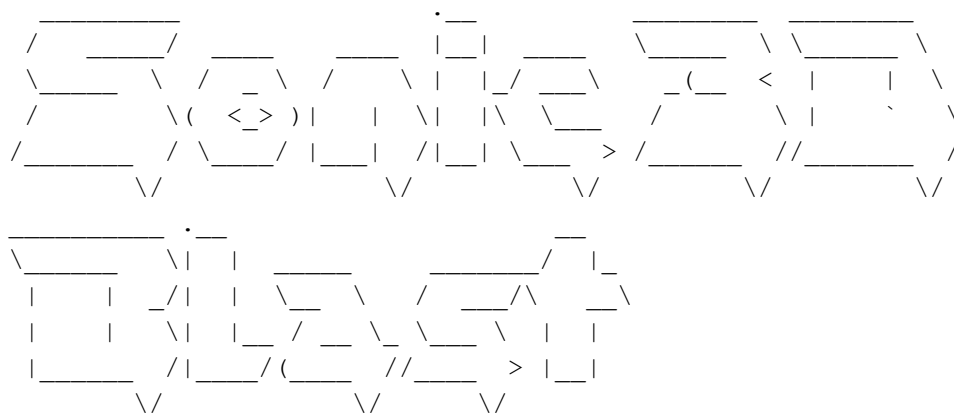


Sonic 3D Blast FAQ/Walkthrough

by BostonFuse51

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Platform: Playstation 2
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/ 01. WELCOME - [-] \
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Welcome all to a Sonic 3D Blast FAQ/Walkthrough written by yours truly, BostonFuse51. I decided to FAQ this game because I love Sonic games and I'm interested in FAQing another. The game I am writing for is one of the many underrated games out there, especially in the Sonic series. Back on its original version, the game didn't have high quality graphics, or gameplay (simply because it's a 1990s game) but with this new remake on the Playstation 2, the game contains modern day graphics and makes the game much more fun to play than it's original version. I hope you enjoy the FAQ, and if you have any

Tails with rings, to gain access to the special stages during the game.

Blue Energy Shield

Blue Shields act as a piece of protection. You can get hit once while holding it, and you won't lose any rings (or lose a life if you don't have any rings). This item will only be found in a box as with packs of rings.

Red Energy Shield

This shield will allow you to touch or run into fire without losing any rings. The best thing about this shield, however, is that you can run through fire without losing the shield. This item will only be found in boxes throughout certain zones.

Yellow Energy Shield

This allows you to use the homing attack. Press the jump button once, then press it again to do a second jump. This item will only be found in a box.

Running Shoes

Finding these shoes, which will only be found in a box, will award you with a short increase in speed. It's not really useful, but it is fun and makes getting through the levels quicker much easier.

Stars

Like in many other games, stars award invincibility in this game. You can find them in boxes around the levels, and after you break them, for a short amount of time you'll be able to run across lava and spikes and kill enemies by running into them.

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/ 05. CHARACTERS - [-] \
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Sonic

Sonic is the main character of the game, as well as the person that you'll be playing as. He's a blue hedgehog, with red shoes, and the ability to run at incredibly high speeds. In this adventure, he's out to rescue the Flickies from the clutches of his evil nemesis, Dr. Robotnik.

Flickies

The Flickies are birds from another dimension that have magical powers. They're friends of Sonic, but their abilities have lured the eye of the evil Dr. Robotnik as well. Now, all of them have been captured, and turned into evil robots!

Knuckles

be rings for you. After you do this, go a little southwest, and you will see another ball spiker. Instead of killing it though, go behind it onto the bouncer. Up here there are more coins to collect. After this, hope on down, and kill the ball spiker. When you do, it will release a blue flicky. Run into it, and it will attach itself to your back.

After you kill this guy, walk over to the hill, and a gate will blast you up it. When you get up, go right, and there will be a ring box containing 10 coins. After you get it, walk over to the left, and jump on or spin dash into the ball spiker. This will release another blue flicky, and you know the drill. Run into it, and it'll attach to your back.

After this, just walk a little more to the left and kill another ball spiker for the 5th and last flicky of the act. When you do this, make sure you have all five, and head northeast toward the big ring. (Watch out for the little cannon thing throwing the green torpedoes. When you get to the ring go under

it, and jump into the air. All five flickys will be deposited into the ring, and then the ring will go away. When it does, go off and then go back on again. You will fall through the hole that is created, and land in a new area of the act.

SECOND AREA OF THE ACT

When you first come into this area, go north, and here will be a ball spiker. Kill it by jumping on it, or spin dashing into it, and then a blue flicky will be released. Run into it, and it will latch itself to your back. After this, head south, and watch out for the mini cannon firing those green torpedoes. Go left, on the little hill and get four rings. Go right and north and get four rings inside of the little crater. After, drop down the hill, and get all of those rings, and then fall off the ledge almost in a new looking area. Here, there is a Wasp. Kill it by either by jumping on it, or spin dashing into it. When you kill it, a purple flicky will be released. Run into it, and it will latch itself to your back.

From here, go north and west, and go under the waterfall. Here, jump up, and you will get a flame shield. Here go down, and you will see another one of those cannons. Dodge its torpedoes, and go south of the screen. Here, there will be a ball spiker. Kill it, and a blue flicky will be released. Run into it, and it will attach itself to your back.

After this, go back up above the cannon and go up these huge winding hills. After going up for awhile, you will come to this new looking place. Walk northeast and there will be a ball spiker. Kill it by jumping on it or spin dashing into it and a blue flicky will be released. Run into it, and it will attach to your back like the other blue and purple ones.

After this, there is nothing more up here (except for the big ring for the end.) So, go back down the hills into the old area. Head south of the cannon, I mean real south and there is another ball spiker. Kill it by either jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will attach itself to the others. Now, go back up the winding hills, and go to the northeast corner of the space. Here, go under the big ring, jump up and all of the flickys will be deposited into it. Wait a sec, and the game will bring you to the circle. Someone will abduct you, and congratulations, you have just completed act 1, your first act in the entire game!

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Green Grove Zone - Act II

As soon as you start off this act, go down the hills, and get 10 rings total. At the end of the last hill, there is a ring box for you to jump on giving you 10 more rings. Right next to you, there is another ball spiker. Kill it either by jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will latch itself to your back.

After you do this, go into the next space. Here, go to the back, and jump on the red bouncer. Up here, there is an invincibility. Jump on it, and you will be invincible to all enemies. Drop down, and go south. Here, there will be another ball spiker. Kill it either by jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will latch itself to your back.

From here, go in a slight northeast direction, and go over the hill onto a platform right south of the big ring. Pass, it, and go down into the next space. Down here, watch out for the cannon firing those green torpedoes. Dodge it, and head southeast. Down here on this slightly raised platform, there is a Wasper. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back.

After this, just go northeast only a few steps to find another ball spiker. Kill it either by jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will latch itself to your back. (Wow this level looks easy...)

From here, just go straight south for about 20 steps. Here, you will find a Wasper just flying around. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back. From here, go all the way north and eventually west retracing your steps back to where we first saw the big ring. Go to the hole, and jump up through the ring, depositing all of the flickys. The ring will disappear right after this is over. Walk onto the hole again, and you will drop through, and be brought to the next area of the level.

SECOND AREA OF THE ACT

As soon as you start off this area, you will get blasted forward by one of the gatess down, and then around a loop-de-loop. After this, at the bottom get all of the rings on the mini hill. Down here, also look for the cannon that is firing those green torpedo things. After avoiding it, go south of it to the little patch of water. From here, go south, going toward the right direction of your screen, and going down here get the 9 rings here. After this, turn right, and jump up the stairs here, getting some rings on every step. At the top step, take the red bouncer onto a new, higher ledge. Up here, go to the patch of water, and there will be a Wasper flying around near the water. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back.

After you get the flicky, head to the northwest direction of your screen. Up here, grab some rings, and getting the blue shield. After you get these goodies, head back down to where the Wasper was. Go to the northeast direction of your screen and you will find an Underground Caterkiller. You can kill these guys by jumping on them when they come out of the hole that you are closest to. (NOTE: You can only kill these guys by jumping

on their head, not any other part of their body. Once you kill it, a red flicky will be released. Run into it, and just like the purple flicky before, it will latch itself onto your back.

From here, go northwest, and grab all of those rings. After this, go to the purple contraption, and when it explodes, dodge the pieces that come flying at you. If they hit you, you will lose all of your rings collected so far, and also all of the flickys will detach themselves from your back. After this explodes, go down, and watch out for the cannon that keeps throwing all of the green torpedoes at you. Dodge it, and right below you, there will be a raised land of area. Up on the top of it, there is a ball spiker. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. (A glitch in the game is on this ball spiker, the flicky color is purple instead of blue like all the rest of the ball spikers. Run into it, and it will latch itself to your back.

After this, head to the bridge that was cleared when you destroyed the purple bomb thing. Cross it, and collect the rings that are on it. At the other end of the bridge, there is a ball spiker. Kill it either by jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will latch itself to your back.

Once you kill it, head southwest, and get the 10 rings there. After you get the rings, go directly east, to the red bouncer, and leap on it lifting you up giving you rings. After this, get down, and head northwest. Watch out for the cannon that shoots out the green torpedoes. After dodging its ammo, right northeast of it is a wasper flying around. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back.

After you kill it, and get the flicky, you now have all 5 flickys for this second area of act 2. Head over to the big ring in the corner, and go under it. While under, jump up going through the big ring, therefore depositing the flickys. When they are all gone, you will be abducted, and sent to the third and last area of the act.

THIRD AREA OF THE ACT

As soon as you start of this area, go northwest, and kill the Underground Caterkiller. You can kill these guys by jumping on them when they come out of the hole that you are closest to. (NOTE: You can only kill these guys by jumping on their head, not any other part of their body. Once you kill it, a red flicky will be released. Run into it, and just like the purple flicky before, it will latch itself onto your back.

After this, go north, and get the rings, and the blue shield. After this, go up onto the hill with just the spike ball. Grab the rings on the sides of the hill, and then head south. Here, there will be a bridge that you will cross. On the other side of the bridge, there is a ball spiker. Kill it either by jumping on it, or spin dashing into it, and a blue flicky will be released. Run into it, and it will latch itself to your back.

Continue south, and get four rings. Also, avoid the cannon that shoots the green torpedoes when you go to that direction. Just to the right of the cannon, there is a wasper flying out and about. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back.

After this, go up the little slope, and get the 4 rings on the top. Drop down, and head north like an inch on the screen. Here, you will find an Underground

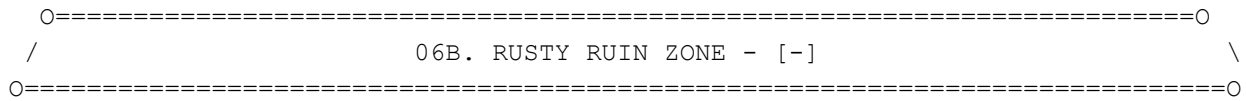
Caterkiller. You can kill these guys by jumping on them when they come out of the hole that you are closest to. (NOTE: You can only kill these guys by jumping on their head, not any other part of their body. Once you kill it, a red flicky will be released. Run into it, and just like the purple flicky before, it will latch itself onto your back.

From here, go north, and get the 4 rings, again on the mini slope. (Another one of course.) From here, drop down to the left, where there is a red bouncer. Here, leap on it, and you will be blasted up, getting rings. From here, go all the way southeast, avoiding the cannon, and everything else. In this little area, get all of the rings where you first come in. Take two rights, and you will find a wasper flying around. Kill it either by jumping on it, or spin dashing into it, and a purple flicky will be released. Run into it, and it will latch itself to your back. Now, you have all five flickys for this area of the act. Head right from where you just killed the wasper to the big ring, and then go under it. While under, jump up going through the big ring, therefore depositing the flickys. When they are all gone, you will be abducted, and will be sent to the third act in the level.

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Green Grove Zone - Act III

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Rusty Ruin Zone - Act I

As soon as you start of this level, grab the four rings right in front of you. After this, leap over the gate to your right, and get the ring box. Jump back out, and then drop down the mini hill. On here grab all of the many rings, and then drop down. Down here, watch out for the two moving cannon balls, and dodge them by going to the left. In this new area, go in a backwards L direction, and you will find an enemy called a Robo-Croc. These enemies are little crocodiles that move around. You can kill these guys by jumping on their heads. Once you do kill it, a green flicky will be released. When it is, run into it, and it will latch itself to your back.

Once you beat this guy, jump on the red bouncer to your left. Doing this will give you lots of rings. After you do it, go back south, and go down the stairs right where you dodged the two cannon balls. Here, go down the stairs. At the bottom, dodge the big cannon ball swing thing, and go behind it. You will see the big ring, but it isn't time for that just yet. Directly south of here is an enemy. These enemies are called Buzzers. They come in two different colors...purple, and yellow. This one is a yellow color. Kill it by jumping on it. When you kill it, a blue flicky will be released. When it is, run into it, and it will latch itself right onto the other flicky that you caught just before.

After you kill the buzzer, go south. A few inches off of the screen, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. After you kill the Robo-Croc, keep heading south. Drop down, and get the

rings at the bottom of the hill. Head up, but watch out for the blowing fire from the wall. After a blast comes, go forward, and get the rings at the now top of the hill. Go down, and at the bottom of the hill, there is a buzzer. Kill it by jumping on it. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill the buzzer, go up the hill, and jump over the ledge. Over here, on this new closed in area, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. When you kill this, you now have all the flickys for this area of the first act. Retrace your steps, jumping over the ridge, going down the hill, and then going up the hill, dodging the fire, and then go down that hill. At the bottom, jump over the small ledge, and run back to the big ring. Here, go under the ring, and jump up depositing all of the flickys. When you do, the ring will disappear, and you will fall through the open hole into a new area.

SECOND AREA OF THE ACT

When you start off this area, you run through a few loop-de-loops, and get lots of rings. When you land, you go upside down, and land up, ready to go. Go forward, and grab the 8 rings, and then head up the 4 steps on the stairs directly in front of you. At the top of the stairs, go right, and get the rings, and the ring box. After this, go back north, and go on one of the spiny things. This will spin sonic around, and he will be able to knock down the towers, left, and south. (Not the other pair over to the left. Those will lead you back to the first area of the act. Down here, go down all of the stairs, and at the bottom, there is a buzzer. Kill it by jumping on it. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, drop down, go right, and jump over the ledge. Up here, dodge the two cannon balls, and go left, and up the hill against the wall. Up here, there is a red bouncer. Jump on it, and you will get some more rings. Drop down, off of the hill, and go right. On a little raised area, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go to the right of where the red bouncer was, and jump up the stairs onto a new level. Here, go up against the hill on the wall, and get rings, and also, a flame shield. Drop down off of the hill, and you are going to have to dodge two cannon balls, and a fire machine throwing fire from the wall. (You have the flame shield don't forget.) On the other side, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

Up here, you will notice all of the spinny things. Do not use them yet, but you will need to very shortly. From here, drop down the stairs, then take two lefts, and drop down another flight of stairs. Take in a haul of rings down here, and then go south, and down another flight of stairs. At the bottom of these stairs, there is a buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you do this, retrace your steps all the way back to where the last Robo-Croc was. (Remember with all of those spinny things.) This time, go into one of the spinny things, and walk out doing your ballarina thang! Walk all the way back down all those stairs, taking all those turns, and when you come to where the buzzer was, go left, and knock down the towers. This

can be really annoying, but stick with it. My best advice here would be to go as slow as you can so you can avoid all of those big cannon spiky balls. Down in the new area, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

Now you have all 5 flickys for this area in this act. The big ring is right next to you, so turn around, and go under it. While under it, jump up, through the middle of the ring, depositing all of the flickys. After you do this, the ring will disappear. Walk back onto the circle, and you will be abducted going into the next act.

THIRD AREA OF THE ACT

As soon as you start off this area, head south, and get the 10 rings. Go right to the red bouncer, and leap on it. Doing this will give you some more rings. After this, drop down on the side where the red bouncer is. Keep going straight, and there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go on one of the spinny things, and go right. Here, go south, and knock down the towers. On the other side, there is a blue shield waiting for you. After you get it, go back up, and then go down on the other side of the red bouncer. Down here, there are some rings, and another Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

Now, go northwest to a whole different route. Here, there are two pointy cannon ball things. Dodge them, and get to the other side. On the other side, there is a buzzer almost right next to the two pointy cannon balls. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, drop down on the side closest to the two pointy cannon balls. Drop down all of the steps, and at the bottom, there is a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. After this, climb back up the stairs, go to the other side, and drop down the stairs on the other side. Down here, go to your left, and there is a buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back. Now you have all five flickys for the last area for this act. Drop down two steps, and right in front of you will be the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposit all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through to a new area.

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Rusty Ruin Zone - Act II

Start off this act by moving forward, and grab the 4 rings. After this, drop down the hill, go left, and grab four more rings. In front of you, there is a red bouncer. Leap on it, and it will launch you up in the air. Up in the air, jump to the ledge, and on the ledge, there is a ring box. After you pick it up, drop down, and right near the red bouncer, there is a buzzer. Kill it by

jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get the blue flicky, go up the hill right in front of you. At the top, there is a red bouncer. Leap on it, get the rings above, and at the same time, go to ledge just above you. Up here, there are a bunch of those spinny things. Hop on one, and then go off spinning really fast. Go forward still spinning, and knock down those three towers pretty much right in front of you. Right after you do this, you can jump up, and break out of spinning, and become regular old sonic again. After this, go forward, left, and then northeast, and you will find the second enemy of the level, another buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill the buzzer, go back, and go up the hill right to your left. Going up, grab all of those nice fun rings. Up at the top, there are four spinny things. Pick one, go into it, and come out spinning. Just dodge the cannon balls with spikes on them, and jump out. (I guess you didn't need to use them for anything.) Go forward, and then left. Over here are four rings, and an invincibility. After this, get out to the right, and there is another buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, climb up the stairs to your right getting some of the rings that are on there. At the top, there is a Robo-Croc moving back and forth. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, and get the four rings in front of it, behind it, and on the sides of it, head right. Here, drop down a step, and there is a red bouncer. Leap onto it, and doing this will give you some rings. After this, drop down two more steps, and you will find some rings, and a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Drop down the last two steps, and then off of the ledge. Down here, there is a red bouncer. Leap on it, and you will get rings just like the last one. Drop down off of it, and then hurtle over the two big spike balls. On the other side is where the big ring is. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through to a new area.

SECOND AREA OF THE ACT

Start off this area by going forward and getting the 9 rings. Leap over the wall onto the other side. On the other side, there is a red bouncer. Leap on it, and then go left. Hopefully, you will land on the ledge above that really steep hill that you can't go up. Up here, grab the four rings. Jump over the wall, and dodge the two big spikey balls. In the northwest area, there is a flame shield. Make your way out going backwards. Here is the tricky part. You have to leap across the hill to the right, and take a mini bouncer in the wall up to the next one. Then that one will send you to another one, and then to another one, and then onto a whole new ledge. Up here, go into one of the four spinny things. Go down the hill, getting the four rings, and at the bottom, destroy the three towers. Once you do this, you can press the A button, and jump up getting out of being spun around. Once you're back to regular sonic, go forward and leap up two steps, and then avoid the two spikey balls. This is another tricky part. Use the red bouncer to leap across the

whole gap onto the other side. (Don't even use the life elevator.) On the other side, grab the four rings, and then head left. Drop down a bunch of steps, didging the fire machines, and at the bottom there is finally a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, go left, and down the stairs there. When you get to the bottom, go left again and get the 8 rings. After this, go southeast to the buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, just go in a "U" direction, and there will already be another enemy... a Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. After this, head south, and go down all of the steps. From here, go left. Just forget the lift elevators, and drop down. Avoid all of the fire throwing machines, and go left, and then jump up. Up on this new ledge, there a buch of rings, and a buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go back down taking the lifts, to the area where you came off the steps and went left. Here, instead of going left, go down. Down here, get the speed shoe, and then head forward. Down here, there are tons of rings, but more importantly a buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. From here, go all the way back up to where the fourth enemy was. (You know, where you went left, and then across the elevator lifts, and then up the steps. Up here, there is the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through to a new area.

THIRD AREA OF THE ACT

As soon as you start off this area in the act, just walk down and there is a Robo-Croc. (Boy that was easy aye?) Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. After you kill it, go up the hill to your left. Up here, there are four rings. Take another left, and get another four rings. Turn around here, and go up another hill. At the top of this hill, there are another four rings. (REPITION REEKS.) Anyway, right next to you to your left is a buzzer. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

Right next to you, it couldn't be any closer; there is another Robo-Croc. Kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back. Go up the hill on your left, not forward, and leap on the red bouncer. Up in the air, go left, and also while in the air, get the four rings. Up here, climb up the steps onto a new ledge. Right in front of you is a buzzer, and four rings. Kill it by jumping on its head. When you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, head lleft, get the four rings, and then you will come to four spinny things. Go into one, and come out spinning. While spinning, head

in a northeast direction, and knock down the towers. Once you do this, you can jump up, and drop down. Down here, go into another one of the four spinners there, and come out spinning again. While spinning, dodge the one spikey ball, the and the fire machine, and drop down all of the steps getting coins. At the bottom, there is a Robo-Croc and some towers. I sat, kill the enemy first. Jump out of your spin, and kill it by jumping on its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go back up to the last spinny things, and repeat the process except this time, instead of killing the enemy, crash down all of the towers. Over here, on the other side of the towers, dodge the big spikey ball. Jump onto the lift elevators on the other side of the ball. Jump across three of them going right onto a new ledge. Here, go forward, and hop onto one of the spinny things, and come out spinning. Knock down the towers to the top of you, and you will come to an area where the big ring is. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will be abducted, and sent to the boss.

Rusty Ruin Zone - Act III

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/ 06C SPRING STADIUM ZONE - [-] \
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/ 06D DIAMOND DUST ZONE - [-] \
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/ 06E VOLCANO VALLEY ZONE - [-] \
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Volcano Valley Zone - Act I

As soon as you start off this act, and level, collect the three rings in front of you, go to the side (toward the right) and jump over the gap hopefully avoiding the pit of lava. On the other side, get the four rings, and move on down the path. Over in this area, there is your first enemy of the level...a Ladybugernaut roaming around. Ladybugernauts are little harmless almost red ladybugs. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill the enemy, walk right on and in front of you, there is a ring box, and four more rings. After you get these, walk southeast, and go down the path getting four rings. Walk down the hill, get four more, and at the bottom there is another enemy...a Wasper II. These guys have red faces, and float in the air like Waspers. (See green grove) Anyway, kill it by jumping on its head, and a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill the enemy, there is a ring box, and some rings lying in front of you, so pick them up, and go to the northeast side of the closed in area. Jump on or over the easily breakable boxes, and on the other side, there is a red bouncer. Leap onto it, and it will send you in the air where you can get a bunch of rings. Drop down the two hills to your right, and at the bottom of the second hill, there is a Tailswipe. These guys are little red and purple scorpions. They move back and forth like Robo-Crocs. Kill it by jumping on its head, or even spin dashing into it, and a red flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill this enemy, look forward. There is a huge gap you have to cross. Leap over it, and don't run into the fire puffing up. On the other side, take a nice relaxing breath. Run or even jump over the two machines that cough out that fire/smoke stuff. On the other side of these, there are some rings for you to get. After this, go right, and drop down the hill over here. At the bottom, there is another pit for you to cross. Jump over, and try not to land in the fire. On the other side, jump over or on the two boxes, and continue on. Dodge the two fire machines that puff out that fire/smoke stuff, and on the other side, get rings. Going forwards, it's time to play jump rope! Leap over the fire jump rope when it is down, or above you, and continue on the other side. When you get there, there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, go up the raised hill, and at the top point, get the four rings. From here, drop down, and go in a south west direction. Retrace a lot, past the machines, to the new pit. Leap across to the other side, and head forwards. In this little area there is our fifth and final enemy...a Batbot. These guys are little orange bats that flutter in the air. Kill it by jumping on its head, and an orange flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. After this go all the way back to where the fourth enemy, and then, from here, go in a northeast direction. Here, there is the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposit all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through the hole, and be transported to the next area of the level...

SECOND AREA OF THE ACT

As soon as you start off this area, go forward, and right, directly in front of you, there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, go left, and then go up the hill, and at the top, there are four rings for you. Drop down the hill, but watch out. At the bottom, there is another one of those machines that puff out the smokey fire stuff. Jump over it, and on the other side of it, there is a Wasper II. Kill it by jumping on its head, and a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, go forward, and jump over another one of the machines that puffs out the fire/smoke. Over here, there are a bunch of boxes. Jump on the one in the backrow and in the middle. Instead of fire, this one has a hole underneath. Jump in, and the hole will take you across the river of lava into a new area. In here, walk northwest and there is another Ladybugernaut. Kill

it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go south down the path. Get the four rings, and leap over everything onto a new place. Right in front of you, to the left, there is a Batbot. Kill it by jumping on its head, and an orange flicky will be released. When it is, run into it, and it will latch itself to your back.

After this, go right, and then forward, and then left, and here you will see a little blue thing on the ground in front of a raised up ledge. Go onto it, and spin dash, but do not release. Doing this will raise it up to the top of the raised up hill. When it is there, jump off. Up here, go south (left also) and grab the rings. Go forward, and there will be a Tailswipe. Kill it by jumping on its head, or even spin dashing into it, and a red flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go forwards a bit, and there is another one of those elevator things. Spin dash on it, and it will rise up. At the top, jump off, and you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through the hole, and be transported to the next area of the level.

THIRD AREA OF THE ACT

Start off this area of the level by going forwards, and then dropping off the ledge. Down here, spin dash up the hill, and you will go across the lava pitted hopefully not getting hit. When you get to the other side, get the four rings, and continue on. Going on, break down all of the boxes, and then jumping over the two machines that puff out the smoke/fire. On the other side of these, go right, to the the elevator. Spin dash to make it go up, and when it reaches the top, jump off onto a new ledge. Up here, go left, and there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go all the way up the hill straight forwards, and up here, jump over the fire jump rope. On the other side, there is a Wasper II. Kill it by jumping on its head, and a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

Keep on going, and over here, extremely close to you, there is a Tailswipe. Kill it by jumping on its head, or even spin dashing into it, and a red flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go south, grab the ring box, and take the path down there. Going along, go under the fire waterfall, and grab a bunch of rings. On the other side, there is another one of those blue elevators. Go onto it, and start to spin dash. It will rise up to the top of the hill. Jump off, and on here, right in front of you, there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

Continue on forwards, and jump on the boxes. Moving forward, get all of the rings, and pretty close to you, there is a Batbot. Kill it by jumping on its head, and an orange flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go directly right, and you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through the hole, and be transported to the next act of the level.

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Volcano Valley Zone - Act II

When you start off this act, you will notice that you can either go down to the left, or down to the right. Let's start off by going right. Down here, get all of the rings, and crush all of the boxes. Go up the slope, and at the top, jump over the fire jump rope. Up here, go stright, and there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, jump onto the little lift in the fire. Wait until it goes to the other side, and when it does, jump off onto a new ledge. On here, get the 4 rings, but watch out for those bloody machines that puff out the smoke/fire stuff. Beyond them, there is a red bouncer. Leap onto it, and in the air, sail over onto the ledge on top of the hill. Up here, go up the hill, and down the hill getting rings. Over, here, take a left, and there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, get all of the rings on the floor, and above the red bouncer in the corner. Also, smash all of the boxes. Don't worry about the hole yet. Just go where the red bouncer is, and then south, and collect your ring box. Here, drop down, and kill the Tailswipe. Kill it by jumping on its head, or even spin dashing into it, and a red flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, keep walking down, and then go left, and up the hill in the corner. Go up a few more hills weaving up them, getting rings. At the top, go left, then south and avoid the three fire/smoke machines. Go down this hill, get some rings, and a blue shield. From here, retrace and go back to where you were when you first came up the last hill. Here, on the hill in front of you, there is an elevator lift. Go onto it, spin dash and go up it. At the top, there is a first went straight instead of taking the right. You remember...when

you got on the lift across the fire. In order to take a major shortcut, go down the hill I talked about before the last enemy. Jump onto the lift, and it will take you to the spot I just talked about. Here, take a right, and leap onto the little piece of land in the fire. Get the flame shield, and leap out onto the hill that is in front of you. Up here, there is a Batbot. Kill it by jumping on its head, and an orange flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, drop down the ledge, and jump over the fire jump rope. Right down here, there is a Wasper II. Kill it by jumping on its head, and a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. From here, go to the lift where you went straight and jumped onto it to move on. Instead of going straight, and jumping off at the ledge directly across from you, jump to the side onto the ledge there. Go up the hill, and avoid the three fire/smoke machines. Over here, jump on the elevator lift. Go up it, and you will come to where the big ring is. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will fall through the hole, and be transported to the next act of the level.

SECOND AREA OF THE ACT

Start off this area by going straight, getting some rings, and then dropping down off of the ledge. Get the rings, and go up the hill. Leap from ledge to ledge across the pits of fire. (Hopefully you still have the flame shield from the last area.) At the end after the row of ledge, go straight, and then go south. Here, drop down the hills, and leap across the pit of fire a few more times. At the end, go south, and jump over the jump rope of fire. On the other side, there is a Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go west, and you will see one of the lift elevators. Go up the lift, and up here, you will come face to face with a Batbot. Kill it by jumping on its head, and an orange flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, get all of the rings around there, and if you want to you can get the speed sneakers. From here, drop back down and go down the hill. Leap across the pit of fire, and on the other side, go up the hill. (The hill is really steep so you'll probably have to jump to make your way up it.) At the top, go right, and there is a Wasper II. Kill it by jumping on its head, and a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go south, and you will immedietly run into a Tailswipe. Kill it by jumping on its head, or even spin dashing into it, and a red flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, continue down this path, and then go left. Jump over the 3 fire/smoke machines, and get the blue shield in between 2 and 3. On the other side after the brigade of these machines, there is another Ladybugernaut. Kill it by jumping on its head, or even spin dashing into it, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. From here, leap across the pit of fire, and on the other side continue going along this path. Continuing on, avoid the two smoke/fire macchines. In the new area that follows, there is an elevator lift. Take it up, and on this level on top of the elevaor lift, there are a bunch of rings, a red bouncer, and the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will be abducted and you will have finished all of act 2.

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As soon as you walk through the gate, walk into another one. This gate will blast you forward like a pinball in a machine bouncing you around a loop-de-loop, and bouncing off the side of walls. When you finally stop, get the blue shield and drop down onto a new ledge. Down here, there is another cannon. You can pass right on by, and drop down the hill. Down here, there is an enemy that we have seen before in Spring Stadium...a Pointdexter. If you don't quite remember, these guys are the purple floating fish. Anyt time you can attack them while they aren't blown up by jumping on it, but if it is blown up, don't even both. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, go up onto the hill, and get all of the rings. (Don't worry these shocker things wont hurt you.) After you get the rings, drop down and you will find another TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get it, go even more to the left onto the hill. Up here, there is once again another Pointdexter. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get your third enemy, drop dwon the hill and go south. You will see those blow up things that we saw in the first level. Go right into em and they will blow up. Just stay in the middle of them and they won't get you because they fire at a diagnal direction. Keep on going blowing these puppies up, and then go straight into the opening that we saw in the first area of act 1. Going in here will send you through another maze of those long pipes. When you come out, you will see tons of air fans. Go on one and then turn to your right onto sort of a mini slope. On here, there is another Pointdexter. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, go south floating on all of the air fans. In the middle of all of the air fans, there is a raised up piece of land. Right on top of here, you will see your first Octopoid of the area. Kill it by jumping on any part of its body. When you do, a red flciky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go off of the bridge, and float on the air fans to the northeast direction of all of them. In this corner, you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and the electric gate will close down allowing you to pass through that area.

THIRD AREA OF THE ACT

Start off this area by going into the new area, and leaping onto the red bouncer in the corner. In the air go left, and then go down the hill getting all of those rings. At the bottom of the hill, get the four rings, and also the ring box. Look and head right, and after a few steps, you will see a TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, go right, get the four rings, and step into the opening that we have seen in the previous areas of the act. When you step in, you will be sent through a huge maze of pipes, and after awhile you will get out of it.

When you come out of the new opening, get the 4 rings in front of you, and then go up the hill going up. Up here, you will see an Octopoid. Kill it by jumping on any part of its body. When you do, a red flciky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, go down the hill to where the opening was, and drop down the hill in front of it. At the bottom, there are some rings, and a ring box. Jump on them to get some rings, and then turn around and you will come face to face with another TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you nab him, go up the hill behind you. Up here are those electric things, so jump on it or else you will get shocked. Also floating around above it is a Pointdexter. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get this enemy, go to where that gun is. Go around it squeezing by, and on the other side go to the northeast corner and up all of the fan stairs. Up here, on the new ledge, there is an Octopoid. Kill it by jumping on any part of its body. When you do, a red flciky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go into the opening where you just saw the Octopoid. Doing this will send you through a tiny maze of more pipes. When you get out, go down the hill, and get all of the rings. Also, at the bottom of the hill, there is a ring box for you to get. Go left, and you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposit all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will be abducted and you will have finished all of act 1.

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Gene Gadget Zone - Act II

Start off this act right off the bat by getting the 4 rings directly in front of you. From here, go to your right, and up onto the new ledge. (Use the shocker spece and leap onto there. From here, go to your left and get the rings, then back to your right where you will find a TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, watch out for the dang gun that shoots out those purple globs everywhere. (If you need some help, there is a trusty blue shield in the northwest corner of the ledge. After you get the shield, go to the northEAST side of the ledge, and go into the opening as seen many times before in this level. From the new opening, drop all the way down and then go up through the whole onto a floor of shocks. Here, you will find a Pointdexter. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get him, go through the opening outside of the shocker field. When you do, you will be sent through a maze of pipes. When you exit the new opening, get all the rings, and drop down the hill. Here, you can take a gate up to the earlier part of the level. Again here, go to the northeast corner,

and go into the opening again. You will be sent through the same pipes as last time, but on the way out, don't drop all the way down. Jump on the platform to your right, and then onto a new ledge. On here, go straight, and get some more rings. Here, on a raised up area of land, you will see an Octopoid. Kill it by jumping on any part of its body. When you do, a red flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, get all of the rings inside the entire closed in ledge. After this, head back out. Slide down the hill on (your) right side. When you see a new ledge, jump off. On this new ledge, you will see another TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

But, wait a second that is only four flickys! Drop down the slide into the area of shockers once again. Go through the opening, and at the exit of the new one, go down the hill, past the gate, and into THAT opening once again. At the other exit, go down the long slope on the left side. Get off on the only opening, and in here, you will find a TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go back out the way you came in, and slide down into the pit of shockers (for like what the 5th time!) Go through that opening, and at the other end, go down the hill, past the gate, and into THAT opening. Go down the large hill on the right side, and go into the second opening where you saw the fourth enemy. Go up the stairs here, and at the top of the stairs, you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and the electric gate will close down allowing you to pass through that area.

SECOND AREA OF THE LEVEL

Start off this area of the act by going straight ahead and going through the opening. You will go through a maze of pipes just as the times before. At the exit, grab the three rings in front of you, and then go forward to the raised up piece of land. On top, there is a blue shield. Drop down off of the raised up piece of land on the other side, and get the three rings. Go up the hills to your right after this. (Try to avoid the cannon.) At the top of the hills, you will find a TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it will latch itself to your back.

From here, go right and jump over the shockrs. Go up the hill right in front of you, take the air fans up, jump off of the shocker, and then jump onto the next two platforms of shockers. From here, jump straight up in the air, and while you are in the air, jump to the right. On here, you will be on another area with shockers on it. Go right, and jump on the red bouncer and in the air go to the right and onto a new ledge. On here, go to the left, and you will find a Pointdexter. Kill it by jumping on it when it isn't blown up, and a purple flicky will be released. When it is, run into it, and it will latch itself to your back.

After you get it, drop all the way down to the bottom. Here, go to the left where the first opening in the area was. Here, use the air fans to get over the needles twice in a row. In this new area, drop down the air stairs. At the bottom here, keep bouncing on the shockers so you don't get hit, and a little further down, you will see a TechnoSqueek. Kill it by jumping to its head, and a green flicky will be released. When it is, run into it, and it

will latch itself to your back.

Go down, and then go to your right, and go down the hill there. Down here, watch out for the cannon shooting out the purple blobs. From here, go to the northeast corner, and leap on the red bouncer. From here, jump on one of the shockers, and then jump on the top of the hill. Up here, there is an Octopoid. Kill it by jumping on any part of its body. When you do, a red flciiky will be released. When it is, run into it, and it will latch itself to your back.

From here, after you kill it, go into the opening in front of you. This will bring you back to the top where the big...ut-oh forgot to cover one last enemy! Drop down and go to where the air fans are and needles. Go over one set, and on the left there will be a ledge, and on that ledge, there is an Octopoid. Kill it by jumping on any part of its body. When you do, a red flciiky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go back over the needle and make that climb up to the big ring is. (Hey, you did it once before you can do it again, right!) When you get to the top, you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposite all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and you will be abducted and you will have finished all of act 2.

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Gene Gadget Zone - Act III

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Panic Puppet Zone - Act I

Start off this level and act by going forwards, and grabbing the 4 rings. Drop down, and get the rings on top of the little square, but watch out for the gun. Jump off onto the ground after you get the rings. Drop down on the right side, and move forward. Down here, you will see your first enemy of the level and act...a Prototype Robot I - Mecha-Spider. These things are orange and silver spider-like machines. They will attack you by firing out these silver bullet type things that surprisingly move very quickly. Kill it by jumping onto the silver cao on the top of its head, and when you do...nothing will happen! Go over to the side of you, and jump on the prison, (or the capstle) and a blue flciiky will be released. Once it is, run into it, and it will latch itself to your back.

After you get the flciiky, don't even try to get the ring box, and go down the slope in front of you. Down here, there are a bunch of rings, and a trusty blue shield. Go back up to where you just were, and go onto one of the air fans. These will lift you up onto the switch with the two arrows, creating an opening. Go to this opening, and step on the conveyer belt. When you are at the end, it will dump you down, and loop-de-loops and the works. When you get

out, go straight, and grab the ring box. Grab the four rings in the corner, and then step over the air fans. On the other side, sneak up the side, and only one of the exploding things will burst, and it won't hit you. Behind these, jump onto the piece of wall sticking out. On it, jump up over the hill onto a new ledge. On here, grab the ring box, and go over the pit of air fans. On the other side, go right to the prison, and release the red flicky.

After you kill it, go left toward the hill. On here, use one of the air fans to go up on a piece of wall. From here, when the piece of wall above it is there, jump on that. Do it once more until you reach the top of the hill. At the top, go over the air fans, and then walk forward where you will see another Prototype Robot I - Mecha-Spider. Kill it by jumping onto the silver cap on the top of its head, and when you do...nothing will happen! Go over, onto the hill where the gun is. Carefully, move around it, and in the northwest corner of the area, get the purple flicky in the prison.

After you kill it, go down the hill, and then go in a northeast direction. Here, go down the air fan stairs. At the bottom of the stairs, go down the hill, and then at the bottom of the hill, go right. Here, there is another one of the Prototype Robot I - Mecha-Spiders. Kill it by jumping onto the silver cap on the top of its head, and when you do...nothing will happen! Go to the right, to where the prison is. Jump on top of the prison, and when you do, a green flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill the enemy, and get the flicky, retrace your steps back up the air fan stairs. At the top here, go into the opening in towards the north. You will be sent underground (possibly in pipes.) When you get out of the new opening, and grab the invincibility. Run up the stairs, and pull the switch that we saw earlier in the level. Drop back down the slope, to the opening, and go forwards onto the conveyor belt. After you drop off of it, leap over all of the shockers, and drop down the hill to your right. At the bottom, kill the Prototype Robot I - Mecha-Spider. After you kill it, you want to go back left, and through the belt again. On the other side, (sorry) drop down and climb up the piece of wall again. At the top, there is a prison. Jump on top of the prison, and when you do, a blue flicky will be released. When it is, run into it, and it will latch itself to your back.

After you kill it, you now have all five flickys for this area in the act. Go back to where you killed the last Prototype Robot I - Mecha-Spider. Drop down the hill, and then go up the air stairs. At the top of the level, you will see the big ring. Go under, it and while under it, jump up through the center of the ring. Doing this will deposit all of the flickys. As this happens, the ring will go away, and when it does, step onto the circle and the electric gate will close down allowing you to pass through that area.

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Panic Puppet Zone - Act II

Start off this act by going all around you in a circle collecting all of the rings. From here, go to the northeast corner of the little area that you're in. Here, you can get the ring box, but watch out for the gun that shoots out the blue blobs. From here, go southwest, and kill the Prototype Robot I Mecha-Spider. That's basically it here, go step into the opening in the west. This will send you into a new area in the act and level. When you come out of the opening, there will be two enemies. Kill the Prototype Robot I - Mecha-Spider, and to your left, there is a new enemy. These guys are called

Prototype Robot II - Factory Helpers. They're orange helicopters. Kill these guys by jumping on them from below.

After you kill both of them, go south and right onto the conveyor belt. After it drops you down, go forward and destroy all of the bomb things. Keep on moving, and kill the Prototype Robot II - Factory Helper. Also, from here move a little ahead, and kill the Prototype Robot I - Mecha-Spider. From here, go left and up the hill. Up here, there is another Prototype Robot II - Factory Helper. Here, go right and jump over the electric things. Climb the hill and at the top, look out for the bomb thingys. From here, walk forward and step into the opening. This will bring you to a new area of the act and level.

As you get out, jump over both the gun and the electric thing. From here, hop onto the conveyor belt. When it drops you down, kill all of the Prototype Robot I - Mecha-Spiders, and Prototype Robot II - Factory Helpers. Go to the northeast corner, and step into the opening. When it drops you off into a new area, walk forward and kill the two Prototype Robot I - Mecha-Spiders. Keep going, and go up the hill to the right. At the top, there is a cannon so watch out. Drop down, and jump on the platform. This will take you up to the top of the ledge. At the top, jump onto the piece of platform sticking out of the wall.

Jump onto the sliding wall onto another one of the lifts. This will take you to the top of another ledge. Up here, kill all of the Prototype Robot I - Mecha-Spiders, and Prototype Robot II - Factory Helpers. Go up the mini hill and watch out for the two guns. At the bottom, head for the lift, and it will bring you onto a new ledge going up the hill. Up here, kill the Prototype Robot I - Mecha-Spider, and get the blue shield. Head forward, watch out for the gun, and on the other side, keep moving. In the next area, jump over all of the guns and the electric things. In the last area, step into the warp thing in from of our greatest enemy. And I must say...congrats, you have beaten panic puppet act 2 and are very close to beating the entire game.

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Panic Puppet Zone - Act III

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/ 06H THE FINAL FIGHT - [-] \
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/ 7. LEGAL/ILLEGAL INFORMATION \
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8. CREDITS

Me - I wrote the guide.

You - You read the guide.

CJAYC - For posting the guide.

Osrevad - For the Sega controller ASCII.

Mexico - James Taylor
Every little thing she does is magic - the police
fields of gold - sting
long cool woman (in a black dress) - the hollies
shake - yin yang twins
paint it black - rolling stones
sympathy for the devil - rolling stones
cold hard bitch - jet
Dancing in the dark - Bruce Springsteen

don't stop me now - queen

innuendo - queen

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