

Frantix Guide

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Monday, 26 December 2005
Last Updated Sunday, 14 May 2006

Our guide to the PSP puzzler Frantix will appear here over the coming weeks! We'll be taking a look at some of the hardest levels, detailing how to unlock the next level, and also revealing exactly what time you have to complete a level in to gain the exclusive 180 gold gems.

We also reveal how to activate the Frantix cheat menu!

Frantix is an addictive puzzler for the PSP. There are around 180 levels spanning 6 different worlds. Each level offers a different challenge to complete it, and a bonus if completed within a target time.

In general every mission is easy to complete, however completing them in a short enough time to win the gold gem is an entirely different challenge and takes more thought, and greater finger dexterity on the direction pad.

In this guide every solution outlines a workable solution to not only finishing the level, but to doing it in record time and winning every single gold gem!

Please CONTACT US if you have any comments or suggestions for this guide.

Enjoy our guide - we are updating it daily!!

Cheat Menu

The cheat menu can be activated by going to the Frantix main menu and pressing L and R at the same time. An alphanumeric frantix cheat screen will then appear. Credit to maxihoya for figuring out how to access the frantix cheat screen!

If you know any of the cheat codes, be sure and let us know!

Frantix Solution / Walkthrough

Worlds

Tutorialandia
Broken Ruins
Zen Garden
Desert Oasis
Snowy Daze
The Chubbchubbs!

Tutorialandia

This world is basically a tutorial on all manner of enemies, switches, hazards and pick ups. Don't skip it though, as it is important to learn the pickups in particular, and you do also earn gold gem awards for completing them in good time.

Gems & Exit

Time for Gold : 15 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 4

From the start you will see 4 gems, simply collect them and then head due North to exit.

Gates & Gems

Time for Gold : 15 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 10

This is your introduction to coloured gates. Pick up the red gem first, then go through the red gate and collect the coloured gems for the next gate. Repeat for all four gates.

Water & Crate

Time for Gold : 16 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 2

This is the first time you will use crates to pass water obstacles. Use the crates to pass over both water channels.

Push the first crate into the first water channel, continue North and collect the first blue gem before returning to the start and collecting the second crate. Push this crate over the first one and into the second water channel. Keep running North, through the second gem and straight into the exit portal.

Quicksand

Time for Gold : 11 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 3

This is where you learn not to turn around on quicksand! Ignore the two blocks on this level and simply run North, collect the 3 gems, then continue North to the exit. Try to take the three gems in a straight line from left to right, as turning

around will mean you sink!

Lava & Block

Pick-Ups

Time for Gold : 27 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 23

This level introduces you to four pick ups. It will be important to recognise these on sight in later levels so pay attention!

The first pick up is the Haste Boost, this looks like a pair of yellow wings. Pick it up and collect the gems as best you can while moving twice as fast as normal!

Move North and collect the Haste Minus pick up. This looks like a blue pair of wings. Pick it up and collect the gems as you take a slow stroll through this area!

In the next area we pick up the clock pickup which grants us an extra 30 seconds to complete the level. Note that it does not grant you any extra time to complete the Gold Gem objective. Collect the four gems in this area and proceed to the final area.

Here you will be granted the important Invincibility pick up. Remember what it looks like for future reference - a green and yellow swirl. In this case it will allow you to walk on water and collect the final gem before proceeding North to the exit.

Traps and Things

Time for Gold : 17 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 4

Here you are introduced to the following traps. Spore traps which trap you for a few seconds, Earth traps which do the same but protect you from monsters at the same time, Wall traps which are activate or deactivated by switches, Small traps that are like force fields trapping you forever unless switched off by a nearby switch.

The state of Wall traps and Small traps is indicated by their colour. Run over their switches and see how the colour of the trap changes.

What Wall?

Time for Gold : 12 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 8

Here we meet the catdragon again, this time he is moving though. He won't chase you but he does keep a regular pattern up, so time your movements around him.

Try each of the walls to the North until you find one that opens, there are no visual clues you just have to keep trying. Head North and collect all the gems while avoiding the catdragon. Return South and exit!

One Way Street

Time for Gold : 19 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 12

Here we are shown a Trailing wall. These are basically doorways that shut once you pass through them, so be sure you are ready to go through one into the next area or you may find yourself having to restart a level! So here, make sure you collect the gem behind the starting position before continuing to the right collecting the gems and avoiding the catdragon.

Now we see Passthru walls - these are doors marked with a red or green circle. You have to look closely to see which colour the door is sometimes. If it is marked green, you can pass through, if it is marked red, you can only pass through it from the opposite side.

Go into the area through the green door, collect the gem and exit through the other door.

Tred Carefully

Time for Gold : 17 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 6

This level is about avoiding catdragons. They follow a simple path, but the time window for getting in, grabbing the gem, and getting out is quite short, so put your skates on and watch out for those catdragons!

Portal Dragons

Time for Gold : 17 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 6

The catdragons on the level are stationary so no excuses for being caught by one here! Simply go around these catdragons and collect the pair of yellow and green gems you can see. Now go South to the first portal and go through it to a new room. Collect the red gem from here and return to the starting area. Head North through the second portal, move around the final catdragon and exit!

Buttons and Things

Time for Gold : 31 seconds
Difficulty for Gold : Easy

Difficulty to Complete : Very Easy
Number of Gems : 4

There is one gem to collect in each of the four corners of this map. First of all activate the switch on the right, and do NOT step on it again for the rest of this map. Now head North East, collect gem, now head due South and collect gem, and then return to the middle.

To get the two gems on the opposite side you have to get the catdragons out of the way. There are two ways to do this. The simple way is to activate the left switch once, then head North then South and collect the gems. You have to be careful to avoid the stationary catdragons though.

The option is to hit the switch twice which will bring both catdragons to a stop in the middle of the map, now you can collect the 2 gems on the west without accidentally running into the catdragons as they sit quite close to the gems.

Whichever way you collect those two gems on the left, get back to the middle and head North to the exit.

Foxy Fox

Time for Gold : 13 seconds
Difficulty for Gold : Very Easy
Difficulty to Complete : Very Easy
Number of Gems : 4

This is really just an opportunity to play with the fox. Learn how he moves and stops when you do, and how he is a bit slower which lets you out pace him. Once you have his movements worked out, collect the four gems and head North to exit.

Bombs & Missiles

Time for Gold : 38 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Very Easy
Number of Gems : 4

Here we learn the difference between switch activated bombs and movement activated bombs.

The bomb and missile on the left are movement activated, so push them onto the blue dots and stand back. Once they have exploded and killed the catdragons run in and grab the gems top left and bottom left.

The bomb and missile on the right need activated by the two switches, so press each switch, wait for the explosion, and grab the gems. Exit

Droplet101

Time for Gold : 17 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 4

The droplet is like the fox but a lot trickier to beat as it is faster. It's weakness though is it has to stop for a five second rest now and again. So grab the first gem then make it move around by dancing for a few seconds, then when you see it pause for a rest, run in and grab all three gems and then head North to exit.

That is the Tutorialandia world complete! You should have 15 gold gems and a good knowledge of the pickups and enemies, so onto the first real challenging world now... Broken Ruins!

The final level of Frantix, Chubbchubbs, is based on characters made famous in a cartoon short from Sony Pictures called The Chubb Chubbs.

Some of the locations and the characters you will come across in Frantix, like the Ale-E Inn, Meeper and Boris, are featured in the Chubb Chubbs movie.

In 2002 The ChubbChubbs was the Academy Award winner for Best Short Film (animated).

Broken Ruins

Crate in Brook

Time for Gold : 18 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 1

The switch at the starting point of this level is a toggle for the two doors visible at the North and South of the starting point.

Flick the switch once to open the north door, run North, around the crate, and push the crate all the way South until it is blocked by the South door. Run left and flick the switch again. Run to the right and start pushing the crate south again. Stop when the crate is opposite the blue gem. Run around the crate and push it into the water, keep running and grab the gem.

Retrace your steps North, flick the switch again, and head back North to the exit portal.

House of Bling

Time for Gold : 58 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Easy
Number of Gems : 57

In this level there are four rooms that must be cleared of gems in the correct order. After clearing each room you must return to the starting point to collect the key for the next room. The correct order to visit the rooms is Red (North East), Green (South West), Yellow (North West), Blue (South East).

So the route you should follow is like this, where the middle is the starting point; middle, top right, middle, bottom left, middle, top left, middle, bottom right, middle and exit.

After clearing the last room return to the starting location in the middle to enter the exit portal. In order to gain the gold gem you will have to be extremely efficient at clearing each room and not waste any time at all.

Secret Shrooms

Time for Gold : 35 seconds
Difficulty for Gold : Very Hard
Difficulty to Complete : Easy
Number of Gems : 16

The transporter in this room is operator by the four switches in the centre. Depending on which switch you open, you can enter the transporter from a different side and arrive in a different room. The level therefor consists of moving a single block over each of the four switches one at a time, and jumping through the transporter to clear each room in turn. The final switch is locked behind a blue door.

Start by collecting the four blue gems around the cube, then move the cube over the first switch and jump through the transporter to collect the four blue gems in the new location. Jump back through the transporter and repeat for each of the three available switches.

Once you've cleared three rooms you will be able to push the block onto the final switch behind the blue door. Note : to do this you first have to run through the blue door yourself! Jump through the transporter for the final time and you will see the exit portal ahead!

Pest Control

Time for Gold : 14 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 1

This is the first real mission to use a missile. There is a catdragon guarding the exit to the north of the first corridor, and a single blue gem to the north of the second corridor.

To complete the mission simply push the missile to the left then to the North until it is through the door (but DO NOT enter the door yourself), then as the missile is getting ready to explode, you must run to the right, then turn up the next corridor and collect the blue gem. By now the missile will have destroyed the catdragon and you can return to that first corridor where you left the missile and quickly run North to the exit Portal.

Vizza Verzza

Time for Gold : 11 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 2

Crate Escape

This level is based on quicksand so the trick here is to keep moving at all times. The layout is basically a cross, with you starting at the bottom and the exit at the top. Before you can exit you must use the switch in the middle to open the door on the left and then the door on the right to collect the gems behind them.

The route you will take therefor is like this, starting from the South; North to middle, West, back to middle and keep running straight through to East, back to middle, and North to exit. Easy!

Crate Pond

Time for Gold : 21 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Easy
Number of Gems : 3

To complete this level you must push a crate through the transporter at the start location 4 times, once from each side in the following order West, South, East and North. Each time you will be transported to the Crate Pond where you will recover one gem, and then return with a new crate. Do this three times and then on the final time when back at the start, put the crate North of the transporter, and push it by passing through the blue gate, keep running Southwards and you will exit.

To get the Gold gem you will have to be very fast and not make any mistakes in moving the blocks.

Gem Protectors

Time for Gold : 24 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Easy
Number of Gems : 17

There are several areas holding 4 gems, each being guarded by a catdragon. Here's how to complete this one.

Go left and clear the yellow gems, now go South and clear the red gems. You will return to this room in a while, but for now go back to the start location and clear the room to the right with the blue gems. Now head South and pick up the 4 green gems, then go further South and collect a solitary green gem.

Now go North, Left, and South to return to the room that you collected the red gems from earlier. You can now go through the green door at the bottom left of this room.

As usual, to gain the gold gem you will have to be very fast. In this level the catdragons can slow you down, so sometimes you just have to run for it and hope they don't collide with you!

Cat Chase Dragon

Time for Gold : 16 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Easy
Number of Gems : 3

In this level you have to outrun 3 catdragons to reach the exit. The first 2 catdragons you must wait for and run in front of - so they are chasing you. The 3rd dragon you must wait for and then run behind it, to dash into the exit before he turns around.

So when you are playing this level just remember - in front, in front, behind!

House of Hazards

Time for Gold : 33 seconds
Difficulty for Gold : Very Hard
Difficulty to Complete : Easy
Number of Gems : 4

You can tell by the long 33 seconds it takes to gain the gold gem that there is quite a lot to this mission. Basically you have to retrieve a single gem and a single block from each room you visit, then run over some quicksand to the exit. Doing all this in 33 seconds is no mean feat for a couple of reasons. Firstly there are water hazards to foul foul of if your control is not spot on, and secondly you have to run through each coloured doorway yourself before pushing a block through it which takes time.

The course you will need to take is as follows; Head North through the blue door and grab the yellow gem, push the block back through the way you came heading South. Leave the block in the start area and quickly run through the yellow door, and back again to collect the block. Push the block through the door you just opened on the right, run through, collect the green gem and return to the central area with the block you see in there.

Now run through the green door to open it, return to get the block and push the block South and into the lava pool, continue running South and collect the red gem then start pushing the block you find down there back North and into the lava pool again. Keep running North then turn left into the quicksand room. From there just keep running West then turn North following the tunnel to the exit.

After completing this mission you will not be able to proceed to the Invincible Man level without first going to the other worlds to collect more gems.

Invincible Man

Time for Gold : 24 seconds
Difficulty for Gold : Tricky
Difficulty to Complete : Easy
Number of Gems : 12

Solution by Danny!

First grab the invunrabilty icon (this should last until you get past the cat dragons). Go to the far left of the screen run up, then right picking up all the gems, then up again when you reach the right hand wall. Its not important which path you make first you just need to be quick. Run straight through the icon on the water side go straight up as soon as you reach the top and grab the gem, turn around instantly and run back on your self. It is important you do this otherwise you will lose if you make a loop type movement.

Then on the quick sand just keep moving turn around after you collect the gem (made possible by the collection of the invunrability icon). Now stand in front of the lava pit door run upward through it as quick as possible - don't stop. Follow the walls around to the left after you're off the lava still without stopping (you should still have invunrability to get past the cat dragon and the traps) run straight towards the exit over the traps.

To gain the gold just repeat steps just without stopping it's fairly easy.

Workout

Time for Gold : 27 seconds
Difficulty for Gold : Fairly Easy
Difficulty to Complete : Easy.
Number of Gems : 6

This is one of those missions that is not terribly complex to solve, but if you want gold, you have to be very efficient with your movements - like this...

From the start we have to line 4 crates up ready to push through the door at the top, at the same time collecting the 3 gems from the corners of the room. Do it like this; from the start move back and right and collect the gem, now push the nearest crate to the left by 2 squares. Run up to the top right corner, collect gem, then push the nearest crate 3 spaces to the left. Now run up and left to the last gem, then push the nearest crate 4 spaces to the right. There is a crate 2 spaces to the South, push it in line with the other three crates. Now we have our crates ready. Go to the bottom of the line of crates and push them all North in one big push, you are now out of the first room, let's get into the next area.

Turn right at the top and enter the second area. Turn right through the door and quickly run around the perimeter picking up the blue gems. Push two of the crates up against the North wall, then push them both left, out of the room, keep running to exit, and gain gold in good time.

Funky Encounter

Time for Gold : 35 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Fairly Easy.
Number of Gems : 62

Sixty Two gems! Let's get cracking.... From the central starting point there are 3 other rooms. The North room is easy, with gems around the perimeter of a pool. The East room to the right is the exit room, and the bottom room has 2 water demons to beware of, here's how to do it in gold time.

From the start collect the entire 2 rows of gems at the bottom half of the main area. Then run through the door to the south and collect the gems in the bottom room. If you go in, turn to the right (i.e. hit the LEFT button) and collect all the gems in one movement without stopping, the water demons will not catch you.

Now go back to the main room and collect the rest of the gems and then enter the room to the top. Run around the edge collecting the gems then head for the exit room.

In the exit room there is a fox, as before though, ignore him and simply run around in one quick movement collecting gems, and he will not catch you.

To get gold do not hesitate each time you enter or leave the main area, if you do this in order to avoid the cat dragons running the circuit, you will waste enough time to lose gold.

Road Block

Treasure Hunt

Lava Patcher

This solution sent is by snake-boy!

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

Push the 4 stones up into the area by the lava, then enter the portal in the direction of the arrow. Just keep the left direction pressed and you'll go from portal to portal over the lava pushing blocks in as you go.

When you get to the top, you'll be going to your left, then turn up. (Be sure not to overshoot cos the added time will cause the blocks to sink before you get there.) Grab the gem and just keep going upward across the blocks that are still there toward and into the exit

It's basically a non-stop "run" to the end, when done fluidly it's really easy.

Keeper of Gems

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

This solution sent in by crb!

Use the Button after each room to move the cats out of the way so you can go into the next room and collect the gems

Have you completed this level? Mail us how, and get full credit!

Quicksand Gutters

Have you completed this level? Mail us how, and get full credit!

Boom Doom

Have you completed this level? Mail us how, and get full credit!

Highway Wizard

Have you completed this level? Mail us how, and get full credit!

Sand Crossing

Have you completed this level? Mail us how, and get full credit!

Up and Down

Have you completed this level? Mail us how, and get full credit!

Peekaboo

Time for Gold : seconds

Difficulty for Gold :

Difficulty to Complete :

Number of Gems :

This solution sent in by crb!

A challenge to see but go into the room with the gem and go left and all the way around the room until you get to the entry again. Then go directly down the middle of the room and pick up the gem and go a quick exit and go around the room until you get back to the entry, then go for the exit. You need to be fast.

Deja Vu Too

Have you completed this level? Mail us how, and get full credit!

Pizzle Sizzle

Time for Gold : seconds

Difficulty for Gold :

Difficulty to Complete :

Number of Gems :

This solution sent in by crb!

First go get the two red gems. This is nothing but speed. Get one gem at a time and with the correct controls and speed you can get them both. Then go get the blue gems. Go to the left first so you can get the "quick" speed but remember the "slow" speed is at the end of the tunnel. Go back and go through the red door and collect the other two red gems and through the porthole and get the remaining 1 gem. Do not touch the bomb. Go back through the port hole but before you go make sure the cat is just coming into your screen so when you go through you will not get hit by him. Then go through the back door push the bomb through the porthole and push it to the cat by the exit.

Water Dare

Time for Gold : seconds

Difficulty for Gold :

Difficulty to Complete :

Number of Gems :

This tip sent in by crb!

This is not hard just timing. After you get to the second room note that you can push the box and not worry about getting killed by the cat.

Have you completed this level? Mail us how, and get full credit!

Pixie Chizzel

Have you completed this level? Mail us how, and get full credit!

Water Polo Folo

Have you completed this level? Mail us how, and get full credit!

Destiny

Have you completed this level? Mail us how, and get full credit!

Wall Hugger Maze

Have you completed this level? Mail us how, and get full credit!

Wall Ruzz

Have you completed this level? Mail us how, and get full credit!

Chase Down

Have you completed this level? Mail us how, and get full credit!

Sink'Em

Have you completed this level? Mail us how, and get full credit!

Lava Ponds

Have you completed this level? Mail us how, and get full credit!

Lavaliscious

Have you completed this level? Mail us how, and get full credit!

Bomb Shelter

Have you completed this level? Mail us how, and get full credit!

Portal 2 The Pixie

Have you completed this level? Mail us how, and get full credit!

Stump Me This

Have you completed this level? Mail us how, and get full credit!

Gauntlet

Have you completed this level? Mail us how, and get full credit!

Bridge

Have you completed this level? Mail us how, and get full credit!

Meeper

Zen Garden

Dojo Rollover

Time for Gold : 23 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Easy
Number of Gems : 2

There's nothing to complex about this level it's all about finger dexterity with handling block really. Just make a careful note of which doors are marked green and which doors are marked red or else you will waste time trying to push a block through a locked door.

Start in to top left room, push the block out of the bottom door into the main corridor, then up into the top door of the opposite room. Push the block onto the switch, collect the gem, then push the block out of the bottom door back into the main corridor.

Push right down to the very bottom right door and do the same thing in the bottom right hand room. Once you have the gem push the block back out through the top door into the corridor, and into the room opposite via the top door, push the block onto the switch and then exit.

Zen Mission

Time for Gold : 23 seconds
Difficulty for Gold : Very Hard
Difficulty to Complete : Fairly Easy
Number of Gems : 3

Here we have to push 3 bombs close to 3 catdragons before collecting the gems from behind them and exiting.

Time is so short though you will find that you only need to push the bombs close to the catdragons and not right up to them. This will save you a second or two and give you a chance of winning the gold gem on this tricky level. The method I used to gain the gold gem is detailed below, follow it precisely and you will get gold too!

Start by pushing the right bomb over in front of the right catdragon's alley. Now push the middle bomb over beside the left most catdragons alley. Finally push the last bomb (the one on the left) straight forward until it hits the fence - this is close enough do not waste any more time placing it any closer. Hit the switch, collect the gems and run like crazy for that exit in the middle. If your bomb placing has been spot on, you will gain the gold gem.

Bombs Buffet

Time for Gold : 32 seconds
Difficulty for Gold : Medium
Difficulty to Complete : Medium
Number of Gems : 25

This level is not as hard as it may seem, although it does introduce a requirement to rotate the screen for the first time. There is a central room to clear of gems, and exits to the North, South, East and West each containing 2 gems, with the exit out of the North exit. The route I recommend will get you the gold gem without too much trouble and only entails exploding one dangerous bomb in the main room.

Basically you work your way around the perimeter of the room, nipping out each exit in turn, before coming around to the North exit. So, from the starting point push the first bomb forward one square, go left and pick up the first gem. Walk around the next bomb and pick up the 2 gems near the West exit. Use the west exit now to collect the two gems outside, then come back in, move down then right - collect the single gem then the 2 gems near the South exit, then exit South and collect the 3 gems outside. Run back inside and turn right, follow the light blue path to collect 3 more gems without moving any bombs, then go out the East door and collect 2 gems after pushing a single bomb out of the way.

Back inside and we are on the home straight! Head North and follow the blue pathway to a single gem. Now step North again one space, and left two spaces onto another gem, and move down one onto another gem. Now we have to move a bomb to get the last gem, so push the bomb to the right out of the way, collect the gem and head out of the top exit.

Once outside I recommend hitting the right shoulder button once so you can rotate the screen and see what the layout is. Quickly push the bombs away - far away, pick up the gems, and exit!

Water Pass

Time for Gold : 31 seconds
Difficulty for Gold : Extremely Hard
Difficulty to Complete : Easy
Number of Gems : 8

In this level we must push 8 crates up a water channel in order to reach the exit. Before we can do this though we have to retrieve all the gems floating above the water. We do that by collecting the power up token directly behind the starting position.

So the easy bit comes first, pick up the token, run forward collecting all the gems, turn around and get back on dry land before the power up effect wears off, then click the switch due South.

Now the tricky bit, getting all the crates into the water channel before the time to the gold gem runs out. What to realise here is that you can push a line of several crates at the same time. If you try to push them one at a time into the water, you will never achieve the gold gem.

So try and line up a row of 4 crates at a time to push into the water. 32.57 seconds is the best time I have managed, so this is the first level I have not actually managed to gain the gold gem! So good luck, and use our Contact page to let us know if you manage!!

Traps & Cat

Time for Gold : 24 seconds
Difficulty for Gold : Moderate
Difficulty to Complete : Easy
Number of Gems : 6

This level starts with a bit of a brain teaser. How to get the block out so you can use it to block the catdragon. The answer is to push it in and over the switch, then run around and push the block out until it is on the path of the catdragon. Easy when you know how!

Now that the catdragon is running over the two switches you can go up and start collecting the line of gems that is over the forcefields. Just keep pushing right until you have them all, then go back around and get the block. Put it into the lava in front of the exit then exit.

The trick of getting the gold time is placing the block in front of the catdragon, if you do this quickly and get up into the first forcefield square, you'll find that the catdragon releases you 3 times in very quick succession.

Fists of Sand

Time for Gold : 25 seconds
Difficulty for Gold : Moderate
Difficulty to Complete : Easy
Number of Gems : 5

This one took me a while to figure out. The fences make it tricky to move around, and there are two catdragons but only one bomb - another brain teaser! Here's what you need to do.

First of all grab the 3 gems that are sitting on quicksand. Now we need to get rid of that running catdragon. Move the bomb 2 spaces so that it is sitting at the end of the catdragon's run, right in front of the quicksand. Once the catdragon has perished in the quicksand run down and get a single gem from the other end.

Now we have to use the bomb to get rid of the other catdragon. So move it down the run until it is against the final gem, then return to the switch, explode them bomb, then exit!

The trick to gaining that extra second for winning the gold gem is right after placing the bomb to get rid of the first catdragon, start running down to the gap in the fence ready to run down and grab the first gem as soon as the 1st catdragon has ran passed.

Garden Hustle

Time for Gold : 28 seconds

Difficulty for Gold :
Difficulty to Complete :
Number of Gems : 9

This level nearly drove me insane. The opening block movements are crucial if you want to win gold on this one. Then once you have figured out how to do it, you realised there is another brain teaser in the next part of the level!

There are actually a couple of ways to get the crate out of there, one involves pulling, the other is all pushing, we will do the pushing method as pulling can be a bit hit or miss sometimes.

Dyslexic Perplexic

Time for Gold : 10 seconds
Difficulty for Gold : Tricky!
Difficulty to Complete : Tricky!
Number of Gems : 1

I had a lot of problems with this level, probably because I am not dyslexic. It's more likely to be because of the two reversal pickups that change the controls around, so forward becomes backwards etc.

I prefer to turn this level around so you are running towards the exit with the up key, so rotate the map with one touch of the right shoulder button to follow these directions.

First of all run straight up, pushing a block into the quicksand as you go. When you reach the second section of quicksand you want to head left at the junction, but a reversal pickup will change things around, so the second you hit that junction in the quicksand hit right, and your character will go left onto a footway. Go north to the end of that footway, now see that block? You need to push that block into the lava, go through the one-way doorway and retrieve the gem. Now carry on through the next doorway but note that you will hit another reversal token! So be careful or you will end up back in the lava! Now retrace your steps back to where you pushed the block, except this time you make for the exit at the top.

Uncanny Cat

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

Cratial Arts

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

Thanks to Mark for this solution!

Go into the first open room. Push the crate one step to the right, go around it, grab the crystal. Wait until the catdragon passes, jump behind the crate and push it to the front, then move the crate out into the hall and put it on the switch. This opens the next set of doors.

In this room, push the crate toward the back wall one step, and do the same, make it around the catdragons so you can push the crate out into the hall. Once you have both crates out in the hall, use them to get to the first switch (NOT the one in front of the catdragon). This will move the catdragon out of the way. Go get the 2 crates in the other room and move them out into the hall, out of the way of the catdragons path.

Once you have done that, go back to the switch that controls the catdragon and hit it. He will go back to his original spot. Move the 2 crates into the hall to in front of the last remaining switch, go back and hit the catdragon switch again, and voila, the cat dragon will run out and hit the switch opening the last door for you.

Lucky Cat

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

Solved by zenmaster!

First get off the island and teleport to the other end. Quickly run get in front of the missile. You need to quickly nudge at him. He will now run continuously in the other direction. Now push the crate in front of the 2 catdragons at the island so when the missile comes up it explodes and kills the 2 catdragons. Now take the crate and move it over to the gem grab the gem walk back up through the quicksand and into the spinning card.

Have you completed this level? Mail us how, and get full credit!

Catdragon Master

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems :

Solved by ChrisB!

Go get the gem on the left triggering the missile to ignite, run over through the blue flagged door and trigger the catdragons to change, run back an open blue flag door by catdragons so missile can go down that path, run back to the catdragon switch and keep hitting it until the missile makes it all the way through, it will then go through portal and to where the fox is blocking the box and kill it, this will allow you to go get the box for the rest of it. Do not use the box to go across the water, you don't need that. It's the thing that makes you go opposite of what you are doing. Push the box through the portal and it will figure the bomb. After it kills the puma, run through, get the gem and then to exit.

Traid of the Rok

Time for Gold : seconds
Difficulty for Gold :
Difficulty to Complete :

Number of Gems :

Solved by dbb!

Do not go into any of the 4 blocks the rok's are circling. If you do, the Rok will go down various alley's. The trick is to stay directly behind the rok's. When you start, go straight and pick up the gems. Come back and follow behind the Rok and take a left and get the next ally full of gems. Come back to the intersection but wait and get behind the rok and go straight and collect the gems. Come back to the intersection again and follow behind the Rok and take a right and pick up the last gem and you complete the game.

Cat Power

Time for Gold : seconds

Difficulty for Gold :

Difficulty to Complete :

Number of Gems :

Solved by dbb!

Push the crate up one space and go around it and grab the gem. Then come back around and push the crate up and down past the roll over switch. Push the crate just above the roll over switch in the path of the catdragon. Hit the switch twice so the catdragon will go towards the crate and stops. Now push the crate around the cat dragon and push it into the water. Don't worry the cat dragon will not move. Go back over to the switch and the catdragon will run on to the crate in front of the other cat dragon. Now go pick up the 2 gems and move out of the way so the missile can come down and kill both catdragons. Walk to where the missile was, grab the last gem and walk back down and through grabbing the remaining gems and finish the game.

Pebble Snatch

Have you completed this level? Mail us how, and get full credit!

Mellow Meow

Have you completed this level? Mail us how, and get full credit!

Martial Push

Have you completed this level? Mail us how, and get full credit!

Trap Meditation

Have you completed this level? Mail us how, and get full credit!

Confused

Have you completed this level? Mail us how, and get full credit!

Unlucky Cat

Have you completed this level? Mail us how, and get full credit!

Foil the Gargoyle

Have you completed this level? Mail us how, and get full credit!

Enter Da Catdragon

Have you completed this level? Mail us how, and get full credit!

Pixelicious

Have you completed this level? Mail us how, and get full credit!

Pot Holes

Have you completed this level? Mail us how, and get full credit!

Bamboo Stroll

Have you completed this level? Mail us how, and get full credit!

Mark of the Pixie

Have you completed this level? Mail us how, and get full credit!

Exit Strategy

Have you completed this level? Mail us how, and get full credit!

Funky Push

Have you completed this level? Mail us how, and get full credit!

Zensation

Have you completed this level? Mail us how, and get full credit!

Bamboo Trail

Have you completed this level? Mail us how, and get full credit!

Twinfusion

Have you completed this level? Mail us how, and get full credit!

Timed Run

Have you completed this level? Mail us how, and get full credit!

Bombs of Fury

Have you completed this level? Mail us how, and get full credit!

Paw of the Puma

Have you completed this level? Mail us how, and get full credit!

Path Forbidden

Have you completed this level? Mail us how, and get full credit!

Dojo Mojo

Have you completed this level? Mail us how, and get full credit!

Catdragon Path

Have you completed this level? Mail us how, and get full credit!

Puma's Demise

Have you completed this level? Mail us how, and get full credit!

Fox Will Rok You

Have you completed this level? Mail us how, and get full credit!

Catdragon Dojo

Have you completed this level? Mail us how, and get full credit!

Desert Oasis

Block Party

Time for Gold : 12 seconds

Difficulty for Gold : Easy

Difficulty to Complete : Easy

Number of Gems : 1

In this level we must move blocks out of the way to gain access to the gem, then push a block onto the switch where the gem was, and then push our way to the exit. There are a number of ways to complete this just by pushing blocks out of the way until you have a path to the gem and exit, but to gain gold you have to be efficient as usual. Here's how I did it (Down, Right, Up, Left)

Get the Gem : go D, R, D, R, U, R, D, R

Push a block to the switch : L, L, L, U, L, L, D, R, R, R, R

Get to Exit : L, L, L, L, U, U, L, U, L, U, L

Trigger Happy

Time for Gold : 29 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 5

There is a bit of a sad story to this level. Once you have tried it you soon figure out that all of the switches will start an attack of the catdragons - with the exception of 5 of the switches, which will actually open the gem doors behind you. I went through every switch, trying it, dying, restart level, try another one, dying, restart level. I did this until I had mapped out 3 of the 5 door switches. Then I realised, that the special switches looked different from the rest! They have a different marking on them! So you do not have to do this level by trial and error, just use your eyes, click the switches, pick up the gems, and exit! As long as you keep running you will get the gold gem easy enough.

Ghost In The Trap

Time for Gold : 13 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 6

Here we meet the Ghost that is scared of you! Once you know this, the level is easy. Simply run into each stone circle one at a time, and every time you enter one, quickly turn around and stare down the Ghost, thus halting him in his tracks. When the stone circle has fallen, quickly turn, run to the next circle and repeat.

The trick to knowing when the stone circle is ready to release you is to watch the stones as they recede into the ground, when you see the stone come back up ever so slightly out of the ground -- it is time for you to turn and run! Do this and gold gem is easy!

Portal Combat

Time for Gold : 24 seconds
Difficulty for Gold : Extremely Difficult
Difficulty to Complete : Fairly Easy
Number of Gems : 14

Isn't this a great looking level?! Too bad it is one of the most frustrating levels for gold gem collectors! One wrong move and you are transported to the room of smack down death. Collect all the gems, and avoid the Haste pickups and transporters, head for the exit, job done. You will have to be very very good with your control to do this level in under 24 seconds though!

Puma Pursuit

Time for Gold : 17 seconds
Difficulty for Gold : Easy!
Difficulty to Complete : Easy!
Number of Gems : 5

Is that a remix of the 70's batman theme on this level? Anyway, I digress - this is a cracking level. For the puzzle solvers this is easy meat - if you'll excuse the pun. If that isn't a hint enough follow this walkthrough to complete Puma Pursuit....

Run right pushing the cube into the lava as you go, now we have to deal with this puma. Just before the puma reaches the crate, turn to face him - he will stop in his tracks. Wait until the crate melts beneath his feet, then turn and head for

the exit and the puma frys!

Slow Train

Time for Gold : 27 seconds
Difficulty for Gold : Easy!
Difficulty to Complete : Easy!
Number of Gems : 3

This is a crazy level, confusing at first, but simple when you see what is happening. From the start run to the right and collect all the green gems, now go back to the left, and just keep that left button pressed! Soon you'll see 3 sticks of dynamite on your tail, don't worry about them though, just keep running left into the transporter fields.

Eventually you will see a catdragon blocking the way, take the exit to the left and hide in there, all the way in to be safe! Note that the slow motion pickup will stop working just before that alley on the left, so you will have to time your exit just right. If you get in there safely, wait for the 3 sticks of dynamite to explode, then quickly run out, turn left and head for the exit. Easy one.

Statue Catch U

Time for Gold : 36 seconds
Difficulty for Gold :
Difficulty to Complete :
Number of Gems : 1

Snowy Daze

Icy Nicy

Time for Gold : 14 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 2

This is a true puzzler level. There is not much dexterity of finger required, it's mental dexterity you need. Here's the solution if you are stuck on this mensa puzzle!

You need to get one block inside the fenced off area, and one outside. So push one block up and to the left until it is above where the number "2" is sitting on the water. Push it in there, into the water - this is your exit crate.

Now push the other crate into the transport from the left. Follow it in, and when you arrive in the fenced area, step back and collect the gem before running forward and pushing the transported block into the water. Carefully walk onto your two submerged blocks to exit that area, then head for the exit portal. Easy when you know how!

Snow Angel

Time for Gold : 37 seconds
Difficulty for Gold : Extremely Hard
Difficulty to Complete : Extremely Hard
Number of Gems : 16

A lot of running here, so get your skates on, here we go!

Run to the right as far as you can go, until you are outside the main area. Now do a clockwise run around the square collecting 4 gems in the process, until you are back where you started. Run back in side straight through to the left. The door will now be open, so go through and do another lap of honour in a clockwise direction collecting another 4 gems! Return to the middle of the level to start the second phase!

Phase 2 - the swamp run! Now we must run through 4 swamp channels, each leading to a corner of the level where you push a block out so you can escape the swamp. Run up each channel, push the end block and run forward, turn around and run back to the centre. Repeat 3 times, and head for the exit! If you were quick in and out of the channels, you will just win gold by a second!

Luv-O Luv-O

Time for Gold : 11 seconds
Difficulty for Gold : Extremely Hard
Difficulty to Complete : Extremely Hard
Number of Gems : 24

This is one of those levels that starts off leaving you wondering what the heck just happened. When it starts if you step forward once then step back once quickly, you can see exactly what is going on, there are 6 monsters circling the inside of the heart shape waiting to crush you the second you are within range.

Here's what to do to beat this level and grab gold, I hope your fingers are warmed up! From the start immediately step forward once, pause for a fraction of a second (or else the lead monster will turn and slam you) then move left once then forward once. Now move to the right, pushing a single block out of the way. Step forward twice (towards the exit portal), then step to the right once. Now continue to move around the perimeter of the heart picking up the gems.

When you come to the bottom diagonals, used very quick jabs on the direction pad Down and Left buttons to quickly pick up those gems. I had to concentrate on the buttons rather than watch the movement on screen to keep things moving fast.

Gold Hint : After playing this level for an age and getting times like 11.10 seconds which are 1/10th of a second too slow for the gold, I finally managed to figure out how to save a tiny amount of time. When you burst through the heart at the top end, before you turn right, quickly go left one space, then immediately hit right again to start your clockwise route around the heart. This will pick up what used to be the very last gem you pick up, picking it up first saves you a turn at the very end, and will win you gold if you are very quick with the rest of the level!

Centi-Dragon

Time for Gold : 8 seconds

Difficulty for Gold : Easy

Difficulty to Complete : Easy

Number of Gems : 4

This is the first level to have me totally foxed, lucky for me though, nyn- at the Gamespot forums had the answer to this huge line of nasty catdragons.

All you have to do is be brave enough to run right through them - just head straight up the map and if you time the start of the run correctly, you'll not get touched by a single catdragon! From there head around to the left and run into the exit.

Easy gold gem!

If you are having trouble timing it, from the start click forward once, pause for half a second, then run forward without stopping.

Snowmen Freeway

Time for Gold : 23 seconds

Difficulty for Gold : Hard

Difficulty to Complete : Hard

Number of Gems : 2

This is hard, but entirely possible with a few practice runs. Here's how I did it and grabbed gold. From the start walk forward and wait until the snowmen start their thing. It looks like it's all too fast, but it's not really.

Wait until a snowman passes right in front of you, then quickly move forward one space and start running left (behind him), but keep your eye on the lane above you. When you see a snowman run passed you, immediately jump up into that lane, and you will avoid being run over by a snowman tearing up behind you. Keep running right though!! Do this same move twice, and then you will be able to jump into the top half of the level and start the whole thing again, but heading to the left this time.

In the same way as before jump up into the next lane up when a snowman flies past. When you get to the end be careful with your moves, and jump into the exit portal at the top left of the screen.

It takes practice, but it can be done, and is a virtual guaranteed gold when you eventually manage it.

The Chubbchubbs

The Chubbchubbs!

To the Ale Inn

Time for Gold : 27 seconds

Difficulty for Gold : Medium

Difficulty to Complete : Easy

Number of Gems : 5

This is a fairly easy level with only one easy monster and 2 Haste pickups to avoid. Gold is assured if you follow this simple walkthrough...

From the start head towards the Inn, but hold up, that monster is going to go in, then straight back out of the front door. Once he has come back out, run in, grab two gems, and run back out again. Do not hesitate and you will not have any problems running into the monster.

Now we have to complete two rooms, the same process is involved in each one, and it goes like this; run into the rooms and avoid the Haste token. Pick up the token then maneuverer the crate into the water by running around the Haste pickup until the crate is in the right place. Once it is in the water, run out and into the opposite room and carry out the same process. Once that is complete, run back into the Inn to exit.

Boris

Chubbs Vs Boris

Time for Gold : 28 seconds
Difficulty for Gold : Very Hard!
Difficulty to Complete : Easy
Number of Gems : 6

This is the first time we get to enlist the help of the Chubbchubbs to get rid of monsters. It's also a little bit bigger than other levels with three areas to find before it all becomes clear. The exit is at the end of a swamp that has 3 switchable doors in it. Currently there is a monster tripping the switch, you have to find an object to place on that switch.

That object you need is a rock, but it is being guarded by Boris the monster. To get rid of Boris, you set a Chubbchubb on him! So from the starting point here is what you do to exit this level...

Run down and left passed Boris and towards the Chubbchubb. Pick up the yellow gem and open the door by running through it, now round around to the other side and push the Chubbchubb out through the door towards Boris. Back off while the Chubbchubb takes out Boris. Now run into Boris's room, collect the gem and push the rock out. Now maneuver the rock around to the switch, but before you place it on the switch have a look up to the doors and make sure they are currently in a closed state. When they are, move the rock onto the switch to open them permanently. Now run up and do the swamp run, collecting gems as you go, then exit.

The problem with this level is that I have not managed to collect the gold gem yet, nowhere near in fact. My best time is 32.8 seconds, which is a whole 4.8 seconds too long! Getting the rock onto the switch takes a lot of time, but I can't see where to trim almost 5 seconds off my route. Contact me if you can figure it out!

Boris' Break

Time for Gold : 32 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 6

This is a pretty straightforward level that shows how to use chubb chubbs to defeat Boris, and also open doors.

From the start head left then down until you are in an area with one gem sitting on a switch and Boris just to the North on the other side of some lava. Collect the gem and watch as Boris is minced by the chubb chubb. This is one of those rare time when you can sit still for a few seconds and still manage to collect the gold gem at the end. Now head up and enter that room and collect the 2 blue gems.

Leave that area and head back to the first area you were in. Now you can collect the second gem from that area and watch as the chubb chubb eats through the door opposite as you stand on the switch. Go into that area and collect the 2 gems, head North and exit!

Chubbs Assist

Time for Gold : 11 seconds
Difficulty for Gold : Hard
Difficulty to Complete : Hard
Number of Gems : 2

Although I have a method here for completing this level, I suspect it is not the correct, or itended way. I say this because my method does not use 1 of the 2 chubb chubbs at all. Anyway, if you are stuck on this level all you need to know is how to get passed it and onto the next, so here is how to do it fairly easily, and with a bit of luck, also gain the gold gem.

From the start, push the nearest chubb chubb away to one side out of the way, and just ignore him. The one nearest the switches though, we need him to sit on the switch which will activate the central door allowing us through. Push the 2nd chubb chubb to the left one square, and then come around and push him onto the switch. Now run back and get infront of the door.

You are now standing frozen in an earth trap that will not release you for a few seconds. The crucial point to completing this level is to get yourself onto that trap as soon as possible after placing the chubb chubb on the switch. If you delay for even a fraction of a second, the chubb chubb will vanish off the switch before the trap has released you.

So, after placing the chubb chubb onto the switch facing forwards, run quickly to the trap. Now keep your finger on the up button so your character will run forward immediately that the trap releases you. If you have been quick enough onto the trap, it will release you a fraction of a second before the chubb chubb comes of the switch and speeds straight forward to take out the monster guarding the exit.

The only problem with this level is that as soon as you enter the exit room, you will pick up the haste powerup, which will speed you towards the monster and ahead of the chubb chubb. This means that sometimes the chubb chubb ends up behind you, and will take out your character rather than the monster.

One way around this is to send the first chubb chubb through first, and he will destroy the monster. Then place the 2nd chubb chubb onto the switch as before and wait for the trap to release you. When you speed through, the exit will not be guarded and you can zip right out. Using this method I don't think it is possible to gain gold though. For gold you have to really go for it and just send one chubb chubb ahead.

I had to try the above method quite a few times before the timing was right, there is no trick to it, it's just luck as far as I can see. It works though, so keep trying and you will succeed with gold, eventually!

Alternative method for Chubbs Assist from MikeC!

It is possible to get gold using both Chubbs. The way I did this was quickly to push the bottom of the two Chubbs through one of the gates. Do not wait for the Chubb to launch but immediately position the second Chubb on the other switch and get onto the frozen earth. Hold the up-key and if you are quick enough, you will get through the gate before the second Chubb launches. Keep the up key held down and you will power through to the gate with just enough time to get Gold.

Outsmart Boris

Time for Gold : 24
Difficulty for Gold : Moderate
Difficulty to Complete : Moderate

Number of Gems : 4

It took me a while to figure out a technique for this level that was easy to replicate time after time, so there is no chance involved, and that was fast enough to get gold. I eventually found the following method works every time, and gets gold. So if you want to get gold without getting dizzy running around to avoid Boris - follow this simple guide.

From the start make a clockwise run around the outside of the gem square and then jump in and grab Gem No. 1. At this time, Boris will move into the Green Area.

Now when you are free to move, step up one into the red area, then quickly move into yellow, before turning back onto the red circle, keep going right until you are above Gem No.2, then move down and grab Gem 2. The yellow side step tricks Boris into going left, meaning that when you are collecting Gem No.2, he is stuck in Trap No.1.

This next bit is where you need to be a little bit more careful - but it is easy enough. When you are trapped at No.2 you must keep the right button pressed down, so that you can escape the trap and move right without any delay. Once you are free and have moved right, Boris will start after you, but don't worry. Go down and head for the Green area. When you get to Green you should find that Boris is now trapped in Area 2.

Stand on Green until you see Boris start moving into Spot No.1, now quickly run and grab Gem No.4. While you are at Gem 4, Boris will move into the spot above at Gem 2.

When you are released from spot 4, run left and collect Gem 3. Boris will move into Spot 1 again.

Now head south to the exit, and you will have achieved Gold with a second to spare!

Thanks also to Esprit for sending in her solution, but ours worked a little better.

Meeper's Bucket

Time for Gold : 30 seconds

Difficulty for Gold : Tricky!

Difficulty to Complete : Easy

Number of Gems : 8

This is a puzzler. 8 blue gems all protected by stone traps, two switches, one of which is behind a one way door! If you are stuck with this one, fear not, it is actually quite easy when you know how, but you need a fast finger.... here goes.

From the start push one of the buckets onto the nearest switch. This releases the middle gem in the front row, so move backwards a couple of spaces and grab that gem. Now get the second bucket into the middle, and push both buckets through the one way door. This will force the monster to activate the switch, periodically.

Now go back and stand on the gem which is at the right end of the first row. The trap will stop you, but the monster is about to activate the switch and release you, so keep pressing down and after a second or two, you will be released onto to next gem down. Keep this methodology going until you have walked right around the outside of the exit portal in an anti-clockwise direction. You have to be carefull not to overrun the gems and end up in the lava though - this is quite tricky, but not too hard for anyone that has come this far!

When you pick up the last gem you must go back one then right one space into the exit. That is, do not continue around to the position of the very first gem that you picked up in the middle of the first row, otherwise you will become permanently trapped, and all your efforts will have been in vain.

If you were quick on the buttons, you will gain the gold gem using this method, easily.

Looking For You

Time for Gold : 31 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Medium
Number of Gems : 5

It took me a while to figure this one out! I tried lots of different ways, but in the end, there is a simple way to complete this without having any hassle at all with the monster, and have a couple of seconds to spare even winning the gold gem.

In the later part you will be slowed by tokens but in this first part you have to be quick on the move to set things up. Firstly move down, pick up a gem and step on the button that will set the timer going on the chubb chubb. Now before the chubb chubb fires forward, you have to run up and place the bucket directly in front of the door that is holding back the monster. Then run left and stand on the switch. This switch opens the bottom door, the chubb chubb will run through, and slam into the bucket, destroying the monster behind the door.

Phase two! Move the bucket onto the switch you were just standing on, and run up and grab the two gems from the north alley. Come back out (slowed by tokens) and collect the bucket again. This time use it as a raft to collect the gem in the water on the right. Now head for the exit. If you were quick you will easily have achieved the gold gem!

A zyzak Friend

Time for Gold : 16 seconds
Difficulty for Gold : Easy
Difficulty to Complete : Easy
Number of Gems : 8

An easy level when you know how! Simply grab the nearest three blue gems when you start; this will force the monster to activate the 4 switches in quick succession. Skip past the big guy and hold the up key until you reach the top of the gem filled swamp avenue. Turn left at the top and come back down to the start, collect the last gem and exit! Easy gold!

Zyzak's Trail

Boris is Mad

Bucket Guarding

Safe Passage

U help me I help U

Infiltrate

Chubbchubbs Help

Chubbs Assault

Meeper's Break

Meeper's Dilema

Trapped ChubbChubbs

Escape from Boris

Boris' Tough Luck

Let's Be Friends

Zyzaks Escape

Scare the Zyzaks

Zyzak Patrol