' and go right to finish the level.

-----  
Level #3.3 - High on Rugs sx317  
-----

- # Prize Bubbles: 30
- Reward: ---
- Ace Reward: Wooden Sword (C), Amphora (S)
- 100% Reward: Magic Cloud (S), Pink Fairy Wings (C)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO

|  |                    |  |   |                  |  |
|--|--------------------|--|---|------------------|--|
|  | Sultan's Turban    |  |   | Side Parting Wig |  |
|  | Sultan's Body      |  |   | Magical Beard    |  |
|  | Pot                |  |   | Wizard's Robe    |  |
|  | Blue Awning        |  |   | Wizard's Hat     |  |
|  | Vine               |  |   | Magical Glasses  |  |
|  | Tapered Pattern    |  | ' | ~~~~~oO          |  |
|  | Tartan Semi Circle |  |   |                  |  |
|  | Ornate Rug         |  |   |                  |  |
|  | Carpet Roll        |  |   |                  |  |
|  | Smiling Face       |  |   |                  |  |

Oo~~~~~'

- Description: Well, that was a surprise wasn't it, who would have thought a genie would be hiding inside a Sultan's lamp? OK Everyone, but it's still fairly magical right? Fly on back to the Sultan and return his lamp, with any luck he'll be so pleased with you he'll agree to join the Carnival.

Oo~~~~~oO

This level is no fun. I really hate these kind of levels, what I'll 100% guide you through it. The Genie tells you how to maneuver it, so if you go to the right of the rug, you go to the right, if you go to the left the carpet moves to the left. When you grab the arrow point downwards, you go down and so on.

After the counter has started, you'll see an arch made of Bubbles, in which

there are 3 Prize Bubbles. Grab these to find 'Sultan's Body' and 'Sultan's Turban'. When you get to the end, go up to find another Prize Bubble. Go down from this Prize Bubble and start going left under the arches. There's another Prize Bubbles in one of these arches, so grab it, go left some more, grab the Prize Bubble and enter the building to the left.

You'll see another Prize Bubble on top of you hanging from a wire. Grab it to find 'Magical Beard'. There's a checkpoint right after the Prize Bubble, so use it. Now go left and you'll see another line of Bubbles, with 2 Prize Bubbles, containing 'Blue Awning'. Go left some more and you'll find another Prize Bubble hanging from a wire, containing 'Wizard's Robe' this time. Continue on and you'll find another line of Bubbles, with 2 Prize Bubbles containing 'Tapered Pattern' and 'Tartan Semi Circle'.

Continue on and when you get to more arches on the ceiling, grab the Prize Bubbles, one with 'Vine'. Go left to get to the finish line. Jump up to the floor, go left and use the checkpoint. Now go right and grab the Prize Bubble 'Pot'. There'll be a platform that takes you to the top, so grab the Prize Bubble 'Side Parting Wig' up here. Return and use the Magic Lamp on the Sticker Switch.

Genie appears once again. Jump on the platforms and grab on to the lantern to open the path. Inside, go to the left and grab on to the lantern to open a compartment that drops a Sticker Switch and a Prize Bubble that contains 'Ornate Rug'. Now use the Magic Lamp Sticker to make the Genie appear and make some platforms appear. Use them to jump on the spinning wheel and grab on to it.

When you get to the third wheel, jump on top to grab the Prize Bubble and jump on to the fourth and then to the platform on the right. Grab the lantern to make another Sticker Switch appear. Use the Magic Lamp Sticker to make the Genie appear with more platforms. Jump on the next wheel and grab the Prize Bubble 'Carpet Roll'. Now jump in the crevice on the left side to find another Prize Bubble.

Return to the previous wheel and jump on the next one and from this jump to safer ground. Jump on the cat's head and it'll throw you into air. Grab the lantern here and another Sticker Switch appears. Use Magic Lamp and cross the platforms that appear with Genie. Go right and you'll see 2 more Prize Bubbles, containing 'Wizard's Hat'. (Note that you need to use the enemies that appear).

Now go to the far right, ignore for now and get the Prize Bubble over here. Jump on the carpet now and go right. Wait for the spiked ceiling to go up to proceed. Do the same with the second one, only that right after the second one, start descending ASAP and at the bottom go right. Get down the carpet and use the lever to open the path. Go right, go up and enter the opening on the left where the enemy came out from. There's a Prize Bubble here.

Return and keep going up. At the top, go right and you'll see an enemy throwing fire logs. Wait for him to be on the other side so you can go under him. Do the same on the other side, only that you'll be going up. Keep following the path, use the lever when you come to it and now you'll be in an open area.

There's a cauldron on top dropping fire logs. Quickly pass under it and when you get to the top, go up some more to find some cats. Jump on the heads all the way to the top to find 3 Prize Bubbles along the way, one with 'Magical Glasses'. Return to the carpet and go to the right now. You'll see 2 cauldrons dropping fire logs this time and in middle of them there's a Prize Bubble, with 'Smiling Face'.

When you get down the carpet, use the Magic Lamp to make Genie appear. Stand on the platform and jump when possible and when you get to the third Genie, jump in middle of the room to get the Special Key. Now go right, use the Magic Lamp and the path clears. Go right and grab the Prize Bubble in front of you, then jump inside the lamp and you'll end the level. Man... was this level long or what? >=(

-----  
Level #3.4 - Monkey Puzzle Tree sx318  
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- Reward: ---

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
|| None | | None ||  
Oo~~~~~! '~~~~~oO

- Description: Collect score bubbles whilst dodging the fruit being hurled at you by those cheeky monkey blighters!

Oo~~~~~oO

Not much to say about this minigame, but probably one of my favorites. There are 4 monkeys on the tree that throw Bubbles and electrified Apples at you. You need to grab the Bubbles while you don't grab the Apples. Pretty simple, huh?

-----  
Level #3.5 - Ladderal Thinking sx319  
-----

- Reward: Temple Arch (S), Moustache (C), Stovepipe Hat (C)
- Ace Reward: Snake Body, Crown (C)
- 100% Reward: Yellow Snakeskin (S)

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
|| None | | None ||  
Oo~~~~~! '~~~~~oO

- Description: Why did it have to be snakes? Race through the level as fast as you can!

Oo~~~~~oO

Being that this is a race, I won't be writing a step by step on how to finish it, since there are no forks and the path is linear. That is, though, that you can still get Prize Bubbles here, so this is no normal minigame. From the Prize Bubbles, you'll get 'Life Preserver', 'Snake Eye' and 'Chunky Bricks'.

=====  
~~~~ ~~~ 4.4] Golden Sands ~~~ ~~~ ~~~  
=====.sx320.=====  
'-----'

You take the magic carpet into a whole new world, and find yourself surrounded by Golden Sands, where The Sheikh is working on his dream project: A Theme Park.

- # Prize Bubbles: 37
- Reward: Golden Gradient (S)
- Ace Reward: Fingerprint (S)
- 100% Reward: Vulture (S)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO

|  |                 |  |                     |  |
|--|-----------------|--|---------------------|--|
|  | Yellow Fade     |  | Pharaoh's Kilt      |  |
|  | Golden Splat    |  | Pharaoh's Headdress |  |
|  | Wooden Post     |  | Pharaoh's Necklace  |  |
|  | Orange Gradient |  | Pharaoh's Beard     |  |
|  | Pebbles         |  | Princess' Trousers  |  |
|  | Yukka Leaf      |  | Princess' Hair      |  |
|  | Beaky Bird      |  | Princess' Top       |  |
|  | Egyptian Disco  |  | Cactus Gloves       |  |
|  | Cross Hatching  |  | Cactus Trousers     |  |
|  | Brown Gradient  |  | Cactus Suit         |  |
|  | Yellow Gradient |  | '~~~~~oO            |  |
|  | Orange Fade     |  |                     |  |
|  | Pyramid         |  |                     |  |
|  | Wing            |  |                     |  |
|  | Fawn Splat      |  |                     |  |

Oo~~~~~'

- Description: You join The Sheikh as he transports cargo across the desert to build his theme park, but his favorite Camel has gone missing. You're quite good at finding lost things aren't you! Perhaps you could have a look?

Oo~~~~~oO

From where we start, jump over to the right (beware of the electrified river) and you'll find the Prize Bubbles that contain the outfits of this area. Now go right and talk to Prince Funubis. Go right some more and you'll see some Prize Bubbles under the sand. Try grabbing the sand so it disintegrates. Grab the Prize Bubble, remove the sand and go left to find another Prize Bubble.

Now go right where the Bubbles are and jump through the wall to grab the Prize Bubbles that looks like it's inaccessible. Now go to the bottom, and when you land, quickly prepare to jump because a fire log will fall down. Now go left and remove the sand to get the Prize Bubble. Now go left a bit more to find another Prize Bubble.

Keep going down and at the fork, go left and remove the sand so the Bubbles fall down. Grab them and go down to the checkpoint. Go left from the checkpoint, jump over the fire pit and grab the Prize Bubble. Now go right from the checkpoint and you'll find some crab hands. Jump over them when they're low and run under them when they're high.

Use the next checkpoint. Go right and you'll see more sand boxes. Before anything, have you noticed the white one? Remove the 2 sand boxes on the right of the white box and move this white box to the right so you can grab the Special Key. Now move the white box to the left and start removing the sand boxes so you can drop the white box. Use this white box to jump on the ledge above and grab the Prize Bubble.

Now remove the sand boxes and jump in the crevice to the right to find another Prize Bubble. Fall down and you'll see another Prize Bubble on the ceiling. Jump to grab the Prize Bubble. Now go right and use the scorpion that appears to grab the Prize Bubble on top. Go right and jump on top of the first palm tree. Use the leaf on the left to gain momentum and jump up to the leaf with the Prize Bubble.

Drop down and go all the way to the right. Drop down where you see a hole in the wall. Go inside of it, destroy the scorpion and go right to find 3 more Prize Bubbles. Return and use the white "pillow" to get on the palm tree. Use the second pillow to get to the tree on the left, while you grab the Prize Bubble. Now hang on the pillow here to make some Bubbles fall down, as well as a Prize Bubble. Now use this pillow to get on the higher tree, in which you'll find 3 Prize Bubbles. Now go right and drop down to find a checkpoint.

Go right up the path and the Prince's Camel will talk to you. Drop down from the ramp to find yourself with the skeleton of an elephant. Grab the 4 Prize Bubbles. Return to the path going up and go right until you get to some sort of steps with Bubbles. Go up these steps, use the checkpoint and drop down to get the Prize Bubble.

Return to the checkpoint and grab the lime on top of it. Drag it to the bottom of the steps on the left side and place it in the hole that's colored with green. The steps on the left side rise and with it, a Prize Bubble. Collect it, go up to where the checkpoint is and use these newly raised steps to grab the orange fruit.

Remove the lime and place the orange fruit in its colored hole (bottom right side). Return up and use the orange pillar that raised to grab the lemon. Remove the orange fruit and place the lemon in bottom middle. Then lastly put the orange fruit to release the camel. Now grab the orange fruit and drag it to the right. Use it to grab both Prize Bubbles. Now use the checkpoint next to the Prince.

Go down the path and you'll start a race. Jump on the camel and grab the white thing around its neck and you'll start running like a car. You'll find only 1 Prize Bubble, and you'll grab it whether you want it or not. Now grab the 2 Prize Bubbles hanging from the palm tree and go right to finish this level.

-----  
Level #4.2 - Sand Ahoy sx322  
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- # Prize Bubbles: 31
- Reward: Riveted Metal (S)
- Ace Reward: ---
- 100% Reward: Weighing Scales (S)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO

|  |               |  |                  |  |
|--|---------------|--|------------------|--|
|  | Red Barrel    |  | Angel Halo       |  |
|  | Yellow Barrel |  | Leather Gloves   |  |
|  | Lime Fern     |  | Pirate Eye Patch |  |
|  | Braid         |  | White Neon Eyes  |  |
|  | Grass         |  | Tomato Suit      |  |
|  | Triangles     |  | Soldier's Helmet |  |
|  | Blue Gradient |  | '~~~~~V~~~~~oO   |  |
|  | Yellow Fade   |  |                  |  |
|  | Blue Scribble |  |                  |  |

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||                Feather Fan |
||                White Face |
||           Black and Yellow Stripes |
||                Toxic Sign |
||                Doodle Girder |
||                Yellow Fish |
||                Recycle Sign |
Oo~~~~~'
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- Description: The final parts needed to make the Sheikh's Fun Park need to be loaded onto boats for their journey across the river. The waters are looking a bit choppy, have you got your sea legs on?

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Oo~~~~~oO
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Ok, second level of Egypt-themed area, here we go. Go right, move the yellow barrel to the right, move it across the river and move it across the second one. Once on the other side of the second one, jump up to the path above and go left. Jump on the camel's head and grab the Prize Bubble. Now go left some more, use the jetpack and grab the Prize Bubble to the left. Now go to the far left to find 2 more Prize Bubbles.

Grab the red barrel to the right using the jetpack. Jump on the tree in front of the first camel and grab the Prize Bubble up here. Drop down on the right side and you'll see an elevator with an arrow pointing up and another one pointing down. Step on it and it'll raise. Grab the Prize Bubble up here, stand on the lever and jump to the platform above to grab the Prize Bubbles (3 total).

Now, using the jetpack in the corner, put the yellow barrel on the yellow platform and the red one on the red platform. Use the lever you previously used to switch the platforms. Now grab the red barrel and move it to the red wall on the right side. You'll now see 2 more indentations on the right side, one red and one yellow. Put both barrels on top and use the lever to take you to the top.

As they fall, move to the right a little bit and grab on to the crane while you get the Prize Bubble. Jump on the second crane to find another Prize Bubble. The third crane has a Prize Bubble as well. At the end of these 3 cranes, use the jetpack and fly to the upper left platform. Go to the left to find 3 Prize Bubbles under the platform and one more at the end.

Now return to the jetpack, grab it and take the cylinder that looks like an egg (from the nest) and drop it in the hole that has the same symbol as the cylinder. Also, grab the Prize Bubbles next to the hole. Now, if you don't have the jetpack, grab it once again and grab the Prize Bubble under the platform where the jetpack is.

Now put the red barrel in the red hole that indicates that you must put the barrel in there and do the same with the yellow one. Now the path has opened on the lower right side. Now, you'll see several clogs with a hole on both of its sides. The yellow barrel is on top, so move it to the right side. The red barrel is in middle of the area and the grey barrel is on top after you've taken care of the yellow one.

Once you've put the grey barrel, you'll receive a Prize Bubble. Ok, there are 4 Prize Bubbles in the top left corner, which are tricky to get to. Use the jetpack and fly on top of the top clog. Drop down and you'll be standing on the clog itself. From here, simply run to the left to grab the Prize Bubbles.

Now go to the lower right and several barrels fall down and a race will

commence. What you need to do is to put all the barrels on the boat and then make your way all the way to the right side, grabbing the lone Prize Bubble in the way. On the other side, put all the barrels where you're told to, grab the Prize Bubble here and go right to finish the level.

-----  
Level #4.3 - Fun Pharaoh sx323  
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- # Prize Bubbles: 30
- Reward: Chevrons (S)
- Ace Reward: Scarab (S), Egyptian Body (S)
- 100% Reward: Bandages (S)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO

|  |                   |  |   |                  |    |
|--|-------------------|--|---|------------------|----|
|  | Grey Bird         |  |   | Rotten Teeth     |    |
|  | Blue Pointy Hand  |  |   | Pirate Waistcoat |    |
|  | Cleo              |  |   | Mummy Bandages   |    |
|  | Egyptian Head     |  |   | Pirate Hat       |    |
|  | Blue Wing         |  |   | Pirate Shorts    |    |
|  | Crown             |  | ' | ~~~~~            | oO |
|  | Egyptian Legs     |  |   |                  |    |
|  | Black Blocks      |  |   |                  |    |
|  | Blue Ear          |  |   |                  |    |
|  | Brown Pointy Hand |  |   |                  |    |
|  | Fairground Arrow  |  |   |                  |    |
|  | Brown Palm        |  |   |                  |    |
|  | Pointy Oval       |  |   |                  |    |
|  | Golden Chocker    |  |   |                  |    |
|  | Pharaoh Walk      |  |   |                  |    |
|  | Pharaoh Sit       |  |   |                  |    |
|  | Pharaoh Dance     |  |   |                  |    |
|  | Crane Cab         |  |   |                  |    |
|  | Corrugated Sheet  |  |   |                  |    |
|  | Danger Sign       |  |   |                  |    |
|  | Big Holes         |  |   |                  |    |

Oo~~~~~'

- Description: With the Fun Park complete, there is just one thing preventing it from opening - an inspection by health and safety. Help the Sheikh out by making sure all the rides are safe to use!

Oo~~~~~oO

Start by going right. When you get to a crane, move the yellow box, get on top of the wall and go left to find a Prize Bubble. Now grab on to the crane and use it to get on top of the wall to the right. Now wait for a crane to come down, grab on to it and jump off at the top, go left and grab the Prize Bubble here. Now wait for another crane to come down and grab it to have it take you to the top.

Up here, grab the Special Key on the left, as well as the 2 Prize Bubbles. Now go right and you'll find 3 more Prize Bubbles. Now return to the top of the right wall at the bottom and from here, jump right and grab both Prize Bubbles. Now jump down this hand until you're on the floor and go right some more to find more Prize Bubbles (2 more).

Return up Cleo's arm and continue to the right. When the path starts going up, continue along the floor to find a Prize Bubble. Now start going up the path,

waiting for the platforms to align with the rest of the path to proceed and grab the Prize Bubble along the way. When you get to the top, barely get outside the mouth of the snake and jump to the top of the roof to find 3 more Prize Bubbles.

Now go down the snake's tongue and at the bottom, jump on the car, use the checkpoint and use the cars to get to the other side. Before anything, go all the way to the right following the floor until you get to a yellow wall, where there's 2 Prize Bubbles. Return now and now jump on the yellow basket then jump on the ledge where a red switch is. Press the red switch and the baskets will start spinning around. Jump on one of these and then jump on the orange basket on top. Wait for another yellow basket on top to pass by you and jump on to it.

In these yellow baskets, you can grab 2 Prize Bubbles. When you ride one of these baskets, when you get to the top, you can jump down on the arrow pointing down to find another Prize Bubble. Now stand on the red switch that's under the arrow you're on. Now the upper orange baskets start moving too, so stand on a yellow basket and then jump on an orange basket.

When you get to the upper right part of the ferry wheel, jump and grab the crane. Use this crane to grab the next one. From this second crane, drop down to find 3 more Prize Bubbles. Now jump over to the right, grab the third crane and drop down on the right side, where a checkpoint is. Drop down, jump over the gap to find another Prize Bubble.

Wait for the blocks on the bottom to be open and jump down. From here, wait for the first block to be down, get on it and quickly run to the second one and so on until you get to the checkpoint. From here, jump on top of the sarcophagus and it'll take you up. If you don't get inside, simply retry to appear inside the sarcophagus. As it shoots upwards, when it gets to the top, jump to grab the Prize Bubble just in case you had to retry.

Once on top, go right, enter the beetle car (or whatever it is) and push it right to go down the electrified path. You'll grab 3 Prize Bubbles as you move forward this path.

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Level #4.4 - Sackar Rally sx324  
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- Reward: Fawn Splat (S), Creamy Sun (S)

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO  
|| None | | None ||  
Oo~~~~~' '~~~~~oO

- Description: Race your way through sandy assault course!

Oo~~~~~oO

This is a race against the time. You have to complete an obstacle course to finish this minigame.

-----  
Level #4.5 - Out Foxed sx325  
-----

- Reward: Squinting Fox (S), Gold Coin (S)



- Ace Reward: Silver Coin (S), Desert Fox (S)

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO
||                None | | None                ||
Oo~' '~~~~~oO
```

- Description: Bounce on the heads of the desert foxes to collect score bubbles, but don't fall down!

Oo~oO

Not much to say here. You need to bounce on the foxes' heads to grab Bubbles. That's it.

```
=====
~-- ~-- ~-- 4.5] Alpine Run ~-- ~-- ~--
=====
                          .sx326.=====
                          '-----'
```

Clock Hans the master watchmaker needs help rounding up his kids; Little Hans, Second Hans, and Big Hans. They're out there somewhere, lost in the snowy mountains... it looks a bit chilly.

```
-----
Level #5.1 - Mountin' Excitement                sx327
-----
```

- # Prize Bubbles: 30
- Reward: None
- Ace Reward: Minute Hans (S)
- 100% Reward: Window Doodle (S)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO
||                Big Cog | | Mountain Shoes        ||
||                Hand | | Mountain Hat             ||
||                Grandfather Clock | | Alpine Lederhosen ||
||                Office Clock | | Dirndl Skirt       ||
||                Pink Clock | | Dirndl Top          ||
||                Fist | | White Shirt              ||
||                Skater Body | | Pigtails           ||
||                Skater Head | | Cow's Head         ||
||                Yodel Hand | '~~~~~oO
||                Fragile |
||                Call Me |
||                Waistcoat |
||                Snow Flakes |
||                Ripped Cardboard Box |
||                Roman Clock Face |
||                Cow Front |
||                Blue Paper |
||                Hand n Cuff |
Oo~' '~~~~~oO
```

- Description: The Roller-coaster goes off the rails and lands you in Alpine Run, as you crash straight into the workshop of Clock Hans, the master watchmaker. He asks you for help finding his children, who've gone wandering about in the snowy hills.

Oo~oO

Go right and start going down the path. Soon enough you'll come across the costumes for this area. Grab all the Prize Bubbles, go left a little bit and move the head of the snowman. Grab the Prize Bubble inside and proceed to the right. Use the checkpoint when you get to it, jump over the stones in the water, grab the Prize Bubble from the second one and move right to get to the checkpoint.

Once up here, jump across the gap using the red cylinders, use the lever on the left side, jump down and go left to the mill. Grab the Prize Bubble moving inside the mill, jump on it from the left side and jump on top of the house on the left where the costumes were. Grab the Prize Bubble up here, return to the mill and jump on top of the house to the right.

Go right, grab the Prize Bubble and fall down to have a person tell you to catch a ride on top of a skater. Jump on top of one and jump when needed across the path while you grab the Prize Bubbles and when you get to the large cog, grab on to it and make it throw you to the upper right side of it, while you grab the Prize Bubble.

Use the checkpoint here and proceed right. Jump over the frozen logs and jump inside the hole. You'll automatically grab a Prize Bubble, which is nice. Go right, use the lever when you come to it to go down. Jump over the water down here, grab the Prize Bubble and use the next lever. Return and use the lever to go down some more. Jump when the drop passes and use the red cylinders to cross to the other side of the water.

Before standing on the end of the path, there's a semi hidden red cylinder on the roof. Grab it to make a Prize Bubble appear. Grab it and go left to have the elevator take you to the top, which you should grab the red cylinder. Push the next one and a little platform descends. Jump on it, grab the Prize Bubble, jump on the right and use the checkpoint.

There's a red cylinder moving from left to right and so on here. Grab it, grab the Special Key hanging from over the red cylinder and jump over to the upper left side, where a Prize Bubble awaits. Now jump on top of the clock on the right side, grab the Prize Bubble up here, jump down to the right, jump over the cow that comes towards you and jump over the gap to grab the Prize Bubble.

Go right some more and jump on the tree. Grab from the top and bend to the left to find a Prize Bubble. Go grabbing from tree to tree until you get to the end. Jump over the cow that's coming, grab the Prize Bubble from over it and go right to find another snowman. Take off the head and grab the Prize Bubble. Now go right, grab on to the red cylinder and make your way to the right. The platform on the right rises, so grab on the next red cylinder and continue left, taking caution of the electrified pieces of wall that raise.

There's also a Prize Bubble over the second wall, so grab that. Use the lever at the end and hop on the platform. Use the red wheel to get on top of the platform and when it goes right, jump to the next platform and so on until you reach the checkpoint. Go right, find the kid and go to the bottom, where the red cylinder is. Grab it, grab the Prize Bubble and use the lever on the left side.

Return to where the cog has started turning, jump on it, then on the left ledge and use the lever. Return on top of the cog and jump on the right ledge. Enter the car and step on the switch to make it move and reach the end of the level.

- # Prize Bubbles: 34
- Reward: Second Hans Face (S), Arctic Gloves (C)
- Ace Reward: Wellington Boots (C)
- 100% Reward: Arctic Coat (C), Toothy Grin (S), Basket (S)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO
||              Smiley Snowman | | Roman Helmet           ||
||              Red Tie | | Red Roman Cape                 ||
||              Snow Blocks | | Arctic Boots               ||
||              Gaffer Tape | | Cartoon Eyes               ||
||              Town Folk Body | '~~~~~oO
||              Town Folk Head |
||              Red Sphere |
||              Sausage Balloon |
||              Flying Helmet |
||              Flying Goggles |
||              Skier |
||              Danger Electric |
||              Balloon |
||              Pencil Arrow |
||              Second Hans Body |
Oo~~~~~'
```

- Description: Oooh look, a hot air balloon, maybe with a quick bit of patching up you could use it to search for Big Hans!

Oo~~~~~oO

When you start, quickly jump and grab on the red cylinder to find 2 Prize Bubbles. Now drop down, take off the head of the snowman to find a Prize Bubble. Now go left and up the hill to find another Prize Bubble. Now go right and jump on top of the tree. Move from tree to tree until you get the Prize Bubble at the end.

Use the checkpoint at the right and now you need to evade some skiers. First follow the upper path. Wait for a skier to pass and quickly run to find a hole for you to hide in and has 2 Prize Bubbles. Move to the lower path when possible and hide in the hole ahead, which also has 2 Prize Bubbles. Continue on to the right, alternating between the paths when the skier passes, you'll come across a Prize Bubble on the lower path.

Grab it and continue onwards to the right. Follow the lower path, use the checkpoint and go right some more to find a Prize Bubble. Now follow the path upwards, use the checkpoint and jump on the platform. Use the red cylinder to get on top of the platform and wait for it to jump on the next one. Do the same to reach the third one and jump from the top of this one to the tree on the right and grab the Prize Bubble.

Go down this tree and grab 2 more Prize Bubbles. Now go to the top, use the checkpoint and start descending on the right side of the tree. Grab the Prize Bubble at the bottom of the tree (careful not falling down from the tree), then jump on the next tree and go to the top of this one. Grab the Prize Bubble up here and drop down to find a little house. To the right of this house is a Prize Bubble, so grab it.

Now get on the toboggan and move to the left. Now, when you get to the end,

grab the cylinder holding the balloon and proceed to the left. Jump over the fire log and grab the Prize Bubble. Now grab the ice thing next to the fire log and move it right to find a Prize Bubble. Take the fire log to the right and put it on top of a crack in the floor to make it disappear. Do that over and over and use the checkpoint when you get to it (and if you fall on it).

On the left side, you'll find an evil snowman. He throws some ice logs to the right, which you should jump to evade. After some, he calls out a little snowman. Use this one to hit the Bubble in the big snowman's chest. Keep hitting the Bubbles until it disappears. Grab the 2 Prize Bubbles behind it and take the blue balloon to the bigger balloon (where the previous red one went).

Return to the toboggan and take it to the right. When you get to the end of the path of the toboggan, go right and jump on the little isle to find a Prize Bubble. Grab on the white cylinder to cross to the other side and some Bubbles will fall down, as well as a Prize Bubble. Go right, use the checkpoint and go right some more. You'll see a Prize Bubble behind a brown rock, so wait for the ice spires to pass and grab it.

Continue to the end and you'll find another balloon. Grab it and it'll take you upwards. There are 2 Prize Bubbles available as you go up. Grab these and follow the path completely until you get the balloon to the other 2. Now take this balloon all the way to the top, then to the right. You'll find another Hans. Get off the balloon and go left, following the Bubbles that are falling from the balloon.

You'll find 2 more Prize Bubbles here, so grab them, return to the second Hans, get on the balloon again and go to the top right side to find a tree with the last 5 Prize Bubbles. Grab them all and drop down to end the level.

-----  
Level #5.3 - Dogged Determination sx329  
-----

- # Prize Bubbles: 41
- Reward: None
- Ace Reward: Minute Hans (S)
- 100% Reward: None
- 1st playthrough: 100%

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO

|  |               |  |                   |  |
|--|---------------|--|-------------------|--|
|  | Bell          |  | Antlers           |  |
|  | St. Bernard   |  | Fringed Dress     |  |
|  | Dinner Time   |  | Roman Armor       |  |
|  | Goat Head     |  | Fine Blond Wig    |  |
|  | Goat Body     |  | Cute Pigtails Wig |  |
|  | Goat Horn     |  | '~~~~~oO          |  |
|  | Masking Tape  |  |                   |  |
|  | Bar Code      |  |                   |  |
|  | Watery Death  |  |                   |  |
|  | Fire          |  |                   |  |
|  | Parcel Tape   |  |                   |  |
|  | Up            |  |                   |  |
|  | Umbrella      |  |                   |  |
|  | Little Hans   |  |                   |  |
|  | Red Boot      |  |                   |  |
|  | Note          |  |                   |  |
|  | Equation      |  |                   |  |
|  | Faded Fragile |  |                   |  |

Oo~'~~~~~'

- Description: Well that seemed to work, but no sign of the other two... that St Bernard looks like he might be good at mountain rescue, perhaps he can help you.

Oo~'~~~~~oo

Start by going right. Before jumping on the dog, go right some more and grab on the cushion under the bell to go up. Grab the Prize Bubble here and jump on the beak of the bird on the left to find another Prize Bubble. Now use the beak to get to the ledge on the upper left side to find another Prize Bubble. Drop down on the left side and get on the dog now.

Grab its collar and go to the right. It tells you that when the tail starts moving, you can dig by pressing R. When you see grass, the dog will start moving its tail. Dig there and you'll find only Bubbles. Continue rightwards, use the checkpoint and DO NOT dig there. You'll die. Remember, the dog has to move its tail. When it starts going upwards, jump down to the path below and go right across the platforms to find a Prize Bubble.

Return to the dog and continue upwards. When you get to a bell, grab on to it and at the top, cross to the left from bell to bell. At the end, grab the Prize Bubble, jump left and grab another Prize Bubble. Drop down to find another Prize Bubble. Return to the dog, go right some more and you'll find a checkpoint and a soft spot. The dog moves the tail, so dig there.

From this fork, go left, jump over the platforms and grab the Prize Bubbles here. Return to the fork and dig down to have the platform shoot you up, where there'll be 2 Prize Bubbles at the top. Grab them and return to the dog. Continue to the right and when the dog moves the tail, dig, go left and grab on the floor to move forward. Jump in the hole on top of you and grab on the red cushion and move to the left to find some Prize Bubbles. Follow the path left, drop down and grab the Prize Bubble sitting there.

Go to the right some more, use the checkpoint and jump from platform to platform taking caution of the spires falling down. On the other side (grab the Prize Bubble before reaching here), go right and a platform will rise. When it reaches the top, it'll throw you upwards. Grab both Prize Bubbles, go right some more from the top and use the ice block to grab the red cushion.

The platform will fall, so you can proceed. Do so and inside, don't get near the cheese, as it'll kill you. Instead, use the red cushion to grab the Prize Bubble (which is for a Sticker Switch). Now go on top, use the Fire sticker on the Sticker Switch, go get your dog and take him right a little bit. Before leaving the house, use the dog to climb on top of the platforms and grab 3 Prize Bubbles.

Continue onwards and dig when the dog tells you. Use the checkpoint at the bottom then put on the jetpack. Go right to find Little Hans. Go under him to find a Prize Bubble. Now remove the ice pieces on top of Hans, take off your jetpack up here and move Hans to the right. Stop him, stand on him and jump to the upper ledge to find the Special Key and a Prize Bubble. Now move Hans to the right some more and jump up to grab another Prize Bubble.

Now you'll start a race. Follow the path and before you fall down, jump on Hans and up on the ledge above. Go right to find a Prize Bubble and left to find some more. Go left from the house and up the paths on the left side going up to find 2 more Prize Bubbles. Return and now you should fall down, make sure to follow the upper path first to find a Prize Bubble. Continue on and when you get to a checkpoint, move Hans to the right and you jump on the upper ledge and

follow this upper path while grabbing the Prize Bubbles. When you get to another checkpoint, grab the Prize Bubble and jump on Hans.

On the other checkpoint, grab the Prize Bubble and continue. When you get to a fork, go right to find a Prize Bubble, then go left. Follow the path and when you knock down the tree, jump on Hans and then on the ledge behind the upper tree. Follow this path left to find another Prize Bubble. Continue until you end the race. Return a little bit after the race and jump up to where the goat is to find a Prize Bubble. Now return to the Hans family, move the Little one to the right and stand on him to get on top of the house, where you'll find some Prize Bubbles.

-----  
Level #5.4 - Roque N Roller sx330  
-----

- Reward: None
- 100% Reward: None

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO  
|| None | | None ||  
Oo~~~~~' '~~~~~oO

- Description: Avoid the stinky cheese! Need we say more?

Oo~~~~~oO

Not much to say here. You have to stay on the small isle while you jump over cheese logs. That's it. There are also 2 Prize Bubbles that pop out, so grab them.

-----  
Level #5.5 - Off Piste sx331  
-----

- Reward: None
- Ace Reward: None
- 100% Reward: None

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO  
|| None | | None ||  
Oo~~~~~' '~~~~~oO

- Description: Compete in a downhill snowboard race! Extreereeeeme!

Oo~~~~~oO

This one is the same as all, easy. You only need to stand on a board and ride it to the bottom, while you evade 3 goats. That's it.

=====  
          ~~ ~~ ~~ 4.6] Alpine Run ~~ ~~ ~~  
=====  
                          .sx332.=====  
                          '-----'

Clock Hans thanks you for your help, and transports you to the glittering, glamorous hills of Tinsel Town - Whilst you're here, perhaps you could try your

hand at acting and become a star?

-----  
Level #6.1 - Stitch Gordon sx333  
-----

- # Prize Bubbles: 39
- Reward: Flying Saucer (C)
- Ace Reward: None
- 100% Reward: Neon Helmet (C), Robot Box Helmet (C)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~~oO

|  |                     |  |   |                 |  |
|--|---------------------|--|---|-----------------|--|
|  | Blue Cumulus        |  |   | Tuxedo Jacket   |  |
|  | Film Reel           |  |   | Slicked Hair    |  |
|  | Film Strip          |  |   | Starlet Dress   |  |
|  | Clapperboard        |  |   | Tuxedo Trousers |  |
|  | Bowler Hat          |  |   | Long Lash Eyes  |  |
|  | Spot Light          |  |   | Black Shoes     |  |
|  | Crosshair           |  |   | Black Tie       |  |
|  | Fire Hydrant        |  |   | Starlet Hair    |  |
|  | Small Vortex        |  | ' | ~~~~~oO         |  |
|  | Film Camera         |  |   |                 |  |
|  | Lamppost            |  |   |                 |  |
|  | Robot Face          |  |   |                 |  |
|  | Heart               |  |   |                 |  |
|  | Riveted Metal Plate |  |   |                 |  |
|  | Sackboy Hero        |  |   |                 |  |
|  | UFO Transfers       |  |   |                 |  |
|  | Vortex              |  |   |                 |  |
|  | Brushed Metal Plate |  |   |                 |  |
|  | Torch Beam          |  |   |                 |  |
|  | Astronaut           |  |   |                 |  |
|  | Rocket              |  |   |                 |  |
|  | Microphone          |  |   |                 |  |

Oo~~~~~'

- Description: Impressed with your ability to jump, a Director has cast you as a stuntman in his latest SCi Fi opus.

Oo~~~~~oO

Ok, it's time to start with the first level of Tinsel Town, are you ready? Good, 'cus I'm not... XD. Anyway, as you go right, you'll see the words Tinsel Town written in 3D letters. Grab the Bubbles that are on the corners of these letters and when you get to the N, you'll see that this one spins. Grab onto either the top or the bottom of the N, wait for it to go up and use this to get to the S.

From here, jump to the E letter and when this one goes up, jump to reach a cloud. There are 2 Prize Bubbles up here. Grab them, return down to the E and jump to the right on the L. Use this letter to jump on to the T of Town, grab the Prize Bubble up here, jump to the O and then jump on the platform above to find another Prize Bubble.

Proceed to the W, but watch out, because when you step on the end of the letter, this one will raise. Jump to the last N and grab the Prize Bubble here. Go right and you'll find the director Ed Wooden. He tells you that you're now a stuntman... ok? Anyway, on top of the director, there're stars. There's also a Prize Bubble on the star on top of the director, so make sure you grab it

before proceeding.

Now go to the right some more and you'll find the costumes of the area. Grab all the Prize Bubbles here and proceed to the right. Grab the jetpack, return to the left and get on top of the house where the costumes were and grab the Prize Bubble up here. There are also 2 more Prize Bubbles at the top right corner of the building, so make sure you don't forget them.

Now return to where you got the jetpack and now you need to stay in the range of the camera while you avoid the electrified ships. There's also a Prize Bubble behind the moving camera, so make sure to grab this one as well. You can die and continue trying, since the film accumulates.

Once the explosion happens, go right to find the director again. To the right of him, another checkpoint. You'll also see a robot with green arms, which go up and down. Wait for the right arm (the first one, the one on the left) to go down, jump on top of it as it goes up, jump to gain height and land on a platform on the left side that has a Prize Bubble.

Do the same exact thing, but this time, go over the head to grab another Prize Bubble. On the right side of the monster, grab the Prize Bubble on the top platform and drop down. Now wait for its left arm to raise and quickly follow under to grab the Prize Bubble down here. Now proceed to the right and when you stand on one of the red squares on the floor, you'll be thrown up. Proceed this way until you reach a checkpoint.

Now, when you go right, you'll see 3 platforms that go up and down at different speeds. What you need to do here is to focus on the middle one. Once it raises, quickly wait for the first one to raise and run under both and lastly through the third one. Once here, jump on top of the platform you just passed through, jump and grab both Prize Bubbles that are on each side of the robot's head.

Now stand on the first platform you passed through and make it thrust you into the air, where there are several things to grab on to. Jump to the left side to find the first Special Key of the area. Return to the first platform and jump on top of the spaceship on the left side. This one has a Prize Bubble.

Now, when the spaceship on the right approaches, jump on top of it. Grab the Prize Bubble and grab on to the cushions that are hanging from this spaceship, you'll find another Prize Bubble. Now drop down and go all the way to the right. Grab the Prize Bubble and stand on the right most platform (you know which ones).

Jump up and you'll see on your right side that there are circular objects coming out of a little gun. Go behind this gun to find another Prize Bubble. Now grab on to one of these circular objects and let go when you get to the top on the right side. Go right some more to find a checkpoint.

On the right side of the checkpoint, you'll see some green UFOs with an electrified cylinder under them. These go around in circles, so wait for an UFO that has a Prize Bubble on top and jump on that one. Wait for the UFO to go up and jump on an UFO on the left. There's an UFO here that also has a Prize Bubble, so make sure to grab it.

Now jump to the upper left ledge to find yet another Prize Bubble. Return to the previous set of UFOs, wait until you're on top, jump and grab the cushion on the UFO on top. Use these to stand on the ones on the right side. On these 3, there's also a Prize Bubble for you to grab. While standing on these, wait for them to move you to the right side, where you'll find a small passage with some



Bubbles and a Prize Bubble.

Return to the previous 3 UFOs and at the top, you'll see once again 2 more cushions spinning around. Grab onto one of these and let go on the right side. Use the checkpoint and proceed to the right. You'll see another one of those gun thingies that make circular objects appear. Grab on to one of these and drop down right after the blue platforms.

Go right from these platforms to find a Prize Bubble. Now grab on to a circular object once again and follow the path without getting yourself burnt. Also, there are 3 Prize Bubbles, so grab them all as you go. Now, at the end, simply go right to end the level.

-----  
Level #6.2 - Frying Saucers sx334  
-----

- # Prize Bubbles: 29
- Reward: Cloth Moon (S)
- Ace Reward: Red Planet (S)
- 100% Reward: Robot Hands (C), Robot Legs (C), Robot Chest (C)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO

|  |                           |  |
|--|---------------------------|--|
|  | Doddle Planet     None    |  |
|  | Black Gradient   '~~~~~oO |  |
|  | Alien Bug                 |  |
|  | Applause Sign             |  |
|  | Deco Red Circles          |  |
|  | Googly Eyes               |  |
|  | Gas Giant                 |  |
|  | Stone Stack               |  |
|  | Polished Metal Plate      |  |
|  | Cracked Wall              |  |
|  | Cartoon Moon              |  |
|  | Billboard leading lady    |  |
|  | Radar Screen              |  |
|  | Old TV                    |  |
|  | Skyline                   |  |
|  | Heartbeat                 |  |
|  | Shooting Star             |  |
|  | Green Grid                |  |
|  | Gold Star                 |  |

Oo~~~~~'~~~~~oO

Start by going to the left. Grab the Prize Bubble behind the obstacle and start going to the right this time. Go up some red buildings and when the green artifact moves to the right, jump to the left of it and go left some more and up some more buildings to find 2 Prize Bubbles. Now go right from this green artifact all the way to find a Prize Bubble.

Go to the bottom of the path and go to the right to find a large green artifact. Go inside and it'll start elevating. Grab the Prize Bubble before you reach the top. Once you reach the top, both the right and the left sides of the ship open up. On top of the ship are 4 stars with a Prize Bubble each, so go to the left and grab both Prize Bubbles here. Now go to the right and grab the other 2 Prize Bubbles.

Continue on to the right, destroy the enemy and proceed a little more. Grab

onto the moon and when you're on top, grab the Prize Bubble carefully on the left next to the electrified wall, grab once again on the moon and then jump up and grab onto the next moon. At the top of this moon, jump up and go left inside the crevice to find another Prize Bubble.

Return to the previous moon, drop down to the previous one and from this one, move to the right one (the little one), then to the bottom right one to find a Prize Bubble. Return to the previous one, then move to the top right one, then to the bottom right and grab the Prize Bubble. Now move to the top right one and jump up at the top and go right inside the crevice to find another Prize Bubble.

Return to the previous one and drop down on the right side to find another Prize Bubble right next to the electrified wall. Grab onto the bottom right moon, grab the Prize Bubble and return all the way to the top, where the crevice is. Go to the middle of this crevice and you'll find some red platforms going up and down. Use these to get to the top.

Use the checkpoint and then use the lever at the top. Make the red cushions to point up and use these to get to the top level. Go right and step on the red switch. Now you need to activate the security system. Return to the previous checkpoint and now you have to guide the keys to the locks. The keys are the circular colored things while the locks are the rectangle things. You have to guide through the make using the lever the keys to the locks.

After the blue lock has been opened, the red one is next. The hard thing about the red one is that vortexes appear, making the key return to its starting point. No kidding. It's impossible to guide you through this part, so just do it yourself trying and trying. Once done, return to the top and go right through the newly opened door. Use the checkpoint on the other side and when you stand on the right most platform, it'll start raising. Move left or right depending on where the electrified wall is. Make sure to grab all the Prize Bubbles on your way up.

At the top, go left, use the checkpoint, grab the jetpack and go right a little bit to grab the 2 Prize Bubbles from the roof. You'll now see a huge alien. What you need to do first is to remove the outer brain and then you need to start throwing bombs at the little, electrified one. Do this a couple of times until you destroy it. Go to the left side of where the alien was to find 2 more Prize Bubbles.

Go left some more and you'll find the director once again. Next to him is a red cushion. Grab on to it and it'll take you upwards. Go left up here in the clouds and grab the Prize Bubble. Go left some more and another Prize Bubble will appear. Now jump from platform to platform to the right side and you'll find 2 more Prize Bubbles. Now go all the way to the right to finish the level.

-----  
Level #6.3 - The Sewn Identity sx335  
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- # Prize Bubbles: 33
- Reward: None
- Ace Reward: Bolted Metal Plate (S), Alloy Wheel (S), Cabling (S)
- 100% Reward: None
- 1st playthrough: 100%

,---- Goodies ----.

Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO  
|| Plane Wheel | | Curly Blond Wig ||

```

||                      Clam | | Pink Hair Wig          ||
||                      Buzz Saw | | Rocket              ||
||                      Transfers | | Pink Star Sunglasses ||
||                      Alert Sign | | Stripped Top       ||
||                      Dotted Arrow | | Stripped Shorts  ||
||                      Lab Coat | '~~~~~00
||                      Evil Genius |
||                      Leaping Shark |
||                      Warning Line |
||                      Shiney Cog |
||                      Torn Film Strip |
||                      Lightning Rig |
||                      Screw Head |
||                      Road Sign |
||                      Tongue of Flames |
||                      Black Car |
||                      Missile |
||                      Parachutist |
Oo~~~~~'~~~~~00

```

Almost done with Tinsel Town, hang in there. Start by going right and grab onto the cushion. As you grab it, go directly right and you'll find a Prize Bubble (there's also a Prize Bubble just under the skydiver under this Prize Bubble, but I don't think you can grab both without retrying). Quickly go to the left side and grab another Prize Bubble on top of a skydiver. Once you've grabbed this one, quickly go to the right to find another Prize Bubble. Stay on this right side and as you pass another skydiver, you'll find another Prize Bubble.

Right after this Prize Bubble, you'll see another Prize Bubble on the left of this one. Now pass this skydiver and you'll reach the bottom. Drop down the crevice and speak to the villain. Afterwards, drop down, and before destroying the enemies, use the back enemy to reach both Prize Bubbles on the left side. Now go right and you'll see 2 more Prize Bubbles on the right side. Use the enemy in the front row to grab one of these Prize Bubbles. If you can get both, even better. After you destroy these 2, another 2 come down, so take them out as well. Remember to use the enemy in the front row to grab the other Prize Bubble if you couldn't previously.

Now go right, use the checkpoint, talk to Gordon and go right to have the platform descend. Once down here, watch out for the lasers, so go left, grab the Prize Bubble and press the red switch. Return and do the same on the right side. You have to do these 2 pretty quick, so the central platform activates again.

Descend, go left and step on the switch. A little cushion drops down, so you know what that means. Grab onto it and you need to go to the left while you avoid the lasers. Once on the other side, step on the switch and quickly run to the right through the door. When you see that a laser is about to disappear on top and before a new one appears at the bottom, step on the spring in middle to have it shoot you upwards. Grab the Prize Bubble up here.

Go right now, use the checkpoint and you'll need to avoid some more lasers. This time, you need to move between the front and the back plane. Dammit. Be very careful. Use the checkpoint after these and when you go right, a new laser appears, only that this one will constantly move forward, so you have to be fast.

On the right side is a wheel in the ground and a wall raises on the right. What you need to do is to run on top of the wheel to make the wall lower. Do

this as quickly as possible and proceed to the checkpoint. Go right and next to where the villain appears are 3 Prize Bubbles. Grab them and go right to talk to Gordon. Now a race is part of this now. Ok... I hate the races in this game.

Go right, jump on the platform in middle of the pond, go right some more and when the fast laser goes right, go right as well and hide in the hole, where there's a Prize Bubble. When you get to some platforms that go up, don't go up and jump across the spikes to get a Prize Bubble. Continue onwards to the left and when you come to a flat laser, when it goes up, run left and hide in the hole where there's a Prize Bubble. Once it goes up again, jump out of here and run to the left.

You'll come across to some platforms the same way they were on the right side. Instead of going up, jump across the spikes to grab the Prize Bubble. Go right and you'll find another laser going left and right similar to the previous one. Jump when it goes to the right and hide in the hole with a Prize Bubble. Continue on and you'll find more platforms, but this time they have spikes. Jump over the lower spikes to find 2 Prize Bubbles this time. Now jump on top of the platforms to finish the race.

Go left, jump over the spikes and use the platform to go up. At the top, jump up the ledge to find another Prize Bubble. As the villain takes off, grab the Prize Bubble that is where he was and now go to the right. Grab the Prize Bubble and jump on the car. Grab it and it'll start moving. You'll grab 3 Prize Bubbles as you go, so see you at the end. Once at the end of the car segment, move to the left (from whence you came) and soon enough you'll find 2 Prize Bubbles. Now simply go right and finish the level.

-----  
Level #6.4 - Opening Fright sx336  
-----

- # Prize Bubbles: 28
- Reward: Dusting (S)
- Ace Reward: Ron Jaw (S), Ron Hand (S), Ron Snout (S)
- 100% Reward: Rotten Tooth (S)
- 1st playthrough: 100%

,---- Goodies ----.

Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO

|  |                  |  |                   |  |
|--|------------------|--|-------------------|--|
|  | Drawn Curtain    |  | Walking Cane      |  |
|  | Orange Dress     |  | Pencil Moustache  |  |
|  | Reading the News |  | Black Trousers    |  |
|  | Toon Brick       |  | Jacket with Tails |  |
|  | Building Detail  |  | '~~~~~oO          |  |
|  | Blonde Bob       |  |                   |  |
|  | Bay Window       |  |                   |  |
|  | Paparazzi        |  |                   |  |
|  | Crowd            |  |                   |  |
|  | Stills Camera    |  |                   |  |
|  | Chandelier       |  |                   |  |
|  | Storm Cloud      |  |                   |  |
|  | Tonsils          |  |                   |  |
|  | Open Curtain     |  |                   |  |
|  | Doorman          |  |                   |  |
|  | Window Cleaner   |  |                   |  |
|  | Biplane          |  |                   |  |

Oo~~~~~'~~~~~oO

As you start, you'll see a Prize Bubble under you. Grab it and proceed to the

right. Go all the way right and you'll see another Prize Bubble, but this one is on top of a lady's head... ok, what the hell?! XD Anyway, jump on the lady's head and you'll be thrown into the air. You'll also see 2 cameramen and between them, a Prize Bubble. Grab the Prize Bubble by using the lady's head and then grab both cameras to destroy them.

Now go right from the lady's head to find yet another Prize Bubble on top of another lady's head. Grab it and use the head to get rid of the third and last paparazzi. Now the curtain opens and King Kong takes the chic away. Now grab onto the bell and as it goes up, drop behind the paparazzi on the right to find a Prize Bubble. Do the same with the paparazzi on the left side.

Now take the bell and go all the way up but don't let go of it yet. Grab the Prize Bubble using the bell and go left. Use all of the 3 Stickers on their respective Sticker Switches, to lower the Special Key and have 3 Prize Bubbles drop down (if you're following the guide, you should have all 3 Stickers. If you don't return to the previous Tinsel levels and grab all the Prize Bubbles).

Now go right from where the bell left you, use the checkpoint and stand on the platform with the lever. As the platform goes up, you'll see some clouds with some of that gas that kills you. Move in between them to find a Prize Bubble. Now you'll see a fork, to go either left or right. Go left, and go exactly around the cloud because there's another Prize Bubble. Keep going to the right and to the right side of the next cloud is another Prize Bubble.

Right up after this cloud is another fork with a Prize Bubble at the base of the fork. Grab it and go left this time and grab another Prize Bubble. Quickly retry and return to this last fork. Go right this time and grab the Prize Bubble right next to the cloud. You'll come another fork with a Prize Bubble at the base of the fork. Go right from this fork to find another Prize Bubble and at this fork, quickly move left around the cloud to find another Prize Bubble.

From here, move right then left to find 2 more Prize Bubbles. Now the clouds on both sides move, and there are Prize Bubbles on the sides, so make sure to grab them all. At the top, use the checkpoint and go to the right. Stand on the edge and you'll automatically grab the Prize Bubbles the airplanes have. Now grab onto a plane and when it goes up, quickly let go and grab onto the next plane.

When the plane goes around, let go on the lower left side to grab the Prize Bubble next to the wall. Return to the top planes and now jump on the ledge on the upper left side. Use the checkpoint and step on the black floor to have it raise you to the top. Now it's time to defeat King Kong. He punches the ground several times and then puts his eyes near the floor. When that time comes, grab his eyebrows and he'll open his mouth. Grab onto a teeth and start moving so you can take it out. Repeat this process over and over until you're done with him.

Now go right, stand on the platform carried by the plane, grab the Prize Bubble when you get to the end and go left to finish the level.

-----  
Level #6.5 - I Race Dead People sx337  
-----

- Reward: None
- Ace Reward: None
- 100% Reward: None
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO
||           Spider Doodle | | Ghost                ||
||           Bat Wing | '~~~~~oO
||           Arched Window |
||           Spider Leg |
||           Boney Hand |
||           Doodle Circles |
||           Vampire |
||           Skull |
||           Zombie |
||           Coffin |
Oo~'~~~~~oO
```

There's not much to explain here, since it's a minigame. But it's only a race. Run as fast as possible while you grab all the Prize Bubbles. There are only 16 Prize Bubbles, so catch 'em all.

```
-----
Level #6.6 - Leap of Faith                                     sx338
-----
```

- Reward: Stuntman Trousers (C), Stuntman Top (C), Stuntman Cape (C)
- Ace Reward: None
- 100% Reward: Dandelions (S), X Marks the Spot (S), Bird Tracks (S)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO
||           None | | None                ||
Oo~'~~~~~oO
```

You have to adjust the angle of the ramp using the lever in order to get to the finish line. If done correctly, you'll get several Prize Bubbles and Bubbles.

```
=====
~-- ~-- ~-- 4.7] The Carnival ~-- ~-- ~--
=====
'.-----'
```

Phew, a narrow escape! Perhaps it's time to leave film making to the pros, besides, the Carnival of Creators is due to start soon - better get on down to Brazil and create yourself a float if you are to to take part!

```
-----
Level #7.1 - Crashing the Party                               sx340
-----
```

- # Prize Bubbles: 23
- Reward: Mermaid Tail (C)
- Ace Reward: Devil Tail (C)
- 100% Reward: Ringmaster Jacket (C)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~oO
```

|  |                       |  |                    |  |
|--|-----------------------|--|--------------------|--|
|  | Golden Statuette      |  | Dreads             |  |
|  | Bikini Bottom         |  | Footy Shorts       |  |
|  | Bikini Top            |  | Carnival Mask      |  |
|  | Cowbell               |  | Footy Top          |  |
|  | Red Dot               |  | Carnival Bikini    |  |
|  | Purple Ornate Feather |  | Carnival Boots     |  |
|  | Curly Cloud           |  | Carnival Necklace  |  |
|  | Blue Half Tone        |  | Carnival Shorts    |  |
|  | Sackboy               |  | Carnival Cuffs     |  |
|  | Ornate Feather        |  | Carnival Headdress |  |

Oo~~~~~'~'~~~~~oo

As you start, go right, hop on the plane and grab it to move to the right. At the end, go to the right and you'll grab the Costumes for this last area. Go right and you have to push a statue of Sackboy's face to the top. When you go up for the second time, jump up and stand on the buildings on the background. Jump to the left and grab both Prize Bubbles on the left cloud. Return and continue on.

The chic here tells you to wake up Ron, so do so. Also, put the statue in the hole where it's supposed to be. Pull Ron's fingers to wake him up and then a little platform lowers with a Prize Bubble. Grab this Prize Bubble, go to the right and grab another Prize Bubble. Jump on the moving platform and drop down before reaching the other side and you'll land on a ledge, with a Prize Bubble. Return on top of the platform and soon you'll encounter Clock Hans.

Now go right from him and drop down. You'll see several cylinders. Stand on the big right one and it'll start moving. Now jump on it to get to a little white one. Pull that one to the left and it'll be stuck in between the big one and a little one. You'll see a wooden board there. Grab it from the left side to make it raise from the right side. This will make the little white cylinder raise and then we have 3 cylinders moving now. Jump on top of the red cylinder, jump to the left and pull the little red cylinder to the right to make the clock work again.

Return to Clock Hans and stand on his family. Jump to the right and grab the Prize Bubble. Now jump to the left side to find the first Special Key. Now get on the roof and jump your way to the top to find another Prize Bubble. Go to the right, drop down to the bottom and go right a little bit. You'll then see some greenish blocks on the floor that you can make disappear by grabbing them. Do so and some oil will start coming out. Go right, jump up and enter the white hamster wheel.

Start running around so you can pump the oil out. Once you've done so, grab the Prize Bubble that dude gives you. Now jump ON TOP of the hamster wheel, then jump on the thing pumping the oil. Once up here, jump on the oil and when it goes up, jump as well and land on the cloud on the right that has 2 Prize Bubbles. Jump to the cloud on the right to find 2 more Prize Bubbles. Now jump to the right and you'll find a giant Sackboy.

We now need to put on some stickers on him. Once done that, go down the stairs, go behind the wheel and you'll find a hidden Prize Bubble. Now simply go right to end the level.

-----  
Level #7.2 - Road to Joy sx341  
-----

- Reward: Red Horns (C)
- Ace Reward: Mohican Wig (C)
- 100% Reward: Green Headband (C)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~Stickers: ~~~~~V~~~~~. ~~~~~V~~~~~ :Costumes~oO
||                      Red Roll | | Funny Face Glasses      ||
||                      Rickshaw Driver | | Ringmaster Top Hat  ||
||                      Truck Wheel | '~~~~~oO
||                      Wing Mirror |
||                      Radiator Grill |
||                      Spikey Flower |
||                      Pink Flower |
Oo~~~~~'~~~~~oO
```

Ok, let's do this. Start by going all the way up to the top using the red cylinders while you grab all the Bubbles. Now go left, stand on the red platform and wait for it to go down, so you can grab a Prize Bubble in the alcove on the right. Return on the platform, wait for it to go up, jump to the one on the left, then move on to the one that's going up and down on the left side. When this one goes up, jump over to the left and into the alcove to find another Prize Bubble.

Return to this last platform and ride it to the top. Move to the left and step on the switch to make a brush fall down. Now move through the maze of platforms (it's pretty easy and shouldn't require a step-by-step of how to get to the other side). Once you return to the genie, use the brush to clean his lamp and then use the Lamp sticker to make the genie appear. Jump on top of the platforms on his hands and get the Prize Bubble.

Now go all the way to the left and grab onto the Chinese lamp. Use these lamps until you get to the other side. After a little convo with the Emperor, go left and wait for the dragon's body to go up to go left and grab the Prize Bubble in here. Keep going left, use the cushion when the ledge is on fire, wait for the whole cushion part to go down and move right to the other cushion where there's the Special Key of the area. Continue on, grab the Prize Bubble when you get to it and at the end of the path, press the switch.

Grab onto the cushion that appears and you'll return to where the Emperor is. Go right from him to get a Prize Bubble. Now drop down on the right and when you pass through a wooden part, quickly jump at the end to grab 2 Prize Bubbles from the ledge above. Continue on the path and after you pass 2 tree branches, go left to find a Prize Bubble. Now, onto the crocodiles. Wait for the first one to close its mouth, then jump when the second one closes its mouth and so on until you reach the other side.

Do the same thing with this second set of crocodiles and you'll see a large crocodile on the right side. Step on the switch, go right for a Prize Bubble, then hang from the basket on the ceiling. Swing across to the left and hang on to the koala to have it take you to the top. Go to the right, drop down from the tree branches and grab the Prize Bubble. Return up and drop down on the right side. Now it's time to put on some more stickers on the truck. Use the 3 stickers you got in this level and go behind the stairs to find another Prize Bubble. Now go all the way to the left under the truck to find the last Prize Bubble. Now go right to finish the level.



- # Prize Bubbles: A FREAKING LOT!... 29
- Reward: None
- Ace Reward: None
- 100% Reward: None
- 1st playthrough: None

,---- Goodies ----.

```
Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
||                               Who knows? | | Who knows?           ||
Oo~~~~~'!'~~~~~oO
```

Finally, the end of this awesome game. Only the credits roll here, so have fun reading them. At the end, go right, grab the Prize Bubbles and a ton of them will fall down, and once you grab 'em all, the level ends.

```
-----
Level #7.4 - Brazilian Whacks                                     sx343
-----
```

- Reward: None

,---- Goodies ----.

```
Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
||                               None | | None                       ||
Oo~~~~~'!'~~~~~oO
```

Ok, this one had to be Brazilian. What you need to do is to hit the soccer balls with the heads of the 2 players you move. That's it. Good luck.

```
-----
Level #7.5 - Feeling Hot                                         sx344
-----
```

- # Prize Bubbles: 7
- Reward: Dribbley Flower(S), Green Half Tone (S)
- Ace Reward: None
- 100% Reward: Sundae (S), Sundae Glass (S)
- 1st playthrough: 100%

,---- Goodies ----.

```
Oo~~Stickers: ~~~~~V~~~~~. .~~~~~V~~~~~ :Costumes~~oO
||                               None | | None                       ||
Oo~~~~~'!'~~~~~oO
```

This one is not so bad either. You have to stay on top of the beach ball and move it all the way to the right while you jump over obstacles. The only tip I can give you is to take it easy. Go slow and you'll overcome the obstacles. Going too fast will make you jump lower, thus hitting the obstacles and falling.

```
Oo~~~~~'!'~~~~~oO
```

Ok, this is the end of the game. I hope you enjoyed the FAQ and the game. I also hope you found this guide useful, as I put a lot, and I mean a lot of time into this FAQ. Thanks for reading. Peace out.

```
| | | | | \_ \ | | | | | [sx700] | | | | | \_ \ | | | |
|___/ |___/ ___| '=====|___/ |___/ ___|
```

= Version Sacky (June 18rd, 2010)  
- Added the ASCII on top.

```
|___ \ ( ) ___|___| .=====|___ \ ( ) ___|___| | | | | | | | | | | |
| | | | / ___| | | | | 8] Closing | | | | / ___| | | |
| | | | \_ \ | | | | [sx800] | | | | \_ \ | | | |
|___/ |___/ ___| '=====|___/ |___/ ___|
```

```
-----
      ~~~ ~~~ ~~~ 8.1] Credits ~~~ ~~~ ~~~
-----.sx801.-----
      '-----'
```

### 1. People

- Absolute Steve: for letting me use his ASCII art on top.
- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.
- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.
- You: For having the patience of reading through the whole guide.

### 2. Internet sites

- www.gamefaqs.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.

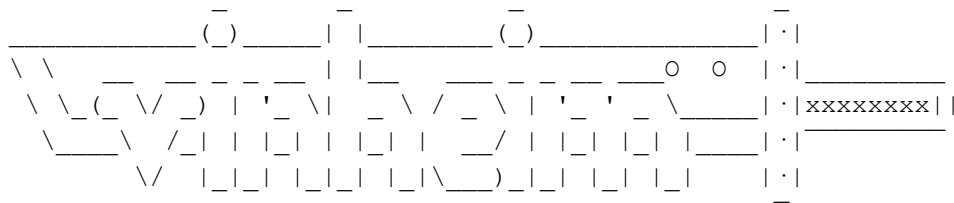
```
-----
      ~~~ ~~~ ~~~ 8.2] Final Words ~~~ ~~~ ~~~
-----.sx802.-----
      '-----'
```

Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE

8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE
25. LittleBigPlanet (PSP) DONE

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!



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