

Sabre Wulf Challenge Mode "Rare Records" Walkthrough

by B G

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SABRE WULF (GBA 2004): CHALLENGE MODE "RARE RECORDS" WALKTHROUGH

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-BG (3/20)

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VERSION INFO:

SWRR FAQ v.99d (3/24/04)

Primarily fixed documentation errors. Jumping right rather than left, etc. (That's an encouraging thing to read, I know.) Threw in a little formatting to make the text body match up with the index a bit better as well.

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INTRODUCTION

[INSW] This FAQ is for the GBA version of Sabre Wulf (2004). Sabre Wulf (1984) was perhaps the most popular title Ultimate Play the Game (most recently known as Rare) produced for the Sinclair ZX Spectrum computer. Sabre Wulf (GBA) pays tribute to that success and continues the adventures of Sabreman, calling him back for what looks to be one last romp with the 'Wulf and his evil ally, Dr. Dolittle-Goode while collecting the 8 dispersed pieces of the broken amulet.

The game is basically a platformer RPG built around a series of levels in which you make your way to the lair of the 'Wulf, retrieve an item or treasure and then outrun the 'Wulf as you return to your point of entry. Each level can be replayed to get, depending upon how long it takes you to reach the 'Wulf's lair, either a Bronze, Silver or Gold piece of treasure. Earning a Gold piece unlocks that level in the Challenge Mode, which is available from the game's main menu.

[INCM] The Challenge Mode is basically a time trial mode. Your time is based on how long it takes you to reach the 'Wulf's lair, so you don't have to worry about weaving your way back to your tent. In addition, instead of the Creatures available to you in your saved game, you are given a specific set of creatures for each level. Instead of a piece of treasure, you earn a Bronze, Silver or Gold star ranking based on your time. The time required for a Gold star is displayed at the beginning of each level, along with the Creatures available to you for that level.

[INRT] However, the diligent player will quickly discover that there is another rank available in the form of a shimmering "R" - the well-known RARE logo - and that getting this ranking is required to get a 100% completion percentage for the game. The time allowed to get the "R" is undocumented, and is usually well below (even half) the time given to get a Gold star ranking. To achieve the "R" ranking requires a full knowledge of creature abilities, level layout and most importantly, a time trial mindset quite different from the in-game RPG mindset.

[INWH] This FAQ came about because of two things. First of all, I got an "R" ranking on all of the levels. Secondly, I was telling someone how to get through a level and couldn't remember how I did it. I decided to write down the level solutions for myself and since I was going to all of that trouble, I figured I might as well make the information public.

Hopefully, someone will find this useful.

[INNO] This is NOT a full game FAQ. The game is simple, and with regard to the RPG aspects, even if you forget who you've been told to take an item to, you can quite literally run through the game and speak with everyone in five

minutes. However, since this guide covers the majority of the game's content, you could use it in-game, if only to find the most direct route to the cave. Neither is it a trivia FAQ, though bits of trivia may work their way in.

Finally, there may very well be more than one way to do each level. This is simply how I achieved the "R" rank. I assume that this will be sufficient, as I also assume you're only looking at this if you absolutely cannot figure out the level for yourself. (No shame in that AT ALL!Cheater. =P)

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CHALLENGE MODE GENERAL WALKTHROUGH [CMGW]

You'll unlock the Challenge Mode naturally as you progress in the game. To play the Challenge Mode, choose the boar's head on the game's main. You will then be prompted to select a saved game. Challenge mode will read the saved game and unlock the levels in which you have won a gold piece of treasure so that you can play them in challenge mode. Therefore, to unlock all the levels in Challenge Mode, you must get a gold piece of treasure in each level and save your game.

The levels are listed in the order you play them in the game, and there are seven levels per area. If you don't see a level in Challenge Mode that you think should be there, load your game and make sure you have a gold and not a bronze ranking.

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GENERAL GAMEPLAY TIPS & FAQ EXPLANATIONS [GGTE]

[?] Means I'm not entirely sure about a method, usually because it appears to be too dependent upon chance. If you find a more stable method, please contact me <the_bullgawd@hotmail.com> so that I can add it to the FAQ.

Names: I've used the creature names as they are provided in the game. If you don't know what I'm talking about, pay a visit to the library at the south edge of Blackwyche Village.

Execution: It's to be understood that all of these commands should be executed as rapidly as possible. Thus it is absolutely impossible for you to follow this guide while playing and achieve the "R" ranking. Therefore, I suggest you play the level slowly following my instructions and then attempt it yourself by rote.

Armor: Rather than conserving Armor as you would in a normal game, you should think of it as an expendable, time-saving creature. You don't lose any time to deploying it, and you gain a few seconds of invincibility after being hurt without the delay of a "stun" animation that normally accompanies a hit in platformers. This use of Armor is absolutely vital to a quick completion of a Challenge Mode level.

Blubba Jump: A Blubba can be dropped from a great height, then jumped into to achieve a "Super Jump." I refer to this move throughout my FAQ (usually with sufficient description) as a "Blubba Jump."

Stack Smash: A Club can be dropped beside a stack of Blockers from the top of the stack and it will swing as it drops, effectively hitting each Blocker once. When it lands, it will pause and swing again, destroying the bottom Blocker.

The Blockers on top of it will be destroyed as well, so that you can destroy the entire stack with two hits. You rarely (if ever) need to destroy more than one Blocker, though.

Swamps: It is generally quicker to jump than wade through swamps.

Mistis are unbelievably and unnecessarily hard to deploy in tight spaces. Not a particularly useful bit of information, I know, but I always find that I like to know beforehand if I'm going to be irritated.

""R"": Throughout my FAQ you will see something along the lines of ..."R". This is incorrect punctuation. I know. You're after an "R", however, not an "R," so get over it. The same goes for various creature names. Rather than use Latinized pluralizations, I've treated them all as proper nouns and simply used the (e)s method of pluralization. The point is, don't email me about it.

Hundredths: While checking and correcting a few of my times, I discovered that not all the time limits for Rare Records are in even second increments. What I mean is that the tenth and hundredth spots aren't just to accurately give your completion time, but that they are also involved in how much time you get to collect the "R".

Blackwyche Swamp, for example, gives you exactly 9.5 seconds to get an "R". Now, I have no intention of defining these two slots for every level. However, I will provide such information if I do know it, and more will probably be added later as I need to check a few times that I think are a second off.

FOR ALL POSSIBLE, PRACTICAL NEEDS, however, the information I've provided below should be more than enough to complete each level successfully.

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Level Walkthrough Key [LWKY]

```
#####  
# =====#  
# REGION [Quick Search ID]#  
# =====#  
# #  
# LEVEL NAME [Quick Search ID] [additional info] #  
# #  
# Creatures Available (how many if more than one) #  
# #  
# Maximum Completion Time for Gold Star #  
# Maximum Completion Time for Rare Rank #  
# #  
# Walkthrough #  
# #  
# NOTES #  
# #  
#####
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LEVEL SPECIFIC WALKTHROUGHS

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BLACKWYCHE VILLAGE [BWXX]

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I include these first seven only for the sake of completeness.

CAMPSITE CLEARING [BWCC]

Blubba

Gold Time: 11 seconds

Rare Time: 09 seconds

Run and use the Blubba to jump the building. You can practice deploying the Blubba sooner (farther left of the building) to shave your time down.

RIVER CROSSING [BWRC]

Bloater

Gold Time: 15 seconds

Rare Time: 09 seconds

Deploy the Bloater and float to the "R". This one is almost entirely a matter of luck. I usually have the best luck using the Bloater between the two Bombs. You might also run into the second Bomb and try it from there.

BLOWN AWAY [BWBA]

Serpent

Tailspin

Gold Time: 15 seconds

Rare Time: 08 seconds

Run forward enough to drop the Tailspin on the Blocker. Jump it, and wait long enough for its airstream to help you jump on top of the stack of Blockers. Jump across to the next big cliff and quickly deploy your Serpent. You shouldn't have to raise it at all, and it only needs to be somewhere over the first Bomb for you to make the jump. Do all that, and get the "R".

BLACKWYCHE SWAMP [BWBS]

Blubba

Drooler

Gold Time: 14 seconds

Rare Time: 09 seconds, 50 hundredths

Jump all three Bombs (YOU CAN DO IT!) and use your Blubba to jump the Blockers. Jump the remaining Bombs and Blocker to get the "R". The Armor atop the stack of Blockers should keep you from too much harm.

OUTLAW INN [BWOI]

Misti

Gold Time: 15 seconds

Rare Time: 12 seconds

Run under the Hopper, over the Bomb, under the Hopper, onto the building, under

the Hopper and to the edge of the building. Deploy your Misti. Jump to the next building, run through the Bombs, jump to the island and then to the "R".

EASTERN KARNATH [BWEK]

Sucker
Bloater

Gold Time: 35 seconds
Rare Time: 13 seconds

Jump up and back to collect the Armor, and swing forward to land back in front of your tent. Hop the Spike, run to the edge of the cliff and jump onto the platform with three Bombs. Run across this, jump the gap to the small peak and hop to land to the right of the Bomb below. Jump the gap to the cliff to the right, and stop to the left of the Spike. Use your Bloater to float to the cliff above and hop out as quickly as possible. Run under the Hopper, hop over the two Spikes and claim you "R".

WISHING WELL [BWWW]

Bigfoot

Gold Time: 25 seconds
Rare Time: 14 seconds

Run forward, under the Roofspike to the ledge with the Hopper. Immediately hop onto the ledge to run under the Hopper, run up against the building and jump onto it. Hop over the Crumble with a Bomb under it to snag the Armor, then run forward, going underneath the Hopper. Hop onto the next building and jump onto and run off of the Crumble to avoid the Bombs. Hop from the building to the ledge with the Blocker stack and hop over it, using your Armor to avoid damage from the Bomb. Run forward to drop off the Crumble onto the building (not the ledge above) and use the next Crumble to hop to your prize.

=====
KARNATH JUNGLE [KJXX]
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KARNATH CANOPY [KJKC]

Club

Gold Time: 20 seconds
Rare Time: 14 seconds

There are multiple ways to beat this level with an R. You can jump the Spike, or you can simply drop and hop the Bomb, run under the Hopper and then hop the last Bomb. Stop on the Crumble and deploy your Club. Move off the crumbling Crumble and wait for him to destroy the Blocker. Hop the remaining two Blockers and run to an "R".

NOTE: You could drop the Club in the air beside the stack of Blockers to smash the entire stack, but you only need to lose one, and you'd just be making life harder on yourself.

TANGLE TERROR [KJTT] [?]

Boomer
Bigfoot

Gold Time: 23 seconds
Rare Time: 14 seconds

Get the Armor or don't. If you do, jump straight up, push left to get the Armor then push right to land back on the ground. If you don't, you'll have that much more time, but you'll have to be that much more careful. It's going to be rough either way.

Run right, and jump off the edge of the platform to land past the Hoverconker. Jump the Blocker with a Bomb sitting on it, and run to the Hoverconker/Blocker obstacle. Drop your Boomer onto either stack of Hoverconkers so that it explodes immediately. It should also destroy enough Blockers that you can jump them. Run right and jump (or run through, depending on the status of your Armor) the Hoverconker and two Bombs. Run under the Needlenose, jump the Hopper and the Hoverconker to land next to a fading "R".

LOWER KARNATH MINES [KJLM]

Bloater
Wizard

Gold Time: 33 seconds
Rare Time: 24 seconds

This level is pretty straightforward. Follow the path (hopping the Poison and running under the Hopper) quickly down to the short ledge where you can see two waiting Needlenoses. Deploy your Wizard, and follow the projectile through the Blockers. Jump up to the ledge and deploy your Bloaters. You want to float as straight up as possible, though it is annoyingly easy to drift under the edge of the cliffs. Hop out in front of the Poison as soon as possible, jump it and the two short ledges behind it. Jump right from the second short ledge to the cliff with the cave and a flashing "R".

OVERGROWN OUTPOST [KJOO]

Gold Time: 12 seconds
Rare Time: 10 seconds

Run through the level. To get the Rare, jump from in front of the first two Springys. When you jump the Blocker, land just on the other side of it, jump the Hoverconker and land on the edge of the ledge above the Hoverconker. Jump across the gap with two Bombs and Hoverconker to land in front of the Springy. Jump over the Springy, Bomb and Hoverconker to arrive at an "R".

KNIGHTLORE FALLS [KJKF]

Gold Time: 16 seconds
Rare Time: 12 seconds

Run forward, and once past the torches jump to land between the Poisons. Jump again, and bounce down to the ledge that is closest to the Poisons just long enough to jump over the Hoverconkers and run under the Needlenoses. You'll need to land on the edge of the cliff in front of the Blocker, then jump the Blocker and Poison. Jump onto the lowest ledge from the left, then jump from ledge to ledge. Hop the Spike and snag the "R".

NOTES: If you keep dying as you try to jump to the ledge in front of the Blocker/Poison, you're probably actually hitting the Needlenose by jumping too early. At the ledge to ledge jumps, you should catch just the edge of each

ledge, and feel like you're "outrunning" the camera.

UPPER KARNATH MINES [KJUM] [?]

Misti
Bigfoot
Wizard

Gold Time: 38 seconds
Rare Time: 29 seconds

This method works for me. Run all the way to the Blockers, snagging the Armor along the way. Deploy your Misti next to the left side of the Blockers, under the Needlenoses. Your object is to get both Needlenoses to drop and then use the Misti to jump over the Blockers. If the Needlenoses don't drop, it's okay, your primary objective is jump the Blockers. Drop through the gap between cliff and platform, and hold left to land to the left of the Spike. Now, this part sucks without Armor. Jump left. If you have no Armor, your goal is to land between the Springy and Poison, and to immediately jump again over the Poison. If you land on the Springy and get a good bounce, consider yourself lucky and keep running. Run under the Hopper and the Hoverconker and jump the second Hoverconker. Hold left as you fall to land under the Hoverconker below. Run to the edge of the small cliff above the Bombs, and drop your Wizard. If you're in the right spot, he should fall into the gap between the Bombs. Run on, and jump the Spikes and Hoverconker on your way to the "R".

TANGLE TERROR LOOKOUT [KJTL]

Blubba
Sticky
Bigfoot

Gold Time: 32 seconds
Rare Time: 14 seconds

The first truly tricky level. Snag the Armor, a jump the Spikes. Jump the first Hopper, run under the second, jump to the cliff and jump over the Poison. Run under the blue Hopper and stop between it and the Crumble. Deploy your Blubba, holding up and drop it from as high as possible. Hold forward and jump into it to Blubba Jump to the cliff above. Your Armor will protect you from the Poisons, and all you have to do now is fall fast enough to get the "R". If you can drop straight down the gap between the first and second Crumble, you should land right on top of the "R". You can also just drop off the cliff and start pressing right at the right spot (you'll see after a run-through) to land on it.

=====
UNDERWORLD MINES
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TORCHLIGHT TORMENT [UMTT]

Serpent (x2)

Gold Time: 23 seconds
Rare Time: 15 seconds

Run forward, jumping the fire pit and Spike. Next you'll see a Blower. Instead of deploying a Serpent, you simply need to jump it. The best way to do this is to do a full jump from the edge of the short ledge, then hop to land right in

front of the Blower and jump over it. Jump up to the cliff, over the Spike then back to the left to the ledge above. Deploy a Serpent to the right of the Needlenose. You'll need to raise it a little so that you can jump to the cliff above. Hop onto the Serpent and jump to the left to land on the small ledge. Jump again the the edge of the ledge above, and quickly deploy a Serpent. (From the edge of the ledge, facing left, the Serpent should deploy naturally where you need it.) Hop onto the Serpent, then jump back to the right. Hop the Blower and the Bomb to hit the "R".

DEEP DARK DUGOUT [UM3D]

Boomer
Misti (x2)
Phoenix

Gold Time: 28 seconds
Rare Time: 18 seconds

Deploy a Misti between the Hoverconkers low enough that you can get the Armor when you land. Hop on and off of the Misti and continue right. Hop the Pleb, then run through the Hopper and Spike above. Run just past the edge of the ledge above, then jump left onto it. Hop the Pleb. Above you will be a ledge with a Hopper. Your hop over the Pleb should land you in just about the right spot to jump up through that ledge between the Hopper and the cliff. Do this, then jump right onto the next cliff and run underneath the Needlenose until you're against the next cliff. Pause to equip your Phoenix, then jump onto the next cliff and continuously jump to quickly move through the Blower and Spike. You shouldn't have to worry about the final Needlenose as you dash to a flickering "R".

STINKY CAVERN [UMSC]

Misti
Club

Gold Time: 25 seconds
Rare Time: 15 seconds

Run foward and hop over the Poison onto the platform. You'll have to mini-hop over the Dripper's droplet, then jump high into the Blower's airstream to get the Armor. Keep running, hop the Pleb and under the Dripper's droplet. Deploy your Club on either side of the blocks, facing the blocks so that he'll bash them out of the way. You can either drop him high so that he hits them all on the way down, or simply drop him on the ground. If you drop him high, he'll destroy the entire stack with his second hit. Drop him on the ground and you'll have to be sure of your timing, since the remaining two blocks have to be almost all the way to the ground before you can make it over. Use your Armor bashing through the three Hoppers. Run down the platform, under the Dripper's droplet and DROP (don't jump) off of the edge of the platform. Run under the Hoverconkers and hop onto the next platform. Mini-hop over the last Dripper's droplet and into a flickering "R".

MINING MAYEN [UMMM] [?]

Drooler

Gold Time: 25 seconds
Rare Time: 16 seconds

This one's kind of difficult. Run foward, and hop over the Blower and

Hoverconkers. Try and fall straight down just to the right of the Hoverconkers, then swing to the left so that you land (facing left) under the Blower but out of range of the Pleb. When you recover, deploy your Drooler so that the Pleb falls into it. At this point, the second Pleb should be walking away from you. You need to jump the Pleb just as it turns to clear both the Pleb and the Roofspike looming above. This can be hard to do. If you're having trouble, make yourself wait until the Pleb turns to get a real feel for the timing. Fall straight down the edge of the ledge so that you land out of range of the Poison (facing right). When you recover, jump right over the Poison and run. Jump the Hopper, run under the Fatsos, jump the Bombs and run to a barely there "R". You are as likely as not to miss the R by a few hundredths of a second. Frustrating, I know, especially after that Pleb jump.

LOOKOUT LEDGE [UMLL] [?]

Blubba

Gold Time: 30 seconds

Rare Time: 23 seconds

This one appears to simply be a rushed standard runthrough. Run right, and use the Springy to hop to the island above, then to the ledge. Hop the Spike and jump to the ledge. Quickly face right and deploy your Blubba to bounce to the ledge above. Run under the Fatsos, hop the Spike and into the Blower's vertical airstream. As soon as possible, hop over into the the Springys to bounce to the ledge. Hop the Pleb, and then the cliff. Run toward the next cliff. Bounce off of the edge of the cliff to the edge of the island with the stalking Pleb, and immediately jump again to avoid it. You should land on the Crumble. Hop into the Blower's airstream, and jump out again as soon as you're high enough to avoid the bombs. You should barely make it to the "R". In addition to the time limit, which is very tight, this level is frustrating because of the dependence upon Springys. One bad bounce, and you may as well restart.

CRUMBLE CREVICE [UMCC]

Serpent

Tailspin

Gold Time: 25 seconds

Rare Time: 20 seconds

Forget the underground route. Run right, hop the Hoverconkers, and run under the Hopper and Fatso all the way to the corner. Above you to the far right, you should see a Bomb. Deploy your Tailspin to blow the Bomb right. Don't wait around to watch, though. Instead, turn back to the left and jump to the ledge. If you still have the Armor, just run. If not, quickly deploy the Serpent under the two Fatsos, and jump over them as they fall. Hop the short cliff, and at the point where the incline meets the level floor, turn right and jump to the cliff above. Jump to the next cliff, begin running then jump the hyperactive Hopper. Jump the next cliff, then run all the way off the edge of the Crumbles. Turn left and run until you drop. Turn right and run until you drop. Turn left and run until you drop off the edge of the Crumbler. You'll want to turn right as you fall so that the second Crumbler below breaks your fall. The "R" should be waiting below.

NOTE: The Tailspin blows a Bomb over to the right to destroy three Hoverconkers blocking your path. If you get and keep the Armor, you can skip the Tailspin, use the Serpent to make the two Fatsos fall and use the Armor to simply fall through the line of Hoverconkers. However, the problem is that you typically

have to be nearly under the pair of Fatsos before you can be sure that you've kept the Armor. Conversely, you can argue that it's better to die early in the level than to get all the way to the end just to find that your Tailspin hasn't moved the Bomb far enough right.

STRANGLEHOLD SWAMP [UMSS]

Wizard

Gold Time: 27 seconds

Rare Time: 12 seconds

This is quite a lot simpler than it seems. As you press A to clear the load screen, hold down right. Do not let go of this button until I say so. Hop the Spike and onto the platform. Run across it and hop over the Hopper at the end. Hop the Poison, and hop through the Blower's airstream. You will land right in front of the next Poison, so hop again, and then jump as soon as you land to squeeze over the Blocker's while the Hopper is airborne. Stop pressing right. You should land so that when you deploy your Wizard, he will drop right between the two Fatsos. Let him destroy the Spike/Blocker/Blower obstacle. You want to try and trail his projectile as closely as possible, without getting zapped when he casts it. You should run straight through the flashing stack to an "R".

=====
ENTOMBED SWAMP [ESXX]
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STINGER STRANGLER [ESST]

Serpent (x2)

Drooler

Sucker

Gold Time: 36 seconds

Rare Time: 15 seconds

DO NOT jump or you will catch the fleas waiting above your tent. Run forward past the Hoverconker and drop your Sucker on the first Bomb so that you can jump the remaining pair. Hop the Pleb to snag the Armor and stop on the edge of the pad the Pleb is walking on. This bit is the tricky bit. If you stop at the right spot, you can deploy a Serpent quickly enough to trap the Hopper underneath it, but close enough to the Blockers that you can jump to the top of the stack. You DO NOT have time to deploy two creatures - you don't even have time to wait for the Hopper to come back down if you don't trap it on the first try. From the top of the Blockers, jump over the next Hopper, then over the Fleas. You should land so that you can run under the three Hoppers without being hurt. Jump through the trio of Hoverconkers and you should just catch a flashing "R".

FRANTIC FISSURE [ESFF]

Blubba

Boomer

Bloater (x2)

Gold Time: 43 seconds

Rare Time: 31 seconds

Run right. You may be able to run straight under the Hopper, but I usually have to pause and jump it. Use the Blubba to jump the Boost A Conkers (you can

Blubba Jump to land squarely on the ledge) and deploy your Boomer to the right of the stack of Blockers. While the Boomer is counting down, get a Bloater ready to deploy by positioning it above the Boomer, near the ceiling. Just before the Boomer explodes, deploy the Bloater, then quickly hop into it. Push right, then float up. Jump out on the Springys (try and land on the left one) and bounce up to the ledge above. Hop the two Spikes, then pause at the short ledge and let the Boost A Conker float down far enough that you can jump over it. Jump the next Boost A Conker as well, then jump to the edge of the next small ledge so that you can quickly jump right to the ledge above. Stop between the Bomb and Spike long enough to deploy your remaining Bloater, then quickly jump into it to float past the Blowers. Then simply drop onto a flashing "R".

HOBBLED HAMLET [ESHH]

Blubba (x2)

Serpent

Golem

Misti

Gold Time: 30 seconds

Rare Time: 21 seconds

Run forward, drop off the first cliff to the ledge below and jump through the Blower's airstream. Keep pressing right as you fall, and you should land on the Armor between the two Bombs below. Deploy your Blubba above you and hop into it to cleanly jump the Blower on the building. Avoid the enemies and stop to the right of the Pleb and deploy your Serpent (or Misti). Quickly jump up to the ledge and stop in front of the Spike. Deploy your Blubba above the Spike and jump into it to cleanly avoid the Blower and second Spike. Crash through the Bomb, Hoverconker, The Lure and Poison, but mind the Springy and Bombs at the very bottom of this series of drops. Done correctly, you should just make it to a flashing R.

NOTE: You can do this level a variety of ways. For example, you can drop your Golem on the first Blower rather than jump it. However, I find that you lose a few fractions of a second by jumping to the building, then jumping again to clear the Golem, so that I prefer the Blubba Jump technique. Likewise, you can clear the Spike/Blocker/Blower obstruction using two creatures, though you can't get the "R" if you do.

STINKHORN SWAMP [ESSW]

Blubba

Boomer

Tailspin

Gold Time: 33 seconds

Rare Time: 19 seconds

Drop the Boomer above the Hoverconkers, and collect the Armor on the run. Hop the Poison, run hop the Hopper and run to the next set of Hoverconkers. Here you can either deploy the Tailspin on the Bomb, destroying the Hoverconker in front of you, or leap over them with the Blubba. Either way, run through the second set of Hoverconkers and continue through the three in front of the Poison. Hop the Poison and run under the Fatso to the edge of the Platform. If you used your Tailspin, carefully but quickly avoid the Hoppers and Boost A Conkers. You'll pick up the Fleas, but they shouldn't keep you from reaching an "R".

If you used the Blubba instead, you can stop at the edge of the platform and

deploy your Tailspin to obliterate the Fleas, though you'll have to be careful of the Boost a Conker. You should still easily get an "R" if you're quick.

ROCKY MOUNT [ESRM][?]

Boomer
Drooler

Gold Time: 20 seconds
Rare Time: 14 seconds

Run forward and jump into the Gusta's airstream, but DO NOT float to the cliff above. Instead, let the airstream catch you for a split second (to avoid the Spike) then press forward to land on the cliff below. You now want to make a Z pattern, flipping left after the first drop then flipping right after the second, so that you LAND BEHIND the walking Pleb. Now keep running to the right, and stop just far enough away from the next Pleb to deploy your Drooler underneath it. Keep running to the right, try not to get too hung up on the Crumblers and deploy your Boomer under the Fatso to make it drop. Immediately run on to a quickly fading "R".

NOTE: This method is entirely one of chance and timing. I see no other way to reach the R, but you will find yourself repeatedly frustrated by landing on the Spike or the first Pleb, or more often by just missing the last flash of the R. Keep trying and eventually you'll get it.

VIPER VINES [ESVV]

Phoenix
Boomer
Misti

Gold Time: 35 seconds
Rare Time: 17 seconds

This is actually one of the simplest levels to get an "R" on. Hop the Crumbler to get the Armor, then pause in front of the Bust a Conkers to equip your Phoenix. Now, run until you get to the Blockers, keeping in mind that when on the ground itself, it's usually quicker to hop than simply run. If you do this quickly, you should be able to outrun the Fleas altogether. By the time you reach the Blockers, your Phoenix will have expired, but you'll still have your Armor. Hop from one stack of Blockers to the other, under the Hive and onto the Springy. Hop the final stack of Blockers and you should find yourself at a flashing "R".

TERROR TEMPLE [ESTT]

Misti
Blubba
Tailspin

Gold Time: 40 seconds
Rare Time: 30 seconds

First, jump backwards onto your tent, jump again to get the Armor and quickly press forward to hit the ground running. Jump over the first Hopper with a large jump, hop the Springy and run under the next Hopper. Keep running, through the Spike and Hoverconkers (Armor) into the corner. Quickly deploy your Tailspin to the right of the first Bomb so that it will spin toward you, then immediately deploy your Misti above and to the right of your Tailspin.

The Blocker should have just exploded as you finish doing that, so as the Blocker is crumbling, hop the cliff and make your way to your Misti. Use it to hop the Boost A Conkers, then run to the next big cliff, collecting the Armor along the way. Now use your Blubba to hop the cliff, avoiding the Pleb above. Your goal now is to keep your Armor until you get to the Hoppers, then run straight through (mind the final Spike) to a solid R.

Alternatively, you can skip the Misti altogether, because you can hop the Boost A Conkers. You just need to come to a quick full stop to get your timing right, then hop them and finish the level as noted. You should still get an R.

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MT. KNIGHTLORE [MKXX]
=====

SNOWY KNOLL [MKSK]

Bloater
Serpent

Gold Time: 26 seconds
Rare Time: 20 seconds

Run forward, and bounce off of the Bouncer to land to the left of the Springy. Jump from here to land on top of the Blockers, hop the Bomb and fall down to the other side of the Blocker obstacle. Quickly deploy your Bloater and jump into it to escape the fleas. Drift right and up, and get ready to jump when you see a tuft of grass appear. You should jump early enough to land on your feet on the ground with the Plebs. Jump them and hop off the edge to avoid the Springy, but catch the edge of the cliff on the way to the ledge with the sign. Jump the gap and hop over both Bouncers to land in front of the Spike. Hop over it to snag the "R".

FROSTY'S GROTTO [MKFG]

Blubba
Boomer
Bigfoot

Gold Time: 45 seconds
Rare Time: 35 seconds

Run forward and stop left of the Boost A Conker. Drop a Blubba from high above and jump into it to Blubba Jump onto the ledge and land left of the Bomb. Jump again immediately to avoid running into the Bomb and to collect the Armor. Hop onto the next ledge and drop a Blubba onto yourself, holding left to jump the gap. Jump onto the next ledge and hop the Bouncer, then run to the edge. Drop a Blubba (you don't need to move it left or right, just hold up for a second before deploying it) and jump into it to land on the right side of the Springy. Run under the Fatso and hop the Spike, then hop the Frosty. Turn and jump to the next ledge (you should still have your Armor so that the Spike won't hurt you). Jump the next two Spikes and then jump onto the ledge. Run through the Armor and stop far enough away from the Bomb that you can deploy your Bigfoot right next to it. Let the Bigfoot kick the Bomb into the stack of Blockers, then run over and hop the two remaining Blockers. Run left to the wall, hopping the Frostys along the way, then turn and jump right onto the ledge above. Hop the Bouncer and run to the "R".

SHIVERY PEAKS [MKSP]

Gold Time: 23 seconds

Rare Time: 19 seconds

This level's fairly simple - you just have to know where you're going. Run to the right until you jump the Splitter. Hop into the cliff just to the right of the Splitter and spring back to the left. Jump over the Spike and Bouncer at once, and then the other Spike. Continue left and jump onto the stack of Blockers. Jump onto the edge of the ledge with the Frosty and immediately jump back to the right to the island above. Continue left onto the ledge and jump (from the left) onto the island in front of you. Jump left onto the ledge and immediately spring back to the right, hitting the edge of the ledge with the Bouncer and jumping to the ledge above. Jump the Splitter, hop the Blocker, watch out for the Whirlwind and score the "R"

WAFTY SHAFT [MKWS]

Misti (x3)

Gold Time: 28 seconds

Rare Time: 18 seconds

Deploy a Misti immediately, tapping left to get it into position. Jump to and run off of the Blockers to land between the Splitters. Run toward the second Splitter then jump it to beat it to the second stack of Blockers. Jump these and run right. Hop the Bouncer and the gap with the Hoverconker. Stop at the bottom of the ramp and deploy a Misti. You should be able to jump from it to the Crumble. Run and jump off of the right side of the Crumble to land behind the first Bomb. Jump from here all the way up to the left edge of the ledge with the Whirlwind, and immediately jump again to avoid the Whirlwind. Jump the gap with the Bust A Conker to land in front of the Frosty, and run toward the Frosty a split second before jumping over it. Hold your jump to land all the way to the right of the Springy. Hop the final two Bust A Conkers and run to the "R".

ICY NOOK [MKIN]

Bigfoot (x2)

Bloater

Gold Time: 38 seconds

Rare Time: 29 seconds

Run forward and fall off the cliff, avoiding the Bust A Conker and landing just to the right of the Needlenoses shadows. When you recover, run left and fall off the ledge, hooking back to the right once you clear the edge. (Hold down the right direction until you reach the Hives.) Hop the two Splitters and jump onto the Blocker. Jump a full jump from here to land between the two Splitters and run to the right, following the Splitter until you can safely jump over it. Fall straight down the edge of the ledge. When you clear the ledge, as you are falling, swing left under the Fatso and then swing back to the right to land clear of it. This will cause it to fall while you are recovering, and save you the time of using a creature to make it fall. When you recover run left, under the Fatsos and use a Bigfoot to destroy the bottom Blocker. As soon as you can, hop over the remaining Blocker, and make your way over the Spikes using the Bouncers. You should have enough time that you can take two bounces on the second Bouncer if you can't clear the Spike with just one. Fall down to the left, turn to the right and run to the cave, jumping the Blockers on your way. A flickering "R" should reward you for your troubles.

GUSTY GULLY [MKGG]

Golem (x3)

Gold Time: 24 seconds

Rare Time: 19 seconds

Run right, hop the Springy, Spike and Poison, get the Armor, immediately hop to avoid the second Poison and then hop the Spike and drop a Golem on or to the left of the Whirlwind. Jump onto the building (if you wind up on the ground past the Spike, it's okay) avoid the Bouncer and stop left of the next Spike. Drop a Golem on or to the left of the Whirlwind below, jump onto the Golem and then right onto the building. Use your Armor (and jump continuously) to make it past the Hive and Blower. Run and drop off the edge of the building and pause to drop your final Golem onto the Blower. Now simply run to the "R".

NOTE: If you make it through the Hive and Blower with your Armor, obviously just hop through the final Blower to get the "R".

COALHOUSE CLIMB [MKCC] [?]

Serpent (x2)

Boomer (x2)

Golem (x2)

Bigfoot

Gold Time: 1 minute

Rare Time: 35 seconds

Run right and fall, landing on the Armor and immediately jumping through the Blocker/Springy/Hoverconker obstacle. Run toward the Crumble obstacle and jump into the left edge of the top Crumble from about halfway down the ramp to avoid the Hive's projectile. As you fall, drift right to land on top of the bottom Crumble and run off of its right edge. Run right and stop roughly under the first Hoverconker. Deploy your Bigfoot to deal with the first Hopper. Wait a split second before running forward to jump over the second Hopper and run under the final Hoverconker. (The second Hopper should have just peaked before you start running forward to jump it after deploying the Bigfoot, but if you try and think about it like that you'll just make your eye go all twitchy.) Run toward the three Spikes, and deploy a Serpent over the first one. Jump to it and use another Serpent to jump on top of the Crumble. Jump over to the ledge with the Frosty and hop over it. Hop onto the Bouncer and land on the right edge of its ledge, Hop to the ledge with the Splitter - you should be save as long as you stay on the left end. From here, drop a Golem onto the Whirlwind on the next ledge over, then jump the Splitter and move to the next ledge. Hop the gap and the Spike to fall between it and the Hoverconker. Hop the Bomb and run to the next Spike and drop a Boomer onto the Hoverconker to destroy them both. Jump as it explodes to avoid dying and run forward. The last obstacle is made up of Hoverconkers and Plebs, and is the most unpredictable. If you're lucky you can drop a Boomer onto the middle Hoverconker to blow up two Hoverconkers and both Plebs. If things don't go that well, use your remaining Golem to the best of your ability to get past whatever's left and claim your "R". You should have plenty of time, it's simply a matter of whether or not you can.

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NIGHTSHADE MINING [NMXX]
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FLAMES OF FURY [NMFU]

Blubba (x4)

Gold Time: 35 seconds
Rare Time: 26 seconds

Hop the Hoverconker and run under the Needlenoses. Hop the Barrel O' Flames (BOF) and jump onto the ledge above. Use a Blubba to hop over the stack of Blockers, catching the Armor along the way. Run right, jumping the Whirlwind and down to the series of BOFs. Run right up to the first BOF, jump and land on the second BOF. Jump to land between the third and fourth BOF and jump again to land on the fifth. Use a Blubba to jump to the ledge above, hop the Bouncer and use another Blubba to jump to the ledge above. Hop the green BOF, being careful to avoid its flame, and hop the first Pleb, run under the Hoverconker and hop the second Pleb. You should beat the Pleb to the green BOF and should be able to immediately jump over the green BOF. You should still have your Armor, so jump into the three flaming BOFs to land on the third BOF. There is no good way to finish the level out, so just bash your way down. Run off of the third BOF. You'll land on the Springy, but if you've done the level right, you should have time for a bad bounce. (What you don't have time for is the shock that would follow jumping directly down to the lower ledge.) Keep pressing forward, hop the gap and the final BOF to claim your "R".

RITUAL RUINS [NMRR]

Bloater
Tailspin

Gold Time: 40 seconds
Rare Time: 28 seconds

Begin by jumping onto your tent, then jump again to collect the Armor. This is potentially the most frustrating part of the level, as it's quite easy to jump into your tent. Bash through the obstacles. Your Armor will protect you until the Bomb to the right of the Blower. Hop this Bomb and the Whirlwind behind it, run down to the Oily and jump it and the Whirlwind behind it, run down to the last Bomb and hop over it, stopping on its right side. (You should be momentarily safe from the Whirlwind here.) Deploy your Bloater and float right to the ledge with the Blockers and Bombs. Land on the edge of the ledge, to the left of the first Blocker. Jump the Blockers, Bombs and Splitters, then jump over to the Oily platform. Hop onto the final ledge and hurry through the final Oily and Hopper to gain the "R".

FILTHY FACTORY [NMFA]

Bloater (x3)

Gold Time: 35 seconds
Rare Time: 25 seconds

Hop onto your tent and jump onto the Crumble. Jump to the next Crumble and deploy a Bloater. Hop in and float until you see the first Mortar. Jump out so that you land near it on the right side. Run right and hop between the first Barrel o' Flames (BOF) and the Hoverconker. From the ledge to the right of the first BOF jump to land on the third BOF and fall onto the bomb if you have your Armor (if not, be a bit more careful). Jump the gap to the next platform to get another Armor, stopping on the right side of the Oily. Use another Bloater here. You'll have to raise it a bit so that the Mortar shells won't destroy it. Jump in and float right and up until you see the Mortar bombarding the stack of Blockers. Jump into this Mortar as soon as possible and rush past it to get your "R".

MORTAR MOUNTAIN [NMMM]

Golem (x2)

Club (x2)

Gold Time: 44 seconds

Rare Time: 24 seconds

Run forward and jump so that you land between the two Bombs. Jump again and run to drop into the pit with the Leggy Bomb. Hop over it and jump to the edge of the ledge above. Now you can either deploy a Club as far up and to the right as possible to deal with the Mortar, or you can jump through its shells and the Dripper's droplets. If you jump through, you can simply drop a club from above the Mortar to lure the Leggy Bomb into running onto it. Whatever you do, do it quickly, and use a Golem to jump to the island with the Armor. Use another Golem to get to the next ledge, and use your Armor to charge through the Mortar that sits above. Run left and hop over the Blocker and Leggy Bomb, then jump back to the right to land behind the Leggy Bomb and follow it over the edge. Land on top of the stack of Blockers and wait for the Leggy Bomb to blow the bottom one up. Run left and claim your prize. Be sure and either jump from the stack or catch the ledge on the way down or else you'll likely wind up on your knees, watching helplessly as your "R" fades away.

INDUSTRIAL CARNAGE [NMIC]

Serpent (x2)

Drooler

Gold Time: 32 seconds

Rare Time: 25 seconds

Run forward to the Springy and deploy a Serpent over the pit. Jump over the Blower and run right to the Barrel o' Flames (BOF). Jump straight up and push right to land on the stack of Blockers, then jump right to come down between the Hoverconkers, collecting the Armor and pushing right to avoid the Spike. Jump onto the next stack of Blockers and use another Serpent to reach the ledge with the Whirlwind. From here to the end you must move precisely, but you do get one error thanks to the safety of the Armor. You should land so that you can follow the Whirlwind to the right until you're almost between the last two Hoverconkers. Pause and jump the Whirlwind in this gap as it turns back toward you. Run off of the right edge of the platform and under the Hoppers. Usually you'll be able to run right under the first three, but occasionally you'll have to jump over the third. Just pay attention and don't get into a hurry. Hop over the first Hopper in the next set of three, and pause until you can run under the remaining two Hoppers. I like to use my Armor here to rush up the ledges with the BOFs, but you can make it up if you've already lost your Armor. Just jump carefully and don't hurry too much. Finally, hop the Pleb, but be careful because he'll turn abruptly soon after you reach him. If you make it past him, though, you can claim your "R".

HOUSE ON THE HILL [NMHH]

Blubba (x2)

Boomer (x2)

Sticky

Misti

Gold Time: 1 minute, 6 seconds

Rare Time: 42 seconds

This is a long level, as you may guess from the time allowed, and there are multiple ways to complete it. Your goals should be (outside of staying alive) to use as few creature and/or fall to your knees as few times as possible.

Hop onto your tent facing right and deploy your Misti. Jump to the platform with the Armor and use a Blubba to jump to the rooftop above. Jump to the next rooftop and fall through the hole, hugging the left side by pressing left for a split second to avoid the fleas. Hit the platform below and try to catch the small platform as you fall to avoid being stunned. You should also watch for the Leggy Bomb you've set in motion. Run to the broken bridge and use a Blubba to hop the gap. Make it past the two purple Barrels o' Flames (BOF) and hop up onto the platform to their right. Hop up again to the smaller platform, and then to the wooden platform and up through the hole in the rooftop. Hop the Leggy Bomb, jump to the next rooftop and jump the Leggy Bomb there. Use your Armor as you run through the Mortar's shells and off the edge of the roof. Hold right as you fall and you should land on a small platform next to a Bouncer.

From the Bouncer, jump to the wooden platform on the right and up through the hole in the rooftop. Hop to the next rooftop and run its length, avoiding the BOFs. Jump to the next roof, hop the Leggy Bomb and run. Hop the next Leggy Bomb and jump to the next rooftop, jumping again immediately to avoid the Whirlwind and fall through the hole onto the wooden platform. To your right you should see part of a yellow double window. That's just about where you want to drop you Boomer to destroy the Spikes blocking your path. Hop to the Spike's now vacant ledge and drop off the right side. Run to the cave and collect your prize.

HEAVY METAL [NMHM] [?]

Boomer
Golem (x2)
Misti (x2)
Phoenix

Gold Time: 1 minute
Rare Time: 35 seconds

Jump straight up, through the shells and then press right until you land. Run toward the second Mortar until you're almost touching it and jump over it. Hop the gap and slide through the Oily, run a few steps and jump onto the first purple Barrel o' flames (BOF). Jump past the second purple BOF, then jump the next gap. Hop onto the ledge to the left of the Springy and drop your Boomer onto the Middle Spike. That will probably blow up the first two Spikes, though you can make it if it only does the middle one. Hop the final Spike and Springy. (If you can't clear the Springy, get loser to the Spike before jumping.) Hop the green BOF and stop above the Mortar. Drop a Golem onto (or in front of) the Mortar, hop onto it and jump past the Leggy Bomb. Hop to the left to let the Leggy Bomb pass underneath you, then run right and stop just to the left of the Mortar's shells. (There should be a safe spot between the Shells and the Hive's projectiles.) Equip your Phoenix, and hop through the Mortar, past the BOFs and through the Plebs. Jump to the next ledge and hop the Leggy Bomb, but stop before the Oily. Use a Golem on the Blower on the next ledge. Your goal is simply to make the jump, so drop the Golem on or in front of it, it doesn't matter. Hop the gap, jump your Golem and hop to the next platform. Quickly jump again to avoid the Leggy Bomb and collect the "R".
Mortar

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TEMPLE OF IMHOTEP [TIXX]

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TUMBLEDOWN TEMPLE [TITT]

Boomer
Golem (x3)

Gold Time: 40 seconds
Rare Time: 26 seconds

Run forward, hop to the ledge with the Cactus, follow it and hop to the next ledge when it lands. Hop to the ledge with the Whirlwind, jump over it and stop on the right end of that ledge. Deploy your three Golems quickly to the right of the Oily. When they drop, they should be where the warning sign [!] is. (The great thing about them is that they'll snap to stack automatically, so you don't have to be super careful about your placement.) Jump on top of your stack of Golems, and use your Armor to jump into and past the Mortar. Jump up to the ledge with the Cactus and jump to land on the edge of the ledge where the Cactus turns to the left. Jump over the Barrels o' Flames (BOF). As long as you jump from the edge of the ledge above each BOF, you should clear them easily. Hop over the Leggy Bomb, run right and jump over the next Leggy Bomb. Run under the Dripper's droplet and hop the final Leggy Bomb. Quickly drop a Boomer onto The Lure. Be sure to make some attempt to center it so that both stacks of Blockers will explode. Hop the remaining Blockers after the explosion and snag your "R".

WATCH OUT BELOW [TIWB]

Serpent (x2)
Boomer (x2)

Gold Time: 30 seconds
Rare Time: 20 seconds

Run forward, stop behind the Blower and deploy a Serpent above the green Barrel o' Flames. Hop the Blower to land next to it on the right, and jump to the Serpent. Jump onto the next ledge, and jump over the Cactus. When you get to the gap with the Mortar, jump through its bullets to the ground below. (Yes, really). Hop the Splitter, snag the Armor, run to the cliff and jump onto it. It's alright if you lose your Armor in the process. Jump the Spike to land next to the Oily, and deploy your second Serpent in the air to the right. Run through the Oily, jump to your Serpent and jump again to the "R".

MAGICAL MAYEM [TIMM]

Blubba (x2)
Wizard (x2)

Gold Time: 42 seconds
Rare Time: 25 seconds

Jump the first Barrel o' Flames (BOF) to land to the left of the Purple BOF. Jump again to clear both remaining BOFs. Jump the gap and Hoverconker, and then hop over the Spike. Hop over the Swell and turn left. Deploy a Wizard on the ledge above the Swell, and quickly use a Blubba to jump up to the ledge. The object is to make it up in time to follow the Wizard's projectile all the way to the left, extending its range so it will destroy all the Spikes. (If you don't make it up to the ledge in time, only the first Spike will be destroyed.) All you really need is to be able to reach the Armor. Hop over

the Swell and use a Blubba to jump onto the ledge with the Oilys. Run through them, and hop over both Leggy Bombs. Jump over the final Swell to get an "R".

THIS OLD HOUSE [TIOH]

Boomer (x5)

Gold Time: 42 seconds

Rare Time: 23 seconds

You'll only need to use two Boomers. Hop to the ledge in front of you and jump off of it to the right to land on the second Barrel o' Flames (BOF). (If you just run forward, you won't be able to avoid the flames and land on the second BOF.) Jump to avoid the Oily, and run right. Jump the Scorch and drop your first Boomer to blow up the Spike sitting on the ledge. Jump to the ledge the Spike was on and drop another Boomer on the Blower above. Jump to where the Blower was, and run right. You should fall to a small ledge and then to the ground to land behind the Scorch. Hop to the ledge below the Hive and jump up to and over the Swell before it gets too big. Run right, and you should hit a small ledge on your way to the ground. Mind the two Scorches as you run to the "R".

NOTE: You can shave your time by jumping to the ledge above the first Scorch, then jumping to the ledge above and to the right of that. You can jump off of the edge of this ledge to land on the edge of the ledge with the Spike. By doing this, you can hop to the ledge above the Spike and you'll only have to use one Boomer, but it's a bit less dependable than simply using two Boomers.

WINGS OF STEEL [TIWS] [?]

Blubba

Serpent (x6)

Club

Gold Time: 43 seconds

Rare Time: 25 seconds

Start by deploying your Club to destroy the Blockers. Put him on your side so that the Bouncer doesn't interfere with him, but be careful not to get in his way. While he's bashing away, put a Serpent somewhere above the Bouncer so you can jump to the ledge above. When you can, jump the remaining Blocker, then to the edge of the ledge above, then spring right to the edge of the next ledge. Deploy a Serpent so that you can reach it, and use two more to get past the Mortars. The key is to keep them low enough that you can still get a big jump in, and so that you can jump from the second one to the ground by the Leggy Bomb without being stunned. Run from the Leggy Bomb, and jump the purple Barrel o' Flames (BOF) then the two green BOFs. Here's the uncertain bit. Stop on either side of the Burrower who lurks here and deploy a Serpent. Jump to it and drop the Blubba on the Bomb that sits on the Crumble. Quickly deploy your last Serpent so that you can jump past the Scorch and you should be able to collect the "R".

CRAGGY CRACK [TICC]

Serpent

Bloater (x4)

Gold Time: 42 seconds

Rare Time: 31 seconds

Deploy a Bloater and float over the Stack of Blockers. You want to jump onto

the ledge which you are underneath, so float right to the edge and up until you can jump onto it. Hop the Boost A Conkers as you run left toward the series of ledges with a Swell on top. Quickly jump to the edge of the ledge with the Swell, then jump to the island above. (Jump straight up and then push right to do this.) Jump to the ledge with the Oilys and proceed right, jumping Oilys and running under Hoppers. Stop to the right of the last Oily and deploy a Bloater. Jump into it before the Leggy Bomb gets you and float to the "R".

NOTE: Alternatively, you have time to stop on the ledge below the Swell, turn to the right and deploy your Serpent so that you can simply jump to the Oilys.

TOWN AND OUT [TITO]

Serpent (x3)
Golem

Gold Time: 40 seconds
Rare Time: 35 seconds

Run forward past the lampost in the foreground and deploy a the Golem. Hop onto it and jump to the building with the Scorcher. Jump the Scorcher and fall down to the boxes below. Hop to the platform and run off the right side. Run across the broken bridge, jumping the gap. Jump to the Oily platform, then up to the tiny platform with Armor, back left to the platform above the Oily and over to the wooden platform. Jump right onto the roof. Run under The Lure, hop to the next rooftop and hop the Swell. Run to the end of this roof and jump right, under the next rooftop to the small platform. Jump over the platform with a Bomb to land on the Oilys, then slide right and fall to the ground. Make your way to the platform in front of the Swell. Jump to the left of the Swell and hop over it, then run down to the ground. Hop onto the platform above the Bomb and jump right to the platform above that. Facing right, deploy a Serpent before the Burrower gets you. Jump onto the Serpent and jump right to the next rooftop. Stop quickly and deploy another Serpent in front of the pair of Blockers. Hop the Blockers and run right. Hop over the Scorcher and land on the edge of the rooftop just behind the Scorcher. Hop to the next rooftop, run its length and hop to the rooftop with the Leggy Bombs. Jump the first and then the second Leggy Bomb, and outrun it to the red Swell. Jump through the Swell to collect your "R".

NOTE: If you're out of Armor, or if you never collected it, you can try to get enough out of your jump that the Leggy Bomb hits the Swell and causes it to shrink before you land so that you won't get hurt.

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DRAGONSKULLE TOWN [DTXX]
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ROOFTOP RAMPAGE [DTRR]

Bloater
Wizard
Phoenix

Gold Time: 50 seconds
Rare Time: 30 seconds

Jump the Yooseeme and use the Bloater. Float past the Barrels 'o Flames (BOF) and Hoverconkers and land on the edge of rooftop with the Swell. (If your timing is a little off, you can float past the Swell). Jump the Swell, hop to the next next roof and land right of the Oily. Hop the Yooseeme and the

next Oily to land on the next roof, then jump the Hoverconkers and hop to the next roof. Equip your Phoenix to run through the Mortars and make it past the Hoverconker/BOF obstacle on the roof above. Stop before jumping to the next roof and deploy your Wizard. Hop to the next roof and follow the Wizard's projectile, watching for the shadows of any Yooseemes it may not have killed. Hop onto the next roof and run under the Drippers' droplets to collect the "R".

TEMPLE PLAINS [DTTP] [?]

Serpent (x2)

Gold Time: 33 seconds

Rare Time: 24 seconds

Jump and land between the Barrel o' Flames (BOF). Wait for the Yooseeme to turn, then jump behind it. Deploy a Serpent so that you can jump to the island ledge above, and hop to the ledge with the Frosty. Jump the Frosty, then jump into the Oily. Jump onto the first purple BOF, and jump again to land on or past the second purple BOF. Jump onto the Bouncer to spring to the ledge above and as soon as you have footing jump again to get past the Whirlwind. Drop off the edge of this ledge and stop. Here's the nasty part. You need to deploy a Serpent at just the right spot so that you can jump to it from the second BOF, then from the Serpent to the Oily and the "R". This is very hard to do, but you should have a cushion of several seconds. From the left of the first BOF, raise the Serpent just a bit and push it right until the screen just begins to shift to follow it. Wait for the BOFs to fire and jump, land on the second BOF and, if you did everything just right, jump from there to the ledge at right.

CLUSTER KEEP [DTCK]

Serpent (x2)

Wizard (x2)

Gold Time: 38 seconds

Rare Time: 36 seconds

Use a Wizard immediately. Follow his projectile and let it destroy the Cluster. Hop to the platform above the Cluster, then up and right to the next platform. Stay on the left end and put a Wizard to your right to shoot across the gap and destroy the Swell. Once the Wizard casts, jump from that platform to the building where the Swell was. Run to the right and fall in front of the Leggy Bomb, run toward the purple Barrel o' Flames (BOF) and jump to the platform with the Bomb that hangs between the BOFs. From here, jump between the next two BOFs and hop the final BOF. Run toward and hop the Leggy Bomb, then deploy a Serpent. You should be able to jump to where the Cluster is while it is turned away from you, then jump to the wooden platform above it. Jump immediately through the hole in the roof, then run off the edge of the roof to land on your knees on a small platform. (You can also use the hole in the next roof - you should land next to the Yooseeme.) Drop off of the right side of the platform, hop the Yooseeme, run under the Bombs and hop the second Yooseeme. Hop the third Yooseeme, run to the broken bridge and jump the gap. Run all the way to the stack of Blockers, (using the stairs to gain height) turn back to the left and deploy a Serpent. Hop onto the Serpent, then jump between the Hopper and the Blockers to get your "R".

FACTORY FURNACE [DTFF]

Boomer (x2)

Bloater (x2)

Gold Time: 44 seconds

Rare Time: 33 seconds

This is how I do it. Run forward toward the platform in front of you and deploy a Bloater. Hop into it, and you should drift unscathed all the way over to a warning sign [!] on a platform with a Scorcher. You should be low enough to jump out without being stunned, but try to land on the platform with the Yooseeme. One way or another, get past the Scorcher, Yooseeme and the other Scorcher. Hop the gap with the Boost A Conker and slide across the Oilys. Hop to let the Leggy Bomb run under you, run until you're between the first two Hoverconkes and hop again to let the Leggy Bomb run back under you. Follow it to watch it smash the second Leggy Bomb, then run down to the third Leggy Bomb. There should be just enough room inside the Hoverconker to let you run straight up to the third Leggy Bomb and jump, letting it pass under you. Do this again for the final Leggy Bomb, and when you land immediately deploy a Bloater. You may want to raise it bit to ensure that you avoid the Yooseeme then jump into it, ignoring the Globule. Float up and over the Yooseeme until you can jump from the Bloater to land on the "R".

BLIND ALLEY [DTBA]

Blubba (x2)

Misti

Wizard

Gold Time: 1 minute

Rare Time: 32 seconds

Run forward and jump the Spike. Jump from this roof to the next. You should land between the Cluster and the bullets he just fired. Run forward to fall through the hole and land on the ground between the Oily and Splitter. Jump to the platform above the Splitter and to the platform above that. Hop to the edge of the platform with the Bomb and up through the hole in the roof. Jump over the Barrel o' Flames and jump again to avoid the Whirlwind. Run to the edge of the Whirlwind's roof and deploy your Wizard. It should fall naturally on the edge of the roof with the Yooseemes and Spikes. Run across this roof, but watch for Yooseemes as the Wizard may or may not have destroyed them. Hop off of the edge of this roof to land directly on the platform below the hole. This bit takes a little practice. Run off the right end of the platform and pause for a split second before jumping the Cluster to land between it and its bullets. If you jump too soon, you'll land in the bullets. Jump to the right onto the wooden platform with the Bomb and then jump through the hole in the roof. Run off of the edge of this roof to land on the platform below the next Bomb. Jump up and right to the next platform and then up and right to the edge of the wooden platform with a Bomb on it. Quickly spring through the hole in the roof. Jump to the next roof and follow the Cluster until you can jump over it and through the hole in the roof to land on the platform below. Run right onto the top of the cave and turn back left to get the "R".

FIRING SQUAD [DTFS]

Boomer

Misti

Bloater

Gold Time: 50 seconds

Rare Time: 19 seconds

Jump the Swell, and jump onto the floating platform. From the platform past the Oily, jump immediately to the platform with the Yooseeme, then jump immediately

again to avoid being hurt. Land and run under the Cactus, and hop onto the next floating platform. Immediately deploy a Misti. Don't worry about positioning it, or the Burrower will get you. Just put one out and hop onto it. Now, use your two remaining Mistis to make it past the Swell to the cliff with the Burrower and Yooseeme. Try and keep the Mistis low enough that you won't be stunned when you finally jump to the ground. Run up the stairs, avoiding the Yooseeme to collect your prize.

COBBLED COURTYARD [DTCC]

Golem (x4)
Misti (X4)
Witch

Gold Time: 1 minute, 10 seconds
Rare Time: 50 seconds

Run forward and jump the first Yooseeme. Run toward the second Yooseeme and jump to the platform above it. Jump to the platform above and to the right, then spring back to the platform above and to the left. Hop through the roof heading right, take a few steps and jump over the Cluster as it turns. Hop to the next roof landing past the Spike. Jump the Leggy Bomb, jump to the next roof, and jump toward the Blower to fall through the hole. Drop to the right, catching enough ledges as you fall so that you aren't stunned when you hit the ground. Outrun the Leggy Bomb to the platform with the Oily and use your Witch. Hop up and right to the next platform and deploy a Misti. Jump to where the Bouncer is and make your way into the pit. You want to drop a Golem onto the Whirlwind, collect the Armor and Jump from your Golem to the next ledge where the Burrowers are. From here, hop to the small platform and deploy a Misti to jump to the rooftop where the Bombs are. Either use a Misti to get past the Bombs, or jump into the hole between the Bombs and jump back up to the rooftop behind the second Bomb. Jump to the next rooftop, jump the Yooseeme and drop through the hole. Fall from the wooden platform to the one from which the Hive is hanging and deploy a Misti. Hop into the Swell and fall off the right side onto the boxes. Watching out for the Yooseeme, move right far enough to deploy a Misti. Use it to jump onto the platform with the Fatso, and move onto the next platform with a Fatso. Fall off to the right. Stop short of the Mortar's shells and drop a Golem onto the nose of the 'Wulf's lair to block them. Then, simply run forward and collect your "R".

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REACHING 100% [REON]

When you reach 100% completion, you'll receive a message that reads:

Fantastic!!!

You have beaten all the Rare Records.
That's it, you have completed everything.

Thank You For Playing.

Continue playing, and you'll see that the Challenge Mode background has changed to a nifty new piece of Sabre Wulf artwork.

I have no idea if the message is telling you the truth, as I was a little sick

of playing by this time. Rare is known for having done 100+% before, but I don't know if they've done that in this game.

If you've beaten the Rare Records and still do not have 100% completion, be sure you completed all the quests. In general, it is wise to save before the final Lab so that you can make sure you've done everything before the credits roll. Some general completion tips are to buy everything and talk to everyone. The camera quest can be undertaken by buying the camera at any time from the shop in Blackwyche and then talking to the photographer. The orchid quests begin after you talk to the young man walking around by the statue in Blackwyche Village. If you're missing any pictures or orchids by the time you get to the last Lab, I suggest you simply run through the game in order as you played it, beginning with the campsite. Simply going everywhere and talking to everyone should tie up any loose ends you have and it doesn't take that long. Don't forget to visit the areas you cannot jump directly to, such as your campsite, the Blackwyche Docks and so on.

The quest that is most frequently missed is the Steamship Captain's. If you talk to the man standing in the steamship in the southeast corner of Blackwyche Docks, he'll tell you he needs a costume. Simply go into the Mayor's office and run into the wierd cow looking thing on the right of the desk. You'll be told you have the Cow Costume. Return to the steamship to complete the quest.

In addition, there is a Bonus Room in West Blackwyche that is easily missed. West Blackwyche is the area south of Blackwyche Village where the first lab appears. The Bonus Room is hidden in the bottom right corner of this area. Approach the fallen log from below and push against the right side of the trail to find the hidden path to the clearing in which it sits.

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Mr. Jones, who's waited for this game longer than I've even known about it.

CONTACT INFO [COFO]

you may reach me (BG) at <the_bullgawd@hotmail.com>

Please contact me only if you wish to share additional game info or to report errors in my documentation or methods. In particular, I would appreciate any information regarding endings or 100+% completions, so that I may post it in this FAQ.

If you write for game info (howda, whyda, whereda,...), DO NOT EXPECT A REPLY. I will of course reply if I know the answer off the top of my head, but if I can't, I won't waste my time by replaying the game to find out, or by writing you an email to that effect.