

Super Magnetic Neo FAQ/Walkthrough

by winnie the poop

Updated to vFinal on Aug 26, 2003

Super Magnetic Neo (Dreamcast) FAQ/Walkthrough version Final (8/26/03)

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SUPER

MAGNETIC

```
ooooo      ooo oooooooooooooo  .oooooo.
`888b.    `8' `888'      `8  d8P'  `Y8b
 8 `88b.   8  888      888      888
 8  `88b.  8  888ooooo8  888      888
 8   `88b.8  888      "    888      888
 8     `888  888      o `88b  d88'
o8o        `8  o888oooooo8  `Y8bood8P'
```

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FIND SYSTEM

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Explanation:

1. highlight the string
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5. Press "Find Next".

I. HISTORY

Version Final (6/19/03) I dunno, just a re-format. And no, this won't be a true 'Final' version because I KNOW this guide SERIOUSLY need a re-format.

Version 2.21 (2/26/03)

-FINALLY received an email (actually, 2!) about THIS guide! The reward for beating all of the Challenges is now known.

Version 2.2 (2/4/03)

-Did some more stuff in the FAQ section and looks to be done with the entire thing.

Version 2.1 (2/3/03)

- Started the FAQ/Tips section and did the Contents

Version 2.00 (2/2/03)

- Completed the Walkthrough
- Put up and completed the Rewards, Pinki Coins, Time Attack, Hidden Locations and Boss sections

Version 1.1 (2/1/03)

-Continued the Walkthrough (outline)
-The Walkthrough up to world 4, level 1

Version 1.00 (1/31/03)

-Started the Walkthrough only (outline)
-Walkthrough went up to the boss of the Jungle World

II. CONTACT INFORMATION

If you ever need some help, please do ask me! Any questions are welcomed. My e-mail address is hockeyfox@ameritech.net. Also, if you want me to put up the Locations for the Pinki Coins (which I don't think people need it since it's pretty easy to get) just e-mail me. If there's enough demand, I might do that part. Thanks for using this FAQ/Walkthrough!

III. INTRO

I know this game isn't very popular but I enjoyed this game and thought this game deserved a FAQ on this prestigious site, GameFAQs. I think everyone should be able to enjoy this game like I did. Also, if you want to know what this game is like, read my review on this game in the Reviews Section. I hope you will find that review informative enough! I'm not going to talk senselessly in this intro ^_^ Maybe I will... The Walkthrough is very detailed, because you never know what you're having trouble with. And check out my Boss section on the below when you need help on a boss! Also, I try to get the least 'unneeded' sections or 'fillers' because I absolutely loathed those when I used other people's FAQs for some games. Enjoy the game

and the FAQ!

IV. CONTROLS

The controls are pretty simple:

- Direction Button and Analog Thumb Pad: Character movement
- Direction Button and Analog Thumb Pad: Select menu options
- Start button: Starts and pauses game
- X button: Jump
- Y button: Bring up the save screen
- A button: N Polar Pop and accepts menu selection.
- B button: S polar Pop and cancels menu selection

- Right trigger: Run
- Left trigger: No use

-X button while running: Super-jump

***NOTE: You can change the controls if you like. If you want to do so, go to the menu and select "Configuration".

V. STORY

The notorious Pinki Gang has just taken over the Pao Pao Park! The former owner of that Park was the Professor, and he's fumed about the horrible situation! The main villain is a baby named Pinki, hence the Gang's name. She has two henchmen that just play foolishly with her, while the Pao Pao Park is in chaos. The Professor has decided to send his best robot, Neo. That Neo has the ability to use magnets, and it's very smart for a robot! While Yasu and Gasu (the henchmen) are playing with the boss Pinki, Neo are working hard to get the Pao Pao Park back...

A. CHARACTERS (pulled out from the manual)

-NEO-

Neo is a magnetically charged robot who was created by "The Professor." His artificial intelligence is based on the Professor's own mind, so he has all the same quirks and bad habits as the Professor. He's always excited, energetic and eager to please. Neo is good-natured and loveable.

-THE PROFESSOR-

The Professor says that he created Neo to help maintain world peace, but the truth is that he just loves to tinker with machines and show off his inventions. The Professor is somewhat absent-minded and always preoccupied with thoughts of another invention. Neo is a practical application of the Professor's discovery of the Super Magnetic Theory.

-PEEDEE-

PeeDee thinks he's the Professor's second in command, but he's really just a helper. PeeDee is designed like a toy, but he is highly functional with advanced features. He tends to get very frantic and, at times, hysterical.

-PINKI-

Pinki is the leader of the bad guys and she's just a 2-year old baby! She rides around on a floating pink rubber ducky. Don't let appearances fool you though; she's the most evil villain in the game. Pinki's most noteworthy skill is the ability to put people down, making them feel bad with her foul temper. When she is happy and in control, she speaks with a sweet little baby voice. However, when she gets angry, her voice gets deeper and she begins to scream.

-YASU-

Yasu is Pinki's right hand man and spends all day and night coming up with new gadgets to promote evil in the world. He's brilliant, but also stingy, confrontational and quite self-absorbed. He rambles on all day with stories of his life and his evil doings.

-GASU-

Gasu is Pinki's #2 man. His brain doesn't work too well, but he's very strong. He's been held back in elementary school ten times and still can't graduate. If you get him upset, he won't stop until the object of his anger is completed destroyed. He also loves banana milk.

VI. FAQ/TIPS

A. MAGNETS- WHAT CAN THEY DO FOR YOU!

I'll make this simple so you can absorb the information quickly so you can play the game..

The A button uses the North or Red Magnetic, which repels North and attracts South.

The B button uses the South or Blue Magnetic, which repels South and attracts North.

If you have taken some basic Science class or fiddled with the magnets, you would already know this stuff.

You will use the magnets to attract AND repel! Most of the time, you attract to grab monsters to transform them into an Ener-cube (will talk about that later in the FAQ) or get on the transporter that will move you while airborne. You repel to avoid magnetic monsters, and jump from the panels to reach higher places or far away.

B. PANELS/TRANSPORTERS

Panels are the squares that are laid out over the levels and all of them are either red or blue, representing the South or North magnets. You always will, ALWAYS will use them to get along on the levels. You will never need to attract into it.

You know the laws of magnets, right? The two magnets that has the same

magnetic polar repel each other. So you will have to use the same magnetic polar as the panel's. For example, if the panel's red and you want to use it to fly off to the next platform, you press A while on the panel because it releases the North power of the magnet and it will repel from the panel and send you airborne. Do the same thing with blue panels, only this time use the South (B button) polar.

The transporters look like a yellow dot with a glowing red or blue aura around it. The aura's color represents its magnetic polar. If you attract to one of those, it will instantly 'transport' you to the end of the transporter line. They are incredibly useful in all of the levels you will play in this game. You will have to think fast to recognize the color of the transporter and press the opposing color to attract to it.

Since you know the laws of magnets, you press the opposing magnetic polar to attract to the transporters. Press A to get on the blue transporters while use the B button to get on the red ones. Simple concept! I hope I didn't write too much because I didn't want to put a lot of 'fillers' and bore you to death.

C. NEWTON'S FIRST LAW OF MOTION/ A.K.A THE LAW OF INERTIA

Sir Issac Newton is our friend. As you may know, he was hit by a falling apple, and he realized that the apple fell because of the gravity of our earth. He composed some laws of motion but the first one he made is vital to this game.

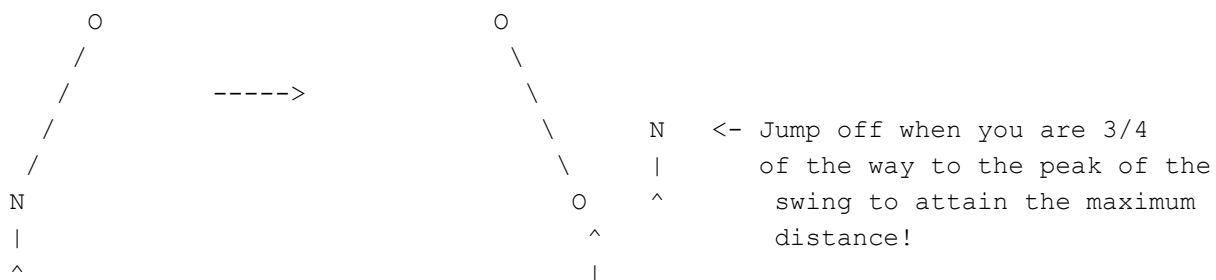
Here's the law:

---An object at rest tends to stay at rest and an object in motion tends to stay in motion with the same speed and in the same direction unless acted upon by an unbalanced force.

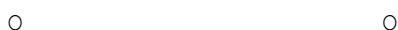
How does this law relate to this game? Easy. You can use the transporters and the pendulums to remain in motion until you are stopped by an unbalanced force (gravity or wall). In some cases in the game, you will have to fly or jump off the pendulum/transporter to go further to other pendulums/transporters or even platforms.

How do you do it? You must jump off before the pendulum reaches its highest peak in its swing and you have to be in motion. Also, on the transporters, you have to jump off before the transporter stops. Here's an ASCII art to help you understand this better:

SUCCESSFUL JUMP/FLYING (PENDULUM)



UNSUCCESSFUL JUMP/FLYING (PENDULUM)



```

      /      \      O      <-- This was unsuccessful because
     /        \      |      the inertia was gone, Neo
    /          \      V      stopped when the pendulum
   /            \      N      slowed down at its peak. So
  /              \      |      if you let go at this point,
 /                \      ^      you have no inertia so you go
N                  |      directly down.
|                  ^
^

```

SUCCESSFUL JUMP/FLYING (TRANSPORTER)

```

      O      O
     /      /      <-- Release or tap A/B
    /        \      button before you reach
   /          \      the end of the line
  /            \      to attain maximum inertia
 /              \      and distance!
N                ^
/|
O ^

```

UNSUCCESSFUL JUMP/FLYING (TRANSPORTER)

```

      O      O      <-- Neo didn't let go
     /      /      until he stopped
    /        \      at the end of the
   /          \      line so when he
  /            \      N      drops, he will go
 /              \      |      directly down.
N                ^
/|
O ^

```

```

N
|   <---- My pathetic attempt to make an ASCII Neo
^

```

D. RIDES

In some levels, you will use a different medium of transportation other than yourself. There are two other methods: the toy horse with wheels and a mine cart.

- The controls for the horse:
Left/Right: go left/right
A button: North Magnetic Polar
B button: South Magnetic Polar
X button: Jump
R button: turbo

For the mine cart, the controls are the same but this time, you have no control on the directions.

E. ZEBI COINS/ PINKI COINS/ INVICIBLE CAPSULES

You will see tons of bronze coins, some silver coins, and rarely may see gold coins scattered throughout the levels. They have the 'Z' engraved on them. They are Zebi coins. What's they for, you may ask. If you collect 100 Zebi _points_ (not coins), you get a 1-up. Quite valuable, if you ask me. Each coin colors are valued differently. Here's how they differ:

Bronze: 1 Zebi point
Silver: 5 Zebi points
Gold: 10 Zebi points

Try to get most of them, for they are your major supplier of your lives.

Pinki coins looks like it has a mouse skull engraved on it; but actually, it's a shadow of the face of Pinki herself. It is outlined with pink. Each level has 8 of those, and try to collect them all if you want some rewards! Some Pinki coins are easily attained, in the plain sight. However, some are very difficult to locate and get to it. You may have to use transporters or panels or even Super-jumps to get to some Pinki coins. It is one of the three requirements of the level's reward.

Also, on some of the levels and all of the bosses, there are invicibility capsules that allows you to take a hit without dying. It is invaluable in the boss battles so use it well!

F. REWARDS

The reward for getting all of the requirements in a level is pretty crappy, since it's just a piece of furniture for your lil' room. However, I got a lot of satisfaction from getting the requirements done because it is very difficult to do. The requirements:

- Beat the best time (time attack)
- Find the hidden item
- Get all 8 Pinki coins in one run.

In my opinion, I think the Time Attack is the hardest because of the strict time limit. You essentially have to be beyond perfect to attain the time attack requirement. You must not die, stop, or make a fatal mistake that will prolong your time.

Pinki Coins are explained above, please read it if you haven't yet. It isn't that bad because you have all of the time you want to find them. I suggest you use that as your advantage! Use your time to find all of them.

There are a hidden item that's buried underground in every level. Its polar is South so use the A button to pull it out of the ground. You must be wondering, how do I know it's there? You use your VMU's sounds, you will know its there when your VMU beeps. I actually think this requirement is the easiest because of the VMU's help. The locations of the hidden items are below the Walkthrough section.

Now for the main crop, the rewards. The reward will be always a piece of furniture, such as a couch or a pot of flowers. The rewards section is at the bottom, check it out if you want to know what they are.

G. I.D. CARDS/BONUS LEVELS

While going through a level, you may see an I.D. card floating on a platform. If you do, I suggest you to grab it. If you do, it will unlock a bonus level that you can play when you complete that level. If you beat that bonus level (goal: get all 100 Zebis within that bonus level and getting to the exit), you get a 1-up. Unfortunately, the bonus levels are random so I can't give you a Walkthrough for those. But most of them are straightforward so you should be able to know what to do.

H. MONSTERS/ENER-CUBES

Most of the monsters in this game are either red or blue, so they are magnetic. That kind of monster is like candy to you because they can be changed into a weapon you can use! That weapon is called an 'Ener-cube' because of the magnet's energy in the cube. Wanna to know how to transform a baddie into a weapon? Easy. You just press the opposing magnetic polar to attract the monster and the magnets will do the rest. Amazingly simple!

When you have a green Ener-cube on your head, you can throw it forward by pressing A or B. You still can jump while holding an Ener-cube. It can be used to force walls down, destroy other monsters, or to damage the bosses. I suggest you practice with the monsters and the Ener-cubes in the first level to get comfortable with them.

Also, there are some monsters that cannot be absorbed or repelled because they're not magnetic. Some examples: yellow frogs and the monster with an electrical bolt around it.

I. NEO'S HOME

Yes, Neo does have a home! The Professor must be very nice, considering he even gives his own robots their own home! At first, the room has only a chair and a TV (for saving), but the rewards you get will be used to decorate this room into a beauty! To find it, go to the Center Hallway and go to the place between the Jungle World and the Future world.

J. CENTER HALLWAY

Center Hallway is like 'hub' that connects to all of the worlds and your home. You start off in the Center Hallway. The worlds are placed in order, clockwise. You use the transporters that will move around the Hallway to get around in this galaxy.

K. CHALLENGES

One of the most fun things in this game, the Challenges. They are very similar to the bonus levels, only this time they are put in order of difficulty. You can access this mode via the main menu, and select the 'Challenges' option. There are 5 difficulties in total and each difficulty has 20 levels. Therefore, the total of the Challenge levels are 100. The difficulties are:

-Lil' Tricky
-This Hurts
-Don't Even!
-Impossible!!!

I do not know if beating all of the levels unlocks anything because I've only gotten to Impossible!!!-05.

However, two people has told me what the reward was for beating all of the challenges... Guess what it is? The ever-loyal PRIDE! No, it's not an item that makes you invincible. It is the pride, you know, the pride. Nothing like beating the hardest difficulty and bragging about it. THANKS to Steve Schiro and Bumbry88!!!!!!!!!!!!!!

By the way, you can only get a certain difficulty, other than Kid's Stuff, by beating all 20 levels in the pervious difficulty. So if you want to play in the Lil' Tricky difficulty, then you would have to beat all 20 in the Kid's Stuff.

VII. WALKTHROUGH

The levels itself are divided by its own checkpoints in the game so you can easily know where you are in the walkthrough in that level. Say, if you have had gotten 2 checkpoints already in that level, then go to the third part of that walkthrough. Do not include the intro for that level as a section. Thanks!

A. JUNGLE WORLD

1 - 1

Here begins your long and arduous journey as the Super Magnetic Neo! Make sure you know your controls!

***IMPORTANT NOTE: (This section 1-1 will be devoted to learning the controls and the game play, so this level will be slow to you, further levels will be more faster, less explaining because I will assume that you know the controls and what I mean.)

Here goes:

Go forward to the red magnetic boxes. Remember, North (red) will repel North so.. press A to repel you while on the box to make you skyward. If you do this, you get some coins above! Do this for the next box too. However, you should get a 'Pinki Medal', a pink medal with a logo that looks like Mickey Mouse on it. Read the FAQ for more information on that. Now, use the X to jump onto the platforms up ahead. You'll get some coins (Silver coin equals 5 coins, while bronze coins only yields one.) on the way.

Now you encounter your first monster! To destroy it, press the same button of color as the monster. The monster is blue so, press the B button to destroy it! However, you can press A to bring the monster onto you, making it into an Ener-Cube! It can be used to throw at objects or destroy other monsters! Use it well.

There's a Pinki Medal on a stump, don't miss it. Jump to the next stump and you see a blue dot with several yellow dots forming a line. It's a transporter! You can go from one place to another using this! The dot is blue and you want to attract to it so press A! Suddenly Neo came from one place to another! How convenient! Now, press A or B to drop from the transporter when you get to the end of the line. Up

ahead is yet another blue transporter so press A again! Walk further and there's a checkpoint!

Now, when you die, you will be taken to the last checkpoint you touched. You see a yellow frog... And some coins above it. How do you get to those coins? It's too far up! You just press the X button to jump ONTO the frog! Neo will bounce up to the coins! Make sure you don't hit the frog by the sides or you'll die! Move forward and you pick a 1-up! Yay! Now, proceed to the red magnetic box. You have to press A to jump to the blue transporter above. You have to press A twice, once on the box and once near the transporter... There's another one kinda like the one you just did up ahead. Pass the blue monster, ignore it. *gasp* there's a broken bridge! What do you do? Use the R button to dash and X to jump while dashing! You'll do a super jump! Try it; make sure you don't dash into the gap! Touch the checkpoint when you get to the other side.

Be careful about proceeding further- there's a boulder falling. Now, jump up to the first blue transporter you see and press A to transport! Then when you get to the end, drop then press A again to get on another transporter! Then do it yet again to get a Pinki Medal! When you finally drop to the ground level, you see an I.D. card... what's that for? Read the FAQ to find out. Now move forward some more. You see a blue monster on a platform. And a monster on the left platform guarding a 1-up and a pinki medal! What do you do? Absorb the blue monster into an Ener-Cube and throw it at the monster guarding the items! Now the items' yours! While on the platform, jump up to the transporter and attract yourself to move to the other end. Now when you're at the other end, move on to a boulder. Jump on the top of the boulder and jump to a transporter above and transport yourself to a bundle of coins and a Pinki medal. Now, touch yet another checkpoint then transport using the next transport you see to a Pinki medal.

Be careful of the flowers; just pass them carefully while moving on. Now, use the red magnet to jump up to the transporter that connects to another transporter... and at the end of that is the gate... Congrats! You've beaten the first level of Super Magnetic Neo! I hope you liked it!

NOTE: From now and on, I won't be this descriptive because you must have already know what you do when you see a transport and what color you need to use... You should be able to figure out what you need to do. END NOTE

1 - 2

Go forward and drop to the recess below, it's safe to go down and grab the I.D. card. Go backwards and jump back up and jump across the chasm. Go past the 2 red monsters. Now, jump on the white rock/bone on the left. Wait until a transporter comes and attract yourself to it. You could go around the line, collecting some coins. Jump over the log and run... and stop before the cave. You can see some caves ahead of you. Wait until some animals that look like some kind of ostrich comes across the path and you're good to go. Use the blue panels to get the coins above. Proceed ahead; remember to look for the ostrich-like animals crossing across the path. You come across yet another round-n-round transporting line... Do the same thing you did earlier in the level, collect all of the coins all around. Go ahead and drop on the other side. Now, this is a new thing to you. There is a wall blocking your path and a monster on your left. What do you do? That's right, you make the wall fall down by throwing an Ener-Cube. Do so and you have a free path now! Now, when you confront your next monster, don't kill him, turn him into an Ener-Cube so you can easily kill the upcoming frog. Kill the frog, and then jump to the next plank. Make sure, you immediately press B to absorb the monster that's on the edge of the plank to get an Ener-Cube. Again, use the Ener-Cube to kill another frog. You come across 2 transporters, you

know what to do. Now, there's the same wall you saw earlier, the wall that you forced to fall. Now, get the red monster into an Ener-Cube and force the wall down. Finally, you reach a checkpoint!

Now this is a tricky part. You go up along with the transporter AND DO NOT DROP! Be patient and wait until another transporter comes beneath you. Now, drop and attract into that transporter. This may take a few tries if you're not fast enough. Congrats if you made it! Now, just proceed while jumping the platforms and using a transporter. You come upon a checkpoint, enter it. A checkpoint is the first thing you see, so take it.

Proceed and jump the acid gap, make sure where you land, there's no monster lying there. Jump to another platform before the monster catches up with you. The platforms are narrow so be careful. The next part has some rolling rocks and there are many of those coming. Actually there are 3 parts where some rocks are coming. Be careful, my friend. Just walk across the black places where the rocks landed on, when you think it's safe to cross. Here comes your first swinging pendulum. You have to attract to the first pendulum then wait until the pendulum is about $\frac{3}{4}$ of the way to the other side and jump off! Neo should fly to the next pendulum and you have to attract again! I hope you made it! Actually if you miss, the floor is composed of some liquid that doesn't even hurt you so don't worry if you fail. Yet another round-n-round is up ahead! Use it to get to the other side for a checkpoint.

Now the upcoming platforms that you must jump onto are pretty narrow so be careful. Then scale on a thin green wood, then jump left to a transporter, attract to it and move to path with blue panels waiting for you. Use the B button repeatedly to jump across multiple blue panels. At the end, you come upon a red transporter so use the B button again and... Voila! You're at the end!

1 - 3

Huh?!?! Snow in the Jungle World? Something's wrong in the Pao Pao Park, indeed. Anyway... pick that invincibility pill up right front of you. Now you will start to slide, you still can use the magnets, but you can't jump anymore. You just dodge the icicles, gaps, monsters, until you stop sliding. You will know that you have reached the end when you see a ramp then you crash on your head >.< When you flew out off that ramp, you should have had gotten a I.D. card on the way. Now pick up that checkpoint... and go right.

Before you go any longer, you should be able to see some black dots which are shadows of icicles above you, just get close but not on those shadows and let the icicles fall and crash n BURN! Haha! Do this again for all of the other icicles. When you're done with the stupid pointy ice things, you can use the panel to get the coins then go to the pendulum to get to the other side. When you reach the other side... get ready for a snowman-smasher! It's some kind of crusher and you have to get under it in a hurry. Wait until the crusher drops and get back up and you dash through!!! The next pendulum is trickier. Know why? If you drop from the pendulum, you're going to be on the place where another crusher will crush. So, you have to time it perfectly, jump from the pendulum only when the crusher just have had crushed then press B to attract to a transporter to move you into safety! Finally! Now, move along until you see a checkpoint. Get to it.

The next part is filled with icy surfaces. You have to jump in the opposite direction if you're going toward an undesired direction! Remember that, that will save you! Jump across some gaps until you meet a red monster. Now, suck him up to make an Ener-Cube. Use that Ener-Cube to break down an ice wall on the other end. When you broke the wall, jump over the ice fragments to the place where's there's absolutely ice everywhere! Be careful in this area! Remember,

jump to re-direct quickly! When you have passed that area, good for you because you have reached yet another checkpoint!

You're almost at the end! Now, use the red magnet panels to propel Neo up to the air to other panels. When you finally end up on solid ground, turn back! A flowerpot is chasing you! ^_^ He won't chase you all of the way. He'll stop; you can stop near the edge. Then sneak past that pot by walking past his right side. Then you have only 2 platforms to jump before you reach the end!!!!!!! You're ready for the final level of the Jungle World!!!

1 - 4

Uhhh???? First, a snowy land in a tropical Jungle Island and now back to a nice, regular Jungle environment? OH, how I love this game ^_^ Before you go much further, there is a camouflaged blue transporter to the left. Look for it. Then use the transporter to the right, after a few platforms, to fly to yet another 2 transporters, leading to a platform behind a monster. Take the monster into Ener-Cube and use it to knock down a wall up ahead. Then use the red planes to bounce off and land on an I.D. card and pick up that checkpoint afterwards.

gasp You're in an electrical field now! Use the pendulum to swing over the electrical field to the other side. Now, you can either use the transporters or the walkway to get to the other side. It's up to you. In the third electrical field, you just cross it by using the glass walkway. Easy said, easy done. Now, as you move along, you see a red switch to the right. Turn that switch on by hitting it with the red magnet. A series of platforms will appear, forming a bridge for you to across. Go across the newly formed bridge and use the 3 transporters to get onto a platform with a tree. Then do a super-jump to get to a checkpoint and a cave.

Pick up that invincibility and jump on the blue/white egg to the right. Use the pendulum to get to the other side, where a monster resides. Get that monster into an Ener-cube for a wall-breaking-down yet again. After you made that wall fall down, go across the bridge to yet another NARROW bridge! You have to tiptoe if you want to survive. The problem: there's a duck/flower trying to hit you off to death! You can wait a bit for the duck to attack, and then it will retreat. That is the chance for you to go on. Do this for all of the ducks, if necessary. Then you get out of that narrow bridge, the level's done! Time for your first boss!!!!!!!!!!!!!!

Jungle World BOSS: Giant Venus Neotrap

There is no turning back when you cross the bridge. You will pick up that invincibility capsule on the way and you will need it. The attacks that the boss has are:

Bite (the Plant will try to bite you by lunging his head forward at you)
Calling forth some spores (monsters)
That's it... Simple boss.

What you have to do are go to the sides (left or right) when the plant try to bite you, it will usually miss you if you are *moving* to the left or right. Keep moving all of the time. When the plant rests his head, which means that he is calling forth his spores. The spores might hurt you if you're not careful but think those as 'ammo'! Absorb them into an Ener-Cube and use it to throw at the Plant and injure him! If you get hit or hurt somehow, there's 2 invincibility

capsules, one on the left, one on the right. Rinse and repeat. The plant only needs 3 Ener-Cubes to beg for mercy. When you've beaten him, you own Jungle World!!!! TO THE ANCIENT WORLD!!!!

B. ANCIENT WORLD

2 - 1

All right, welcome to the Ancient World. This first level of this world won't be any ordinary one. You will have to ride a toy horse with wheels all of the way to the end. This level can be difficult... try to follow what I'm writing. You still can use the X button for jumping, also the magnets too. A and B can be used in this level although you can beat it without ever using a magnet.

First, Neo will get on the horse and give you a sly look ;) Then the first adventure with your lovely horse will begin! You go down the hilly road, collecting some coins and dodging some cacti. After a pool of water, you come in a cave. In this cave, be careful of the pillars. Go between the pillars, collect the coins and look out what's ahead. There's a pit that you have to jump across, remember that. When you get out of the cave, 3 rolling rocks will come rolling down toward you. Go left of the first rock, then go right of the second, then go RIGHT on the last one! A lot of people might have this conception: go left on the last one... it's not safe; you will usually end up back to the start if you select to go left. Just go right, you'll be fine. Stick to the wall! Now, when you get out, try to think fast and press A to flip the switch on the right! If you did it successfully, some blocks will come up, allowing you to reach some silver coins and a Pinki medal. That is, if you can do it! After that phase, there comes your first checkpoint of the Ancient World.

Now there are some stiff competition: some horses with some weird guys are going slowly, slower than you are so be careful and don't crash into them! You can look for blue panels and use it to jump skyward to a sky bridge. The bridge is very valuable, since it contains an I.D. card, some major coins, and a 1-up! Now think fast yet again: another switch will be your right. But, this time, it's blue so press B to flip that switch. Make sure you're close to it though. If you're successful... you can get 2 Pinki Medals. Proceed very carefully between the horses while dashing. If you're okay, you should see a ramp with a blue panel on it. Of course, if you use it, you'll end up on a higher ledge. Do so, and then 3 rolling rocks are coming down! AHHHHH! Relax... just go right of the first rock then immediately go between the last 2 rocks and you're fine. Now... all you have to do is dash down the hill, up a ramp and the level's done!!!!

2 - 2

Welcome to the second level of the Ancient World. This level is the smallest of all levels, yet... it is one of the hardest and one of the longest levels in the entire game. Scary thought, isn't it? That's because you have to go backwards way back to the beginning. You'll see why.

You start off at the front of a black greasy slope, as you go down, you can go back up so try to get all of the coins or a Pinki Medal on the run. Then walk across the tar pit and do a Super-jump to the far platform, and do a jump to get to the other side. Proceed and you will find an alley with some end-less pits. The trick here is that the tombs will come crashing down as you go near them! So, go

near the tombs and get out of the way! There are four of them and when you made it all of the way past that tombs part, you can see a checkpoint just there, past a pit. It's the only checkpoint in all of the level! So be happy!

Now, flip that switch on the left and jump the platforms to get an I.D. card. Then go ahead and jump the thin platforms leading to an invincibility capsule. I bet you're wondering why it's there. That's because it's for a tough part coming up. Jump across the last pit... and suddenly the spikes come up, blocking you way back! What do you do? You have to flip 2 switches, left and right. They will trigger a block that will come up randomly on the stone face in the front of you. If you get 2 thunderbolts on the eyes, you will get 2 yellow monsters; get rid of them by attacking them with a magnet or jump on them!!!! If you got otherwise, like a thunderbolt and a blue eye/red eye, you get some monsters. Use those monsters to get Ener-Cubes to attack the face. Repeat! If you attack the face 5 times, it'll go down. However, if you're lucky and get a 7 and a 7... You get TONS of gold coins and the face will break down! Hooray! Hey... wait... a firewall's coming at you!

You have to run all of the way back to the pit you was in earlier, near the beginning. On the way, there are no platforms that got you an I.D. card so you'll have to swim across the long tar pit. When you're finally over that tar pit, run to the area where's the tombs' at. Ignore the tombs and jump immediately over the chasms! Then run all of the way to the pit and wait there. The firewall will be gone when it comes near that pit so you're safe! When the fire was extinguished, the path ahead changes! Now there's two bats hovering! Try to avoid them, just wait until they attack and retreat back. Now you'll have to jump the tombs again... No problemo. When you see two statues moving around seemingly randomly, be calm. It's not random at all. Just wait until a statue comes on the bottom right corner and takes off. That's your chance to dash to the other side. You can flip the switch to bring up the platforms if you want. The rest of the level is nothing so the exit's yours! Congrats!

2 - 3

When you began this level, you may have noticed something different... yes, there is something different: a side-view instead of a camera behind you. If you ever play games like ****Klonoa 2**** you'll LOVE this level! I played and beat Klonoa 2 and I think this level is my favorite. Difficult, yes, but fun! I will try to give you more detailed walkthrough for this level than I did in the pervious levels because this level is pretty difficult.

Jump over the gap, grab the 3 coins, and then sneak past the mummy monster. You can't absorb or destroy him since he's not magnetic. Now, get on the flying platform to move to a platform with a red plane leading to another panel. Follow the panels to transporter, which will lead you to a switch. Flip that switch and go quickly up the newly formed stairs, killing the red monster on the way. Here's your first checkpoint!

Get on the pendulum and fly to the next platform. You see those purple blocks? If you step on one, that block will fall after a while so you have to move quickly!!! Jump to the next platform and move on using the blue panels. When you've used the pendulum to land on another set of purple blocks, move fast and get that monster out of the way! Try to get that 1-up too. Go ahead and get on that flying platform. That platform will connect to yet another flying platform. Get on that platform and it will lead you to yet another checkpoint...

Now, see that I.D. card above you and the checkpoint? How do you get to it? You use the pendulum ahead. Get on the pendulum; fly the other way, when your momentum

is going the fastest. When you get the card, use the pendulum again to move on. Grab the 1-up and jump to the next flying platform. Now, you have to jump a set of flying platforms. Jump when the platform you're on are at its highest peak. Do this with all of the flying platforms in this set. You see that switch? Flip that switch, and get on the top `_step_`, don't jump yet. When you see the pendulum above you, jump up to it and attract yourself to it. Now you can go to the next platform. There are two ways to move on: one is use the monsters to break down the walls (3) or: use the panels and the pendulums to fly to the next area. It's up to you. Either way, you will end up at a checkpoint.

Think fast because you have to jump on a purple fallible block then immediately jump off to a blue panel. Use that panel to jump up to a pendulum. Try to take off the pendulum to the next transporter and attract yourself to it. If you can't do it, you can use the blocks (purple fallible ones, so be careful) to get to the other side. When you use the next blue panels, you're literally above the clouds! Whoo!!! Now, see those two switches? Flip them to and `_IMMEDIATELY_` go up the stairs to the next switch but `_DO NOT STOP_!` Flip that switch on the way, without stopping. Go up another set of stairs. Dash to yet another set of stairs! If you're fast enough, you can get to the end! If you're not fast enough, you have to go back to the 2 switches and try again. If you made it, the only thing ahead is the GOAL!!!! GOOD JOB!!!

2 - 4

You've been noticing that the levels in the Ancient World have been tough, right? Well here's the bad news: the last level of this world is no exception. Yes, that's right. It's going to be a long and a tough level. The good news: it's the last level of this world.

Go ahead and jump to that narrow set of blocks on the left, picking up some coins on the way. Now jump over to the thick-block platform. Make sure you're on the upper-right corner of the elevated section. You should be on a purple block. Now, do a Super-jump to the platform with 3 blocks to the right of you. If you made it, jump to a blue transporter and it will lead you to another platform `_safely_`. Now, find another transporter and use it again. After you've used the last transporter, drop and make a `_Super-jump_` to the next platform. You see some platforms leading to a row? Don't bother. Instead, use the round-n-round transporters to move yourself to the upper left path, not the upper right. It's safer that way. Oh, before you go there, go around the transport line once to pick up a 1-up. Back to the path: you will see some blocks forming a 'stairs'. You see the yellow/black platforms? They're fallible like the purple blocks you saw earlier in the third level. So jump fast! When you get to the top, there lies your first checkpoint!

Before you get any further, flip that switch to your right. Then proceed quickly to the next transporter, which is at the end behind the window. Make sure you take the left path. If you made it, congrats but the level's hardly over. Use the pendulum to get to the other side of the chasm. Then use the farthest blue panel to jump up to a swinging pendulum. Use the pendulum to land on a platform with a blue switch on the right. Use the switch to make the stairs come up. Go up the stairs, avoid the spike monster. Use the transporter, and then move along until you see a monster. Turn that monster into an Ener-Cube to force the wall down. Go across the fallen wall; be aware of 2 monsters flying around. Walk carefully until the end of the platform, where you will find a checkpoint.

Now here comes a very tricky part. Listen to the directions carefully. Get on a moving red panel. Stay on the panel until you're fairly close to a mummy

monster. Press A when you are close to it. Neo will jump and fly over the monster and land on the moving panel, perfectly. Don't worry about the landing; Neo will land on the panel for sure. Now time for yet another scary part. You have to walk across slick ice with blocks moving all around! You have to move fast, jump to redirect your footing. If a block hits you, jump quickly to get your footing back on the line. When you finally get to the solid surface, you see a blue switch on the right. Use it to open a glass door on the other side of the room. You can either use the pendulums/transporters to get to the other side or use the ice on the left side. I recommend using the ice path despite the moving blocks. Jump over the blocks and walk fast to the other side. Now, avoid the spike monster and pick up that 1-up on the left. Stay near where the 1-up was, and wait for a panel to come. Then get on it, and do the same thing you did earlier in the level, the jump-over-the-monster-and-land-on-the-panel-again thing. Now do a Super-jump or a jump to get to a checkpoint.

Use the switch on the right to bring up a set of stairs. Now, do this FAST: while going up the stairs, flip on the blue switch on the way, use a transporter and fly off it, landing by another set of stairs. Then go up the stairs. If you're slow, try again by going back to the first switch by the checkpoint. If you made it, read on. *groans* not another icy path! Well, this path is the last path of this level so be happy! ^_^ There's some bullets coming across. When you see one coming at you, jump out of the way! When you get to the end, an icy slope blocks you. What do you do? You hold on the dash button and do 2 or 3 Super-Jumps to get across the icy slope! Congrats, you beat the last level of the Ancient World! Only 2 worlds to go!

Ancient World BOSS: Ruby Cube Bear

All right, here's your second boss. This boss isn't really hard, pretty easy actually. The boss itself is actually a black cube. The cube has the ability to become a hand, a pair of legs, or a giant cube.

Go and use the transporter and pick up that invincibility capsule. Then do another transporter and you're in the battle area.

The first form will be a hand. You just have to dash past it when it's winding up to slam you. Do it fast and DASH! You don't want to waste that capsule. (There's 2 more capsules on that arena but better keep it for later use.) Now when the hand slammed, 2 monsters will be coming down from above. Grab one of those into an Ener-Cube. The hand should be a single black cube now, but not for long. You have to attack it with an Ener-Cube pretty quickly because the black cube will be back into a hand soon. Just throw the Ener-Cube at the cube. If you hit it, the black cube will transform into a giant pair of legs. Its attack: jumping high up in the air and try to stomp you. Just dash/run to some other place when the legs jump. Again, the legs will turn into a wimpy black cube again. Also, another set of monsters will come down like before. Likewise, take on of them and throw the Ener-Cube at the black cube. Now, it will change to its final form: a giant cube. It will roll to various places. It's up to you where you want to go. Just don't get squeezed by the cube. When the cube ends up at the bottom of the arena, it will once again change back into a black cube. Again, monsters will come crashing down. You know what to do: make the monsters act like ammo. If you hit the black cube for the third time, you've won! Gold coins will come out of the exit! Hip, hip, hooray! Time for the Cowboy World!!!!!!!!!!!!

C. COWBOY WORLD

3 - 1

Ahhhh... The world's theme is the Wild Wild West, and the environment from the starting point sure shows that way! Good job, whoever made this game! This level is pretty short, and the challenge is okay... not too hard. To the walkthrough!

Go through the buildings and stop before the wood street ends. You should see some cows coming after you, but they'll turn away before they reach the wooden street so don't worry. But hey... A COW STAMPEDE???? Why not bulls? *shrugs* Anyway... when both cows gets away, immediately run to the nearest red panel. Then wait for the cows to come. The jump using the red panel over the cows and proceed to the next red panel. Repeat. Then go to the next red panel and do the same thing. Ignore the panels/transporter above, not worth it. Then when you land, go straight and left and enter a pub. Nice pub, isn't it? Go up the stairs and grab the blue monster into an Ener-Cube and use it to break down the door/wall. Don't forget the 1-up on the right part of the room, though. Now, go out of the door. You will land on a horse. Remember that horse in the first level of Ancient world? Yep that's the same horse. Grab that checkpoint.

Now, the real riding begins! Hee-HAW!!!! Now, jump over 2 sets of crates and make sure you stay at the right side because there will be a cow coming from the left side. Jump yet again, over some crates. Dodge the barrels, and dash all of the way to the next cow. Immediately turn left or right after you go past the barrels to avoid the cow. Then stick right to go past the next cow. The cow was jumping so you don't have to jump. Jump across the chasm and stay right and let the cow go past you. Now, jump diagonally from left to right when you reach the next chasm. Don't bother using the blue panel in the chasm. Just jump over the narrowest part. Then jump to the next blue panel, use the panel to go to the area with rising/falling tombs. Just use the path to proceed. Don't use the first red panel; just jump using the X button, diagonally. Then jump over the 2 holes with the tombs. You may be stuck when the tombs rise at the same time... Too bad, you'll have to do it again. Another double-tomb holes are coming up so be ready. When you're finally out of that tombstone hell, use the panel to get on the next platform. Go to the extreme right and wait for the cow to pass you, then immediately go all of the way left, passing that damn cow and jump the crates. Then use the blue panels to jump over the crates. Then go up the ramp and the level's done! So much for so little...

3 - 2

shivers That's me when I had to do a FAQ on this level. This level is the longest, baddiest, and most merciless level yet! I needed *****16***** minutes to beat this level alone for the first time through! That meant I had to go through this level AGAIN! AHHHH! This level has no mercy. You should be grateful you have this Walkthrough to help you! I had none to help me! Be afraid... be very afraid.

Go forward and sneak past the ice crystal. Remember to not touch the ice crystals in this level. One touch and you're dead. Got it? Good. Now use the pendulum and fly to the other side. Time yourself with the mouse that's on the other side so you don't have to trouble yourself if you landed next to the mouse. Allow some room so you can evade the mouse. Now, use another pendulum up ahead to get on a stepping-stone. Jump to the next stepping stone and go ahead and jump to the next platform with an electrical monster on it. Avoid the monster, and get to the other

end of the platform. You see that stepping stone? You notice anything different? Yes, the surface is rough and jagged. That means that stone is fallible and will fall into the water if you step on it. So jump fast once you're on it. Remember that, there will be more stones coming up. Now, go ahead and jump those stones. When you come upon a transporter, use it and drop to a grass platform. See those 3 fallible stones? You have to use those stones to jump up and attract to a transporter. Wait until a transporter comes around near the stones. Then quickly jump on the stones and jump up and attract yourself to the transporter. The transporter is on a round-n-round line so go around once to get all of the items. Drop onto the north steeping stone. This stone is a fallible stone so do a Super-jump immediately to the next platform with... YOUR FIRST CHECKPOINT! YAY!!!!

Now, go up on the top pillar and jump onto the red panel. Use the panel to jump up to a pendulum. The pendulum leads to a transporter, use it and you will end up in an icy area. Ice in the cowboy world? Wow, what a world. Remember, use the jump button to redirect yourself! Do a Super-jump to get to the other side, and then do yet another Super Jump to get back to the original side, but beyond the ice crystal. Now, go back to the other side, past the ice crystal. Hey! There's an icy slope, I can't go up anymore! Yes, you can. You use the dash button to run all of the way up. When you're on the top, jump across the chasm and pick up a 1-up. Now, do the dash thing again on an icy slope. And you're out of the icy area! Whoo! We're doing great! Just stay with me! Now use the transporter to get on a red panel. When you get on the panel, the panel will shift to direct you to another transporter. Go to that transporter. When you drop from the transporter, move fast! Why, you ask. The red block you just landed is fallible! Another fallible block? Yes, indeed. Remember this too. Go to the other side, while avoiding the red blocks (if you can). Now do a Super-jump to the platform with a revolving statue. Go with the flow of the statue, and then do a Super-jump to a platform similar to the red-block one you saw earlier. Go across this and jump to a CHECKPOINT! Wow! What a loooooooooooooong level!

Try to ignore the pendulums and such because it's not that safe. Do take the required ones. Get on a platform and jump to another and another, while you're on the way, avoid the monsters. After that part, a checkpoint is ahead of you. Why so many checkpoints? Yea, it's that hard. The next part is tricky, took me a while to figure it out. Get to the other side of the chasm by doing a Super-jump. Get back and stand on the edge, and jump and absorb the flying monster above and turn it into an Ener-cube and use that to force the wall down. Use the pendulum, and you should see a bat hovering around. Go under it and pick up a 1-up. Then go back up by jumping several times. Now, you use a Super-jump and try to land on the bat to do a double jump. If you're successful, you should end facing a transporter. Think fast and get on that transporter. Drop from it, and do a Super-jump to the platform with a revolving statue. Remember, go with the flow of the statue, not against. Go ahead and jump to other platforms, you know what to do. (Try to use a Super-Jump every time.) Also, use the pendulums. You should end up touching the fourth checkpoint after all that! Congrats, but the level isn't over.

Jump to the next platform and Super-jump to the one after that. Go to the thin grass bridge. Be careful, the bridge's thin. Go with the zigzag pattern of the bridge. Absorb that monster in the front of you, and use the Ener-cube to break another wall down. Here comes an icy downhill section! Go down the slope, remember to bypass the ice crystals! When you see a pit coming up, jump backwards to stop you from going down that hole! Walk to the other way, across a bridge. Go up to a switch. That switch opens a cave with a monster inside. You need that monster to kill a monster that's above the cave. You have to use the transporter fast and grab that monster! When you did it, use it to kill the monster upstairs. Do it again because there are two. When you're done with that part, proceed to the new area. Use the pendulum, it leads to a transporter. Use the transporter and drop on a platform. Now, you have to use the red panels to bounce off. You might have to do this several times because the angle's kinda wrong. Try to get on the right side

of the first panel, it should do it right. If not, try, try, again. Do not give up! I didn't... (Even though I ended up with 16 minutes!) Guess what's beyond the red panels? THE EXIT!!!! YOU HAVE CONQUERED THE LEVEL!!!! Congrats, man! God, how I hate this level.

3 - 3

This level is similar to 2-1, where you had to ride in a horse all of the way. However, this time you see the mine cart instead. It's pretty fun and SHORT! You must be happy about that after that hell level 3-2!

Immediately press B to open the first door, which is a magnetic South. As you're going downhill, press and hold A because doing so will flip a switch so you can get some goodies and save you the trouble of jumping! ^_^ Then jump to grab a 1-up. Then jump across 2 holes in the path. DO NOT MISS THE SOUTH SWITCH ON THE LEFT!!!! If you miss, you're good as dead. If you miss, the path will lead to a dead end. You die, good-bye. But if you did flip the switch, good for you and jump across the pipes (4). Then move along and jump that last hole in the track. Then a strange machine that looks like a crane will transport you. When you finally get moving, you'll touch the first and the only checkpoint in this level.

Then DASH to beat the falling bars!!!! All three of those! Then flip that North switch. Jump over 3 holes up ahead. Try to jump across 2 holes in the first jump, landing on the track with a gold coin on it and immediately jump again to get over the last hole. Open the upcoming door by holding down A. Then jump over the 2 barrels by holding down the dash button and do a long jump. Two doors are coming up: South and North. So press B for the first door and press A for the second. Then flip that South switch and dash through 4 falling bars. If you have done that, the level's end is coming up! Good job! This level is short, but sweet.

3 - 4

The last level of the Cowboy World is very varied, ranging from a place filled with lava to dark sky to a waterfall and to a river crossing. This level is pretty tough, and also long, but I think you're ready for this because you've toughened up from that hell level, 3-2. 3-4 is like a level with a medium difficulty compared to 3-2 so doesn't worry. Some tricks are coming after you. It is up to you to counter and go to the final boss of the World 3.

You start out in a lava world, jump over to the next platform. Wait until a rolling boulder has come off the path and DASH to the next panel! Do it fast, fast! Then use the panel to jump over the next boulder and go ahead and jump off the path to a small island to your right. Wait there until a boulder has passed, and jump back on the path. Now, use the panel to reach the transporter above. The platforms in front of you are fallible, but only the ones that has some grass on the edges. But that should be nothing to you, just jump over them quickly. Use the pendulum at the end of the fallible platforms to reach a lone 'porch' on the right. Do a full Super-jump to reach the checkpoint. It has to be full, no holding back.

Move on and avoid the meteors crashing down. Do not touch the flames caused by the impact. Flip the switch, and go up the slope by doing several Super-jumps. You don't want to come back down because the fire will get back up and kill you. Then get on the panel and go up to the pendulum, get off and land on yet another slope. So you have to think fast and do the same method: Super-jumps to get to

the top. Now, moving on. The crusty blocks you see are another fallible blocks so be careful. Jump over to the next platform and do a Super-jump to get to a bigger platform, over the flames. Get on the round-n-round transporter and drop off at the right platform. From there, do a Super-jump to reach the path with a sign behind it. Walk slowly along the path (no obstacles on the way). On the way, you should be able to pick up a 1-up and 2 Pinki medals. On the end of the path, get on the pendulum and land on the blue panel. From the panel, take off to the next transporter and it will lead to your next checkpoint!

You're around halfway to the finish line! Take the red monster into an Ener-cube and make that wall fall. Go down the slope. Before you go on the platforms, make sure there are no meteors coming down at the platform you're going. If it's all clear, jump to that platform and jump to the next safe location. When you get to the end, you pick yet another checkpoint.

Jump up to the next switch and flip it. Then get on a transporter going around. Drop off and land on the north platform. Now, be careful. The revolving statues can get you off the path and go into your death. Proceed when the statue stops. There are two, and when you end up passing them, jump to the last platform before the river and do a Super-Jump to the pendulum and attract to it. Fly off the pendulum to a transporter and wait until a tomb's directly below you and drop off to that tomb. Now, you have to jump very fast (can use Super-jump too) many times to go up the river. Use the tombs as your stepping stones. When you think you can jump to the left platform with the checkpoint, do it! Better use the Super-jump for this occasion. If you got it, congrats!

Now, go near the jumping Aztec guy and when he goes up, you dash under his feet! Then do a Super Jump to get to the other side to pick up 20 coins and a 1-up. Get on a moving tomb and do the jumping process again. When you get to the solid ground again, just do a Super-jump to get to the next elevated ground, don't have to use the pendulums. When you see a gap between you and the next platform, do a Super-jump again to reach there. But stop immediately once you land there because you could skid on the landing and end up falling to your death. If you made it on the platform, just jump across to the bare ground and the level's over. Time for the 3rd boss!

Cowboy World BOSS: Cowboy Bob

Now, that's what I call a nifty boss! This boss looks like a real tough cowboy with that cigar and grin! And he's a blast to play against! Have fun!

First, get the invincibility and head to the fighting platform. Now, the attacks that Bob has are:

- Shooting some bullets randomly and the bullets will explode upon impact
- sending missiles from his hat that will look for you and try to hit you (not random)
- takes out a big-arse gun and shoots it all around, very difficult to avoid
- sends monsters to kill you

Of course, you have to avoid those attacks and get the monsters for ammo to use against him. He needs 5 or 6 hits before he's fumed and comes running out to get you, physically. When that happens, you'll know that he has only one hit more until he's dead!

Here are my tips:

- for the bullets that explode, stay at the bottom, the bullets usually explode around the $\frac{3}{4}$ of the way.
- for the missiles, just run around the platform to avoid those
- for the big-arse gun: I don't know, I can't avoid it. I guess you have to be hit, make sure you have your capsule on so you can take a hit. After taking a

hit, pick up another capsule immediately!

divakimmy said this: 'You can jump over the beams that shoot out of it. For ex, if he is shooting and the beam is going in a right to left direction, when it gets relatively close to you jump right and you will go over it. It's not hard to do at all.'

She was referring to the seemingly unavoidable beams of the Cowboy. Thanks, divakimmy!!!

Pick the monsters ASAP when they come out. You can even get one monster and throw the Ener-cube at the boss and get another one and hit him again! 6 hits aren't that bad! Pretty easy, if you ask me. I only died once. Enjoy!

D. FUTURE WORLD

4 - 1

I want to say... that this level is a S.O.B.! It caused me to lose 20 lives (out of 60), and of course that means it is very difficult, perhaps more difficult than the level in 3-2! The sad thing: this level isn't the hardest one. The hardest one has yet to come. Make sure you stock your lives beforehand. Get around 60 or 70 for this world (not the level alone) and you're good to go.

Start off by Super-jumping to the next platform with the switch. Don't land too long, the platform is short so if you land too long, you'll fall. Now flip the switch and go along the right side and so a Super-jump onto the thin walkway. Hold B and jump to get the monster. Now _jump_ not super-jump to the stairs and go up the stairs. Throw the Ener-cube you just got at the giant wall. The next part is ridiculously easy for this level. Just get on the transporter and go to the left platform, then jump over to the pendulum and fly off it. Then walk to the checkpoint.

Walk past the plant, which won't 'look' for you. The next segment are pretty difficult, may take you a while but won't cost you lives. Whew. Now, use the panel to _flip_ the switch first, don't get to that transporter yet. When you did flip the switch, go ahead and get on the transporter. Make sure you fly off it to a panel and bounce off the panel fast. Repeat that twice until you get to the top. If you did it fast enough, you can beat the stairs. Go up the stairs and use the panel to flip the switch and get on the blocks. While the blocks are moving, grab the red monster into an Ener-cube. Use the Ener-cube at the wall when you get to the top. Go on the moving walkway, but remember to jump back up when you're drifting off to the pit. Jump many times until you get to the other side. There are no solid ground there so you'd have to get from the moving walkway to the transport nearby. Go ahead and stand right next to the electrical field. Learn the timing of the electrical field, because it allows only a short time for you to pass through. There are 3 of those...but the third one is trickier. You have to do a Super-jump when the field's down _then_ attract to a transporter! If you made this difficult ordeal, the checkpoint's yours!

Get on the pendulum and fly off to the next platform. Flip on the switch, and immediately get on the next pendulum and fly off it. While you're flying: turn on the switch on the way (remember to do that, the only way to flip that switch) and attract yourself to the transporter. Again, fly off the transporter and get

up the stairs. Now, walk up to the gap and jump over it but do not walk any further! Wait until the electrical field's gone (time yourself with the field again). Go through it, and there's another one! Go through it with the same method. If you did, there is a checkpoint greeting you up ahead!

Time for the final part of this level! Get on the pendulum and FLY off it, use the most momentum from the pendulum you can to get to the panel. However, you cannot land on the panel, only can bounce off it with your magnet. When you do so, skip the first transporter and attract to the second one. Then drop off to a red panel. Walk to the further end of the panel to tilt the panel so it will send you to the next transporter. Then time for a Frogger-style part of the level! Like the game Frogger, you have to get on moving cars and get on the next one before the cars runs out of space to go. There are four rows. You should know what to do (Super-jumps). When you finally get to the other side, do several Super-jumps to get over the slick slope. And the level's done!

4 - 2

All right, this level's isn't that bad like the previous one. Tough, yes, but shorter than 4-1. I bet if you beat this level and then try it again, you'll breeze through it.

First thing you do is to grab that monster in front of you and transform him into an Ener-cube. Then dash to the wall on the other side. Use the Ener-cube on the wall before the energy from it runs out. Get on the transporter (make sure the line is clear of monsters) and don't drop to the platform until the pendulum is fairly close to it, because that platform is fallible, can't use it for long. Then get on the pendulum, go up the transporter, and grab the first checkpoint.

Now, flip the switch and get on a panel immediately to and jump up to flip that blue switch up there. Get back down and go back up again to get on the transporter up above. Run up the steps and down the hill before the glass wall comes back up! Again, flip that switch to get the glass door down. Get on the round-n-round transporter and land on the smallest platform on the north side (or the platform with the I.D. card on it) and jump over the glass door before it gets back up. Be careful with the next part. You don't want to hit the electrical line.. Anyway, go under the first electrical line and get the monster into an Ener-cube and immediately jump over/walk under the next 2 electrical lines and use the Ener-cube on the wall. Beyond that wall are your second checkpoint and a capsule of invincibility!

The surface here is icy so please be aware of it. Go near either side of the path and wait until a snow head passes you. When a head passes you, you do some Super-jumps to go up the icy slope, until you get to the top. Ignore the red panels, not that important. Then flip on that red switch to the right and run to the newly opened door. Of course, get on that round-n-round transporter and drop off at the left platform. Use the pendulum up ahead to get a 1-up and to the next platform. You come upon another electrical hall. Like before, pick up a monster and use the Ener-cube on the wall at the end of the hall. Do a Super-jump to hit that distant checkpoint. Try to hit it, doesn't matter if you land or not because if you just hit it and fall off, you will come back to that checkpoint!

See that platform with two flowers walking around? How do you get beyond the flowers? You use the red panels to the right to pass them. So, you jump on the platform and wait until the first flower is coming and jump off to the red panel and use it to bypass the flower. Repeat this with the second flower.

There are two ways to get over the large gap up ahead. One is to use red panels to jump over the electrical lines, or you can use a red panel to jump to the high transporters and panels that will lead to the end of the gap if you do it correctly. Either way is fine. When you finally get to the end, flip on the switch and DASH and pick up the monster for an Ener-cube and DO NOT STOP and go up to the wall and use the Ener-cube. Immediately jump out to the new area before the electrical field comes back up! If you did this part successfully, you're done with the level! Not too bad..

4 - 3

This is the level that you've been waiting for. THE level! This level is the HARDEST, yes the HARDEST level ever. Easily. Other levels doesn't compare with this. When you finally (if ever) beat this level, all of the other levels seem like a child's play. Be prepared to cringe and cry. The first time through, I lost 40 to 50 lives on this level alone. I had to load the file again so I didn't get that much lives lost. Restock your lives, for this level will bite your nads and never let go.

prays

Hmmm? You say something? Different camera angle? Oh yeah, I forgot. The camera here is like Klonoa 2's and like the one level you did earlier. Maybe that's the reason why this level is so difficult. My suggestion: stick to the jumping the platforms instead of using the transporters/ panels. Try to use the feet as much as possible (more safer). Now, see the green platforms? They dissolve over time once you step on it. They dissolve after about 5 seconds. Remember that, this level is full of this sort of platform. Now, jump repeatedly on the green platforms, bypassing the moving stones. Once you get on the solid ground again, grab the I.D. card and flip the red switch. Go one platform backwards and jump up to the transporter. Use the transporter to fly off to a fighting platform. You will encounter your first No-No. It's a huge white monster that cannot be injured, but when it transforms into a little red magnetic No-No, it can be destroyed. For now, get out of the way when it runs after you. After some chasing, the No-No will shrink into a smaller red No-No. Now, you use the A button to push him into that blue light at the top of the platform. The light will destroy the No-No. When you finally destroy it, grab the 1-up and jump across the hole where the light was and touch your first checkpoint!

The easy part's over. Time for the HARDEST part of the all-time! You can use the transporters and the pendulums to beat this part but I won't. It's safer my way. Use the shifting platforms to move on. Get on the first one and wait until it shakes a bit then you jump when the platform move to the other side. Repeat this with the other platforms like this one up ahead. ****NOTE: I didn't notice it when I played this level for the first time, but if you die in this part and get back to the checkpoint, turn around and retract your steps to the 1-up! That way, you won't lose any lives! Who!**** When you land on the solid platform, do a Super-jump and attract to the next transporter and FLY off it, do not stop there. Press B or A again before the transporter stops! That way, you can get to the next transporter. Do this again for the next two transporters. Now, drop to the platform with revolving electrical lines. Jump over the lines or go under it if needed. It's not that hard. Now, use the transporter to get to the first pendulum. FLYYYYYYYYY off the pendulum to the next one. Do this again for the next two. It's tough so you may have to do it many times. You can also use the moving platforms too but it's pretty tough... You should reach your next checkpoint when you're done with the pendulums or the platforms.

The next switch is a bit difficult to use. The panel that you need to get up to the switch is loose so if you stand on one end, the panel will shift to that direction. So you jump to that panel and press A BEFORE you land on that panel! Then flip on the switch and land on the panel. Walk a bit to the right of the panel so it will shift to the right. Jump off it and attract to the transporter and land on another fighting platform. This time, it's a So-So, the southern one. The strategy is the exactly the same as the one you did against the No-No but you use the B button to push since it's South. Kick his arse, and then grab the 1-up. Now, you have to jump over some glass platforms with some laser guns below it. Wait until the first laser in the front of you disappears and that's your cue to jump on. The next platforms are green so it's 'fallible' but there's some moving rocks that may block your way. You have to wait until the path is clear (the platform won't disappear right away, needs some time to do so) and do a Super-jump to the far platform, which is not fallible AND no laser gun is below it! You're finally in a safe zone! Take a break or something... Jump to the next platform when there's no laser coming from the gun below and move on, do not stop no matter what until there's a moving rock in the front of you. There's a gun below you but do not panic. Calmly wait for the rock to move out of the way and do a Super-jump to the next platform where's there's a checkpoint.

Again, you will encounter that revolving electrical lines. Like before, jump over the lines or go under them. Don't forget the red switch on the third platform. Then jump across to the fighting platform. The fighters this time: a No-no AND a So-So! Do the same thing as before, only this time with 2 fighters. Be calm, don't run unless you have to. Remember to not touch the blue light unless you want to be deep-fried. After beating this duo, the level's over!!!!!!!!!! AHHHHHHHHHHHHH! What a long walkthrough I've done for this level!

4 - 4

The last level should be tough, right? This conception partly holds true in this game. The level isn't that hard but it does give you some challenge, take some lives off you... Anyway, time for the level FAQ.

The first platform you see has a crusher at the top of it, so wait until the crusher lifts off, then you can do a Super-jump to get on the platform. Then immediately jump off to a small lone island to your right. Wait for the crusher on the other platform to get off and again, get on the new platform. Yet again, go to the island on the left and do the same thing for the next platform. Proceed until you see a rainbow road, go to the left, while doing some jumps/Super-jumps to stay away from the bottomless pit. Go around the road to get to a path with a checkpoint.

You see that electrical field with pistons coming up and down? Wait until the first piston comes up and jump onto it and jump immediately to the next one and so on. When you get to the last one, jump to the transporter to move on to a place with all of the pistons coming up and down at the same time. You have to jump to the second one quickly to jump up to the blue panels, then bounce off them continually until the pistons comes back up. Do the same thing with the next set of panels. Then jump to the end of the room. In the next room, the middle part is gone so you have to use the side paths. The problem: lasers protect the sides. The lasers won't stay on all of the time, so you wait until a laser goes off and run to the next panel and use it to jump off to the other side. Then do the same thing with the next panel. After

all that, run to the end of the room. After that, there lies a checkpoint waiting patiently for you.

Then get on the moving red circle platform, then jump off to the right to a stone platform and get the monster above into an Ener-cube. Then get back to the red platform and throw the Ener-cube at the wall with a cross on it. The wall will go down, allowing you to use it as a stepping-stone. Do the same thing in the next 2 areas. Then you should see a pendulum swinging. It leads to a blue panel. If you use that panel, it will lead you to another blue panel. Use that too, for it leads you to the final pendulum. Jump off the pendulum to the solid ground up ahead and pick the final checkpoint in the game.

Flip the switch; it will open up a door leading to a place with spotlights. Do not get seen by the spotlights because if one saw you, a laser will shoot and it may hit you. Just try to avoid the spotlight the best you can and get to the other side. It is a good idea if you use Super-jumps to get from a platform to another. After you've gotten to the other side, congrats because you have beaten the final level of Super Magnetic Neo! Time for the fourth boss!

Future World BOSS: The Pinkinator

Welcome to your fourth boss! This boss ain't too hard, once you memorize its different forms' attacks. Remember to use the capsules well! This boss has 3 forms, each needs 2 hits from the Ener-cube, meaning the total to beat him would be 6 hits. The forms are:

Dino Head

Attacks:

- fire missiles at you
- lasers
- red monsters

To beat this guy, just stay at the lower-right corner of the room to avoid the missiles. When he goes down under, that means there are lasers coming. Avoid the lasers by jumping over them if they're low. If they're high, don't bother doing anything; it's too high to hit you. Use the monsters as ammo (Ener-cube) to hit the boss. Do it twice and he changes to this form:

Mecha Head

Attacks:

- swing his arms around 360 degrees while the lasers are coming at you
- red monsters

Avoid his arms by jumping over them. And you will have to avoid the arms twice in the same attack. However, at the same time, the lasers will be coming after you. The lasers are high so you need to stay low. But you have to jump over the arms! What do you do? You go to the bottom edge and wait for the arms to come and jump over them. That way, the lasers won't hit you while you're jumping over the arms. Again, use the monsters as Ener-cubes to damage the boss twice. After you've done that, he turns to:

Scream Head

Attacks:

- Fire cannons
- lasers
- searchlights
- Red monsters

The last form is the hardest, the attacks come from everywhere. The flame cannons start at the bottom of the platform, then it will work its up north. Lasers will come too, but you know what to do. Searchlights will hurt you, but just stay at the bottom of the platform to avoid them. Wait until the red monsters come out and hit the boss with 2 Ener-cubes and he's done for the day! Onward to the FINAL BOSS!!!!!!!!!!

Final BOSS: The Pinki Gang

Congrats to you for making thus far. The Pinki Gang will get together to become a big mecha ballerina! Hahahaha! It should be easy after all... I'll give you some luck to help you.

Pick up that capsule in the front of you. Then get on the battlefield! The boss' first attack will be a laser fired from its mouth, so avoid it by running across the battlefield, from left to right or right to left. Repeat until the boss brings out the monsters. Get the monsters into Ener-cubes to hit the boss with. When the boss have had taken enough, its next attack will be some bombs, and the bombs will send ripples of waves. You have to jump over the waves to avoid being hurt. Again, do this until the boss brings out the monsters. Hit the boss with Ener-cubes yet again. The boss' next attack will be some missiles firing at you and some lasers coming from every way (north, south, east, or west). Jump over the lasers and run to avoid the missiles. Take the red monsters and throw them to the boss. Then the boss will get mad and stomp on the floor, causing the back gate to break down. Go through that newly formed opening and stay back at the alley. Wait until a blue monster comes down. Grab it and throw it to the boss, and that will be its final blow! Congrats! You've beaten ***SUPER MAGNETIC NEO***!!!!!!!!!!!!!!

Enjoy the ending!

VIII. BOSSES

Jungle World BOSS: Giant Venus Neotrap

There is no turning back when you cross the bridge. You will pick up that invincibility capsule on the way and you will need it. The attacks that the boss has are:

Bite (the Plant will try to bite you by lunging his head forward at you)

Calling forth some spores (monsters)

That's it... Simple boss.

What you have to do are go to the sides (left or right) when the plant try to bite you, it will usually miss you if you are *moving* to the left or right. Keep moving all of the time. When the plant rests his head, which means that he is calling forth his spores. The spores might hurt you if you're not careful but think those as 'ammo'! Absorb them into an Ener-Cube and use it to throw at the Plant and injure him! If you get hit or hurt somehow, there's 2 invincibility capsules, one on the left, one on the right. Rinse and repeat. The plant only needs 3 Ener-Cubes to beg for mercy. When you've beaten him, you own Jungle World!!!!

Ancient World BOSS: Ruby Cube Bear

All right, here's your second boss. This boss ain't really hard, pretty easy

actually. The boss itself is actually a black cube. The cube has the ability to become a hand, a pair of legs, or a giant cube.

Go and use the transporter and pick up that invincibility capsule. Then do another transporter and you're in the battle area.

The first form will be a hand. You just have to dash past it when it's winding up to slam you. Do it fast and DASH! You don't want to waste that capsule. (There's 2 more capsules on that arena but better keep it for later use.) Now when the hand slammed, 2 monsters will be coming down from above. Grab one of those into an Ener-Cube. The hand should be a single black cube now, but not for long. You have to attack it with an Ener-Cube pretty quickly because the black cube will be back into a hand soon. Just throw the Ener-Cube at the cube. If you hit it, the black cube will transform into a giant pair of legs. Its attack: jumping high up in the air and try to stomp you. Just dash/run to some other place when the legs jump. Again, the legs will turn into a wimpy black cube again. Also, another set of monsters will come down like before. Likewise, take on of them and throw the Ener-Cube at the black cube. Now, it will change to its final form: a giant cube. It will roll to various places. It's up to you where you want to go. Just don't get squeezed by the cube. When the cube ends up at the bottom of the arena, it will once again change back into a black cube. Again, monsters will come crashing down. You know what to do: make the monsters act like ammo. If you hit the black cube for the third time, you've won! Gold coins will come out of the exit! Hip, hip, hooray!

Cowboy World BOSS: Cowboy Bob

Now, that's what I call a nifty boss! This boss looks like a real tough cowboy with that cigar and grin! And he's a blast to play against! Have fun!

First, get the invincibility and head to the fighting platform. Now, the attacks that Bob has are:

- Shooting some bullets randomly and the bullets will explode upon impact
- sending missiles from his hat that will look for you and try to hit you (not random)
- takes out a big-arse gun and shoots it all around, very difficult to avoid
- sends monsters to kill you

Of course, you have to avoid those attacks and get the monsters for ammo to use against him. He needs 5 or 6 hits before he's fumed and comes running out to get you, physically. When that happens, you'll know that he has only one hit more until he's dead!

Here are my tips:

- for the bullets that explode, stay at the bottom, the bullets usually explode around the $\frac{3}{4}$ of the way.
- for the missiles, just run around the platform to avoid those
- for the big-arse gun: I don't know, I can't avoid it. I guess you have to be hit, make sure you have your capsule on so you can take a hit. After taking a hit, pick up another capsule immediately!

divakimmy said this: 'You can jump over the beams that shoot out of it. For ex, if he is shooting and the beam is going in a right to left direction, when it gets relatively close to you jump right and you will go over it. It's not hard to do at all.'

She was referring to the seemingly unavoidable beams of the Cowboy. Thanks, divakimmy!!!

Pick the monsters ASAP when they come out. You can even get one monster and throw the Ener-cube at the boss and get another one and hit him again! 6 hits ain't that bad! Pretty easy, if you ask me. I only died once. Enjoy!

Future World BOSS: The Pinkinator

Welcome to your fourth boss! This boss isn't too hard, once you memorize its different forms' attacks. Remember to use the capsules well! This boss has 3 forms, each needs 2 hits from the Ener-cube, meaning the total to beat him would be 6 hits. The forms are:

Dino Head

Attacks:

- fire missiles at you
- lasers
- red monsters

To beat this guy, just stay at the lower-right corner of the room to avoid the missiles. When he goes down under, that means there are lasers coming. Avoid the lasers by jumping over them if they're low. If they're high, don't bother doing anything; it's too high to hit you. Use the monsters as ammo (Ener-cube) to hit the boss. Do it twice and he changes to this form:

Mecha Head

Attacks:

- swing his arms around 360 degrees while the lasers are coming at you
- red monsters

Avoid his arms by jumping over them. And you will have to avoid the arms twice in the same attack. However, at the same time, the lasers will be coming after you. The lasers are high so you need to stay low. But you have to jump over the arms! What do you do? You go to the bottom edge and wait for the arms to come and jump over them. That way, the lasers won't hit you while you're jumping over the arms. Again, use the monsters as Ener-cubes to damage the boss twice. After you've done that, he turns to:

Scream Head

Attacks:

- Fire cannons
- lasers
- searchlights
- Red monsters

The last form is the hardest, the attacks come from everywhere. The flame cannons start at the bottom of the platform, then it will work its up north. Lasers will come too, but you know what to do. Searchlights will hurt you, but just stay at the bottom of the platform to avoid them. Wait until the red monsters come out and hit the boss with 2 Ener-cubes and he's done for the day! Onward to the FINAL BOSS!!!!!!!

Future World BOSS: The Pinkinator

Congrats to you for making thus far. The Pinki Gang will get together to become a big mecha ballerina! Hahahaha! It should be easy after all... I'll give you some luck to help you.

Pick up that capsule in the front of you. Then get on the battlefield! The boss' first attack will be a laser fired from its mouth, so avoid it by running across the battlefield, from left to right or right to left. Repeat until the boss brings out the monsters. Get the monsters into Ener-cubes to hit the boss with. When the boss have had taken enough, its next attack will be some bombs, and the bombs will send ripples of waves. You have to jump over the waves to avoid being hurt. Again, do this until the boss brings out the monsters. Hit the boss with Ener-cubes yet again. The boss' next attack will be some missiles firing at you and some lasers coming from every way (north, south, east, or west). Jump over the lasers and run to avoid the missiles. Take the red monsters and throw them to the boss. Then the boss will get mad and stomp on the floor, causing the back gate to break down. Go through that newly formed opening and stay back at the alley. Wait until a blue monster comes down. Grab it and throw it to the boss, and that will be its final blow!

IX. TIME ATTACK

One of the requirements needed for the rewards: the Time Attack. The times look tough and they are! You have to be perfect in the levels, know every nook and cranny in the every level. You also must be very fast, almost always dashing through the levels. The most important thing of all: do not waste time by dying. You must be flawless. Don't be nervous, just play through. Your absolute best are always in your calm times. They are tough, yes, but if you want the rewards, you have to be tough yourself. Do not give up! If you die or something, use the retry option in the pause screen to restart. Also, be patient, you have the ability to learn from your mistakes. I can't write a FAQ for this because the levels are straightforward and I already told the levels thoroughly in the Walkthrough section. If you want help, use the Walkthrough section or e-mail me. Here are the Time Attack times for each level:

JUNGLE WORLD

Level 1: 0'50"00
Level 2: 1'40"00
Level 3: 1'30"00
Level 4: 1'00"00

ANCIENT WORLD

Level 1: 1'15"00
Level 2: 2'30"00
Level 3: 1'30"00
Level 4: 1'50"00

COWBOY WORLD

Level 1: 1'15"00
Level 2: 2'30"00

Level 3: 2'00"00

Level 4: 4'00"00

FUTURE WORLD

Level 1: 1'50"00

Level 2: 2'10"00

Level 3: 4'00"00

Level 4: 4'00"00

X. HIDDEN ITEM LOCATIONS

Yet another one of the requirements for the rewards. There is only one in each level and they can be uncovered by using the North magnet (A) over the location. I will just state the location and you do it yourself. FYI, the hidden item looks like a cacatur from the Final Fantasy series. Your VMU should beep when you're near the location of the hidden item.

JUNGLE WORLD

Level 1: Go to the place with the falling boulders. The place where the second boulder fell on, that's where the hidden item is.

Level 2: Near the end, go right of the pile of bones, to a seemingly empty path. The hidden item lies there.

Level 3: You know that place with the ice and igloos? Go to that igloo with a 'closed' sign and stand by that sign. The hidden item is there.

Level 4: When you jump to the fenced island (¾ of the way) go left near the palm tree and stand on the top of a life preserver. The hidden item is underneath.

ANCIENT WORLD

Level 1: Press A through the ENTIRE body of the water, in the beginning. The hidden item will come up when you get out of the water.

Level 2: Jump down into the foggy pit in the beginning and the hidden item is at the northeast corner.

Level 3: Go to the place with the walls that can be knocked down. Knock down the third wall and go to the next platform, the hidden item is somewhere in there.

Level 4: In the beginning, notice the single-blocked platform to the left. That's where the hidden item is. Good luck.

COWBOY WORLD

Level 1: The hidden item is the exact spot where you landed face-first in the stack of the hay in the end.

Level 2: The hidden item is in the last island of the level, after the two Aztec monsters that you had to destroy to get across.

Level 3: After you've jumped over the last green pipe, go down the hill and hold A while doing so and the item's yours.

Level 4: In the place filled with lava, go to the left, and jump to the island in the front of a yellow sign with an arrow pointing. That's where the hidden item is.

FUTURE WORLD

Level 1: In the beginning, go to the thin walkway after the switch and to the right of that, behind the wall. Of course, the hidden item's there.

Level 2: Go to the place with the I.D. card (after the 2 glass doors), and jump to the platform to the left of the I.D. card. The platform should have a daisy on it. Right in the front of the daisy is the location of this level's hidden item.

Level 3: After beating the first No-No, go to the place south of the hole where the flame was. Press A to uncover the hidden item.

Level 4: In the room with the lasers and the missing middle part, go to the northwest part of the room when the laser's off. That corner is the location of the hidden item.

If my directions are vague to you, please feel free to e-mail me so you can get a better explanation.

XI. PINKI COINS

No, I'm not giving you the locations of the Pinki Coins since the levels are linear and you usually can't miss some Pinki Coins. However, I'll give you some tips:

- Get plenty of lives
- Use those lives to sacrifice for the Pinki Coins (like some coins are hard to reach, you can just jump to it and fall to the death and the coin will still be yours)
- Look around, look around!
- Take your time!
- If you think/know you missed a Pinki coin and can't get back to it, just die somehow before you get to the next checkpoint.
- LOOK EVERYWHERE! Most Pinki coins are in the plain sight, but some are hard to access so look everywhere to find a way to get some hard-to-find Pinki Coins.

However, e-mail me if you want me to do a complete list of Pinki Locations

because if there is enough demand, I might do a list of locations for the Coins. Please feel free to do so. The e-mail's at the Contact Me section at the top or the bottom of the FAQ/Walkthrough. Thanks!

XII.REWARDS LIST

You want the rewards? Sure, if you want some furniture for your wimpy home. Yeah, that's the rewards: the furniture! How lame... All that hard work spent on the Pinki Coins and the Time Attack seem like a vain. The rewards are given in the order, each time you do all 3 requirements for a level. For example, if you beat the first level with all 3 requirements, you get a fan. But if you don't do the 3 requirements on any level until the final one, you will still get a fan. The rewards are given by the order, not the levels. Here's the list:

Order	Reward for your Room
1st	High-Quality Fan
2nd	Fancy Chest
3rd	Exotic Plant
4th	Study Desk
5th	Chair
6th	Rug
7th	Side Table
8th	Cheap Cabinet
9th	Books and a Puzzle
10th	Mini-Audio System
11th	PD980001 (PC)
12th	Nice Seat
13th	Desk Lamp
14th	Freezer
15th	Fish and Bowl Set
16th	Art Paint

XIII. CREDITS

No, I'm not going to sound lame and give a million credits to everybody I know but I want to give thanks to some groups.

-Crave Entertainment for publishing this great game

-GameFAQs for making this possible for me to make this FAQ/Walkthrough

-Steve Schiro and Bumbry88 for informing me about the prize of the Challenges... (which was nothing about pride)

-Twink, for the ASCII art

-divakimmy for a Cowboy tidbit!

-And you! For reading my FAQ! Please give some feedback for this guide!

--FIN--

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