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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Chip 'n Dale Rescue Rangers 2. It's based off the TV show, in which Chip and Dale and the rest of the Rescue Rangers gang saves the day. The only thing I can remember of the TV show is part of the theme song, which was catchy.

Be warned, this guide contains many puns (AKA lame jokes).

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002-Story

The Rescue Rangers are watching TV when they learn that there's a time bomb set to go off in a restaurant downtown. Oh no! That's bad! Time for the Rescue Rangers to save the day! The Rescue Rangers run off, thereby missing the next news bulletin: that Fatcat has escaped from jail.

At the restaurant, they find Water Rabbit, who has the time bomb. Unfortunately, this was all a setup: Water Rabbit was simply hired to distract the Rescue Rangers from Fatcat's evil plan: to steal the Urn of the Pharaoh.

The Rescue Rangers defeat Water Rabbit and get through the sewers and a ship to reach a warehouse by the docks, where Fatcat is. Fatcat lets them know that the Urn of the Pharaoh has ancient evil spirits in it, so Fatcat is going to release them and somehow this means he rules the world (the evil spirits do not appear to follow his orders).

Fatcat then leaves, which means it's time to escape. The Rescue Rangers escape the warehouse (because they're in a refrigerator and will be frozen in three minutes). Then, in a sudden spurt of genius, they go back INTO the warehouse. The weird part is that this wasn't Dale's plan.

They get back into the warehouse and find the Urn of the Pharaoh and put the lid on it, which kills the evil spirits. Who needs Ghostbusters when you've got chipmunks?

Fatcat, who doesn't seem upset that his plans for world domination were ruined, says that the Rescue Rangers can find him in the control room of an amusement park, but the three keys to get into the control room are in other parts

of the amusement park.

After an arduous search (if I was in the Rescue Rangers, I would have used the earlier-found bomb to blow open the door to the control room), they finally get the keys and enter the control room. Fatcat sends his latest creation, a Fatcat Robot, after them.

Naturally, the Fatcat Robot gets destroyed by the Rescue Rangers, which destroys the entire building they're in. The Rescue Rangers barely escape with their lives. And that's it! If Fatcat survived, which he probably did, at least the Rescue Rangers will be there to stop him again!

003-Characters

Note: I made up most enemy names to show off my awesome alliteration/assonance abilities.

Chip: One of the two leaders of Chip 'n Dale's Rescue Rangers. Chip wears a hat and a jacket. He's the more responsible one.

Dale: The other leader of Chip 'n Dale's Rescue Rangers. Dale has a red nose and wears a Hawaiian T-shirt. He's the less responsible one.

Monterey Jack: A member of the Rescue Rangers, who gives Chip and/or Dale donuts this game. He's Australian.

Gadget: A member of the Rescue Rangers, who doesn't do much in this game, which is disappointing.

Zipper: A dragonfly who helps out the Rescue Rangers. He only does this once in the game. For some reason, he's hidden in a box with a coffee utensil. Maybe coffee is what gives Zipper his "buzz".

Santa Claus: He's not in the game, but wouldn't it be cool if he was? He could say a lot of cool, bad guy-beating dialogue like "you'd better watch out" or "you've been a naughty little kitty, Fatcat".

Fatcat: An evil bad guy who hates the Rescue Rangers, and who is trying to kill them by saying lame bad guy dialogue until they beg for mercy. Oh wait, no, he's trying to rule the world. Yeah, that's it.

Silverware Slimeball: An enemy that carries a piece of silverware (a fork, knife, or spoon). He uses the silverware to knock aside anything you throw at him, and throws it. "Silver-Where?" you ask? Why, at you.

Harmful Honeybee: A honeybee that drips honey on you. No, that is WAY TOO MUCH SUGAR!!! Avoid it at all costs!

Boxed Baddy: Bad guys that hide in boxes. Do not try to pick up the boxes they're hidden in, or else you'll get hurt. If Santa Claus was in this game, he could make a

good Boxing Day joke about these guys.

Water Rabbit: Hired by Fatcat as a diversion so the Rescue Rangers wouldn't discover his (Fatcat's) evil plot. He's the one that put the time bomb in the restaurant.

Fearful Fish: A fish in the sewers that jumps up from the waters and tries to hurt you. Sounds fishy to me.

Sneaky Snake: Like the Boxed Baddy, the Sneaky Snake hides in a box; the difference being that the Boxed Baddy gets up and runs at you, but the Sneaky Snake doesn't move from his position.

Bad Bat: An ugly green bat that flies at you. It looks like a gremlin with wings.

Flying Feline: Boss of the sewers, he is dressed like an old fashioned pilot. To fly, he has built wings around his arms. I don't think he actually planned out his attacks; I think he just wings it.

Heinous Hedgehog: A hedgehog that hurts you easily and is hard to injure. A bad combination.

Malevolent Moth: A moth that flies and drops, uh, something in an attempt to hurt you.

Avaricious Ape: A monkey that is dressed in a sailor suit. It hangs from a bucket that is suspended on a rope, and it throws hats at you. This would give you a bad case of hat hair, so stay away from the hats.

Whiskey Weasel: A weasel (dressed like a pirate) that drinks whiskey and spits it at you.

Slippery Surfer: A mouse in the refrigerator that rides in a spoon. The general coolness of the refrigerator lets him glide around.

Pernicious Penguin: An ice-skating penguin.

Crazy Candle: A crazy-looking candle that jumps left and right, trying to hurt you. It's a tall candle, so it's hard to jump over. Isn't that an illuminating description?

Green Ghost: A dog ghost that only has a head and arms. It flies at you, and it's also hard to jump over. What a heel.

Pesky Picture: A picture that turns off all the lights and sends a green thing to attack you. Strange...

Grim Ghost: The evil leader of the ghosts, who remains hidden under his cloak. Boo...

Mean Mole: A mole in the clock tower that pops up from the ground and smashes it (the ground) with a sledgehammer, causing some screws to come loose. These screws hurt you. Don't get hurt by them, or else you'll be screwed.

Electrical Elf: A rat (that looks like one of Santa's elves, which would probably be elaborated on if Santa actually was in the game) that electrocutes itself, sending electricity through the floor. The electricity hurts you. How shocking.

Ornery Ostrich: An ostrich that tides a gear like a unicycle. It (the gear) shoots out more gears at you.

Card Cat: A cat (dressed like a magician) who throws cards at you. Big deal. Ha ha, deal, get it?

Slingshot Stinker: A mouse that has a slingshot on its back. It uses its tail to pull the slingshot and fling a small pebble at you. You can find it between Slingshot Stink and Slingshot Slinkest.

Robot Ridgeback: A robotic dog who looks more like a pit bull than a ridgeback. It zooms around the floor, trying to crush you in its robotic jaws.

Grimacing Gecko: A gecko who is always grimacing like he really needs to use the bathroom. He operates a wrecking ball device, which he uses to crush the floor, trying to crush you. Luckily, there is some good news: He can save you a bunch of money on your car insurance!

Ridiculous Rooster: A rooster, in a black spandex suit, that hops across the room like it's been watching way too many Richard Simmons tapes. There are only two of them in the entire game. That's just plain weird.

Fiendish Flyer: A bird that flies overhead in places where jumping is important, thus making it harder to perform the important jumps. They also drop eggs on you, and from the eggs hatch more fiendish flyers.

Fatcat Robot: The final boss of the game, which is a big robot cat. It's got a titanium brainium chip in the cranium. Pentium? Best representium. (The preceding is a reference to the song "The Robot Cat", for those of you who don't know)

004-Walkthrough

Start the game. If you're playing one player, choose to play as either Chip or Dale.

The game starts as we see the Rescue Rangers watching TV. Apparently, a restaurant downtown has received a time bomb threat.

The Rescue Rangers run to defuse the time bomb. After they leave, the TV reporter reveals that Fatcat escaped from jail last night.

004a-Restaurant

Seating

Go right and jump on the hamburger. Jump to the shelf above. See the boxes? Pick them up with B and either the left or right button.

Hidden under the boxes are Rescue Ranger emblems. You want to collect these. Go right to two more boxes. A harmful honeybee is flying nearby. Throw a box at it to kill the honeybee.

Drop down to the stool below (press down + a) to get to Rescue Ranger emblems (from here on, called RREs) there. Jump right to the other stool (try to get the RREs while doing this jump), and pick up the two boxes on this stool (the bottom one hides an RRE).

Use one of the blocks to kill the silverware slimeball with the fork. Alternately, you can stand on the right edge of the stool, jump up, and then wait. The silverware slimeball tries to hit you with his fork, and jumps at you (he misses and then runs away).

Jump right to the table. Grab a box and get the RREs. Use the box to get rid of the harmful honeybee. Get to the stool to the right of where the shelf/table ends.

Grab the two boxes (the left one has an RRE) and throw one at the silverware slimeball on the stool right of you. Jump to that stool when the slimeball is gone and jump from the stool to the table and then the shelf above the table.

On this shelf are four different box piles (two boxes high). The bottom blocks on the second and fourth pile have RREs. Kill the harmful honeybee while getting those RREs, and kill the silverware slimeball right of the fourth pile.

Drop down to the stool below and get the RREs on it. Jump to table, and go right across it (avoid being hit by the harmful honeybee). Jump to the shelf above the table.

Jump off the shelf to land on the stool (grab the RREs while you land (you might need to do another jump to get all of them)). Avoid the harmful honeybee and jump to the next stool, then the table.

Grab one of the boxes. By using the up button, throw it at the silverware slimeball on the shelf above. Use the hamburger to get on the shelf.

There's a row of boxes (An RRE is under the third one). Use them to kill the harmful honeybee. See the three RREs below? Fall down to the stool left of them, throw a box at the silverware slimeball right of them, and then get them (the three RREs).

Go right and jump to the table with the coffee mug on it to

enter the kitchen of the restaurant.

Kitchen

Go right and pick up a box. See the platform that has a box on it? Just a box, nothing else? Jump up and throw your box at that box.

In reality, the box is a boxed baddy, an enemy who hides inside boxes. That's not good. Boxes holding boxed baddies are slightly darker than normal boxes; they are the same shade as a block that Chip or Dale is holding.

Grab the two RREs at the top of the screen. Fall to the bottom of the screen. See the pile of two boxes? The bottom box hides an RRE. Grab it and throw the box at the silverware slimeball to your right.

Woah, the silverware slimeball (now with a spoon) can use the spoon like a baseball bat and hit the box back at you. That's also not good.

Jump over the silverware slimeball (unless you killed him by hitting him when he is facing right, in which case, grab the two RREs while going right). Past the silverware slimeball are two boxes. Pick up the right one and get the RRE underneath (hold onto this box).

To your right are three boxes, on a stack of plates. The first one has a boxed buddy. Let's avoid him; jump up the stack of plates here to get to the shelf (it has two empty glasses on it). Jump right off this shelf to another shelf.

Underneath this shelf is the stack of plates with the boxed baddy on it. Fall to the stack of plates (fall off the right end of this shelf) and throw the box left to kill the boxed baddy. Pick up the boxes on the stack of plates for an acorn (which refills any lost health, indicated by the hearts in the bottom corner of the screen).

Go right (get the RREs). You'll find two boxes, directly underneath a silverware slimeball. Throw the two boxes up at him to kill him. Go right and get the two RREs.

Right of that is a two-box stack of boxes. Grab them and throw them at the silverware slimeball right of you. It doesn't matter if you get the slimeball; you just want to get the RRE under the bottom box.

Using the pot, get to the shelves above so you can get the two RREs. Jump right off the right shelf, and jump so you get the three RREs there.

Right of you is a row of boxes, but the first one has a boxed buddy inside, so jump over it and land on the other boxes and wait for the boxed buddy to walk offscreen. Then use the boxes to kill the silverware slimeball on the shelf above (the boxes have an acorn and a RRE).

Jump up to the shelf above and to the shelf above that (that has two boxes on it). Pick up a box and jump to the shelf of the left edge (with the two empty glasses on it).

Jump to the shelf above this one, and the shelf above this one (the one at the top of the room). This shelf has boxes on it; the first box is a boxed buddy, so approach it and throw the box you're holding to kill the boxed buddy.

Pick up the boxes for an RRE and walk right along this shelf. Jump right off this shelf, and land on the top of the coke bottle (on the cork).

Do a right/left jump (jump up and right, and fall left) so you get two RREs but land on the cork again. Then fall left off the cork (fall on the RREs and jump to get any that you may have missed).

Go right (jump over the silverware slimeball). You'll find a row of blocks, the first of which has a boxed buddy inside. Jump over the boxed buddy when it comes at you. Grab the right box for an RRE, and walk right through the small crack in the right corner, which takes you to the grill part of the kitchen.

Grill

Jump to the pot, then the shelf and then jump to get the RREs. Right of this area are two boxes side by side. Pick up one and jump right, to the oven (you can see turkey being cooked).

Let's learn a cool box technique. Press down so you are hiding inside the box. The silverware slimeball will throw a fork over you, and run into after that. The box and the enemy both disappear. That's the cool technique: enemies that run into you while you are hiding inside a box get killed.

Get the four RREs on the grill and jump right. Go right (avoid the honey the harmful honeybee drips down). You'll come across two boxes side by side on the ground. Pick up the right one for an RRE. Carry the box right with you.

Jump up from the ground to get the three RREs in the air. You'll come across two boxes on the ground. Get left of them and duck down (hiding in the box). A silverware slimeball will pass over you.

Get the two RREs at the top of the screen. Go right and you'll find a stack of two boxes (near the edge of the floor). Pick them up (the bottom one has a RRE) and hold onto one of the boxes.

Jump up the two shelves (at the edge of the floor) and jump right to land on upper grill. Get the two RREs here (avoid the harmful honeybee) and use the down + a technique to fall to the bottom grill. Grab the two RREs here.

Go near the right edge of the grill and hide inside the box to avoid a silverware slimeball. Once it's gone, jump to the platform it was on. Go to the right end of this platform and jump up as high as you can (a shelf with two empty glasses on it).

Jump right. See how the shelf underneath has three RREs on it? Use the down + a move to get the three RREs and then jump up. Then jump right into a big, uh, sink thingy.

There's a big box in the lower/right corner. Jump on it to see what was inside: one of those milk pouring containers. You know, for people who like milk in their coffee. Oh, and Zipper.

Zipper fills the sink with water, so be on the coffee thing or you'll drown. Ride the coffee thing to the top of the sink, then jump right out of the sink (get the three RREs while jumping). Walk right through the crack in the corner.

Boss Fight

After getting some food from Monterey Jack, Chip and Dale set off to find the time bomb. Water Rabbit says he did it because Fatcat wanted a diversion.

Water Rabbit reveals the Fatcat escaped from jail last night, and that Fatcat is going after the Urn of the Pharaoh. Water Rabbit then fights you.

There are three levels you can stand on for this fight. The problem is that water is flowing through the, uh, wherever it is you're fighting, so you're constantly being pulled down to the holes at the bottom of the floor (if you fall through them, you die).

Boxes will fall through the ceiling (one at a time, so there is never more than one box onscreen at once). Pick them up and throw them at Water Rabbit (or hope the boxes fall on Water Rabbit).

After Water Rabbit gets hit six times, he dies. You then see the ending stage screen, where you see how many RREs you got, which is converted Rescue Ranger Plaques. 50 RREs = 1 RRP.

You might even reach the bonus stage. If you do, pick up the ball and throw it up with B. Try to hit something for a prize.

Chip and Dale then try to find the time bomb (Gadget does). Now to defuse the bomb: choose either the red or blue wire (either one of them defuses the bomb).

Now it's off to the sewers to chase after Fatcat!

Sewer

Walk right to the four boxes. The first and third one have RREs. Pick them up and throw them right (try to hit the fearful fish to your right). Then jump up on the pipes and get the two RREs in the air (be warned, you land near the fearful fish).

Go right (stay on the pipes). You'll see two boxes under the pipe, but they are just a distraction. When the pipe goes back down, jump off it and land, getting the two RREs that are side by side as you land (if you went for the distraction, you wouldn't have been able to get them).

Jump to get the RRE there and go right (fearful fish swim around here). Jump to get the RREs here. Of the two boxes below the pipes, fall down (down + a) and get the right one for an RRE). Jump back up, to where there are two boxes on the pipes (don't get them 'cause they don't have anything).

Right of here, the pipes form stairs. Go up them and a bad bat (why is it green?) flies at you, so quickly fall down left to the bottom of the stairs to avoid it.

Get to the safe platform that is right of (and below) the stairs. Jump to the next safe platform (get the two RREs mid-jump).

Jump to the pipe right of this platform (get the two RREs while jumping, but look out because a fearful fish jumps at the RREs). Drop to the floor beneath the pipe, where there are four boxes.

Pick them up and throw them right to hit a bad bat (jump to avoid the bat if you don't hit it). The third box has an RRE. Once that's done, jump to the pipe and get the two RREs in the air (near the two boxes).

Go right along the pipe from here. Past a fearful fish are two boxes and RREs. Get the RREs and the boxes (the bottom box has an RRE). Go up the stairs formed by the pipe right of this.

Get to the end of the pipe. Hey, why can't you go right anymore? That's weird. Drop down instead and get the two RREs. Grab the two boxes here (the right one has an RRE).

Jump up to the pipe above. Get the four RREs on the pipe and then fall off the pipe. Grab the two blocks in the stack (the bottom one has an RRE). Then walk right, through the pipe to another part of the sewer.

Another Part of the Sewer

Jump to the two boxes on the pipe. Jump to the pipe above it and get the two RREs (to avoid the bad bat, do a quick

drop down). Of the two blocks on the pipe, grab the one on the right to get the RRE underneath it.

Go right along the pipe and get the two RREs. Drop down to the two boxes. Pick one up and press down. While holding down, press B to throw it right. The box hits a sneaky snake, another enemy that hides inside a box. Throw the other box at the sneaky snake to kill it.

Grab the two RREs under the pipe (where the sneaky snake was). Go right, along the pipe. You'll find two boxes side by side on the pipe, but they're decoys that are trying to get you hit by a fearful fish.

Instead, go right and land on a platform (not a pipe) that has two boxes side by side. Get the two RREs there, and jump to the pipe above (via the pipe to the left). Jump right off this pipe and get the RREs while fallings.

Right of you is a pipe with four boxes (a bad bat is under the boxes) and a fearful fish on the left side of the pipe. Quickly, jump to the end of the pipe (get right of the bad bat, who will fly straight upwards).

Get the second box on the left, which has an RRE. Fall to the floor and grab the left block for an acorn and jump back on the pipe. Wait for the fearful fish to jump and land in the sewage, then jump right off the pipe, getting the RREs during the jump.

Grab the right box and go right. Throw the box at the bad bat (B + up + right). Jump to the pipe, and jump up again. Get the box on this pipe for an RRE (hold onto the box).

Jump up and you land on a pipe with nothing on it. Throw the box left at the bad bat (which is hanging upside down off of a pipe). Get the box on the pipe under the one the bad bat was on for an RRE, then jump to the top of the screen (a pipe with six boxes).

A sneaky snake is right of the boxes, so throw them all right (while hiding inside them, like last time). You get two RREs and an acorn while doing so. Jump right off this pipe and get the two RREs while falling.

A bad bat attacks, so jump over it when it comes at you. Drop down to the ground, and get the two boxes that are stacked there (the bottom one has an RRE).

Jump right to land on two boxes side by side (do not jump on the pipe). Pick up the right block, and throw it up/right at the bad bat that is hanging off of the pipe. Use the other block and throw it directly right to hit the bad bat that is pacing for some reason.

That's it for this part. Get the two RREs and all the blocks (you get two more RREs) here and then walk right to the boss fight. Oh, you must be on the ground when walking right.

Boss Fight

The boss is Flying Feline, a cat who seems to think that he is a pilot. He must be rudderly crazy. Whatever. Wait a while and he shows up, and that's where the battle takes off, er, starts.

Flying Feline flies around, sometimes flying low in an attempt to hit you. Sometimes he flies so low that he slides across the floor, knocking aside anything (be it chipmunk or block) he hits.

The main part of the battle, however, is spent when Flying Feline is at the side of the room and two blocks fall from the ceiling. Since Flying Feline is at the side of the room, wind blows through his wings, blowing you the other way. The blocks that fall from the ceiling also get blown the other way, right at you.

If you're near the center of the room, the block will hit the floor and slide. If it doesn't go offscreen, pick it up and throw it at Flying Feline. Hit Flying Feline six times to kill him.

004c-Ship

Ship

Hey, you're on a ship now! I wonder why.

Forget the lack of plot for now, and get the three RREs that are in the air. Then drop down to the floor and get the boxes down there for two RREs (which are under the two lower/middle boxes).

Walk right, and jump up on the box, getting the two RREs as you jump. Jump up/left to the gray thing. Jump right off it to get the two RREs there. Then jump to land on the red alarm thing (you can land on the top of these).

Jump right to the next red alarm thing (after you land, get the RRE by standing on the left part of the alarm). Jump right to another one of the gray thing (do the same thing you did last time to get the RRE).

Grab all of the boxes as they all have RREs. Make a very shallow jump to the right, only getting the closest RRE and not getting the other two.

When you land, get to the boxes on the floor (left of where you are). Provided you didn't go too far right, you can get the RRE under the third one.

Go right and jump on the coffee bags so you don't have to deal with the heinous hedgehog. Get the two RREs I told you not to get during the shallow jump.

Go right some more. Avoid the heinous hedgehogs (they're hard to kill because they deflect head-on shots). Stop when you get to a block that is all by itself, and pick up the box for a RRE.

See the big box? On it is a gray thing. Pick it up. Stand where it was (on the right edge of the box's top) and throw it by pressing B. Jump and land on the gray thing (because it landed on spikes, so if you don't land on it, you get hurt).

A malevolent moth flies here and it drops stuff that looks suspiciously like poop at you. Wait for it to pass and then jump right, onto safe ground, getting two RREs as you jump.

Woah! You almost jump right into a heinous hedgehog! Carefully get the three RREs it guards. Then get the two RREs on the boxes above it and then get the RRE on the box above those boxes. From there, jump straight up to land on another gray thing.

Jump on the stack of two boxes. To avoid the heinous hedgehog, jump left and land on the red alarm thing. Then drop down to get the boxes below, since the second one has an RRE.

Jump up and get the two RREs, and jump to the top of the screen. You end up on a gray thing with two pairs of boxes. Get the right block of the left pair of boxes for an RRE. Hold onto the box and go right.

At the right end of the gray thing is an area with boxes and heinous hedgehogs. Rather than jump off this platform, fall right off it (time your fall so you have little chance of hitting the heinous hedgehog) and immediately hide in the box by pressing down.

The heinous hedgehog kills itself by walking into you. Get the three RREs on these boxes here. Of the four boxes on the ground (the ones you can pick up), the third one has an RRE. Throw all of them right (while hiding in them) and try to kill the heinous hedgehog right of you.

If the heinous hedgehog isn't dead, jump on a box and jump right to land on another box. Drop down to get the RRE. If the heinous hedgehog is dead, simply walk right and get the RRE.

A malevolent moth is flying right of this area, and it REALLY looks like it's pooping. Time yourself and run past the poop. Jump to the box right after you do to avoid a heinous hedgehog.

Go to the boxes right of that one and drop to the ground. Grab the four boxes that are side by side (the middle two have RREs). From there, go right and jump on the box to get a baseball.

Pick up the baseball. Throw it right so it lands on the

spikes, but be left of the gray part that sticks up. This way the baseball doesn't go too far. Jump onto the ball and then jump to the lever-like thing to the right.

Stand on the lever and you push it down. This makes a platform and an exit appear. Jump on the platform and get to the exit. Monterery Jack is inside and he gives you donuts.

When that's done, jump to the white platform against the right wall. Jump up the platforms to the top of the room (get the two RREs as you do). Then, jump left off this platform to reach the deck of the ship.

Go left and get the two RREs. A malevolent moth attacks, but don't worry (even if you do get hit, you don't lose any life). Left of this is an avaricious ape, a primate that throws hats at you.

Go left past the avaricious ape when it is not throwing hats. Left past that is another malevolent moth. Avoid it and get the RRE. An avaricious ape is left of that and underneath the avaricious ape are two boxes. Get them and throw the bottom one up to kill the pesky primate.

Get the five RREs on the box there. Go left to meet another avaricious ape. Pick up the boxes beneath him and throw the second one up to kill him. Use one of the other boxes the kill the malevolent moth left of this area.

Grab the two RREs and go past another avaricious ape. Get the four boxes left of the ape (the third one has an RRE). Keep one of the boxes and use it to kill the next avaricious ape you meet.

Get the four RREs on the box. Get the stack of two boxes (the bottom one has an RRE). Hold onto one box and stand on the big boxes. Throw the box you're holding left to kill another (the last, thank goodness) avaricious ape.

There are four boxes under where the avaricious ape was. Grab the bottom right one for an acorn. Hold onto the box and use it to kill the malevolent moth to the left. Get the three RREs on the boxes and go left to reach the boss fight.

Boss Fight

The boss is Whiskey Weasel, a weasel who appears to be a pirate. He drinks whiskey and spits it out at you (it comes out as fire, not whiskey).

What you want to do is stay on one of the side platforms (the platforms against the wall, not the ones in the middle) because Whiskey Weasel's fire doesn't hit you if you're on a side platform.

While standing on a side platform that is just above the middle platform Whiskey Weasel is on, you can throw a box

(while hiding inside it) to hit Whiskey Weasel.

Hit Whiskey Weasel the standard six times to kill him.

After that level, you should have three Rescue Rangers Plaques (because for every 50 RREs you get on a level, you get a Rescue Rangers Plaque, and you've just beaten your third level). That means you get an extended life meter! Good job!

004d-Escaping the Refrigerator

Uh oh! The Urn of the Pharaoh is missing and the Rescue Rangers don't have any leads! Zipper comes to tell you that Fatcat has it! Well, duh! I could have told you that!

Zipper also says that Fatcat is hiding in a warehouse with his henchmen, which is something I couldn't have told you. Maybe I should have paid attention when it was said that Fatcat was taking the Urn of the Pharaoh there. Stupid me.

Chip and Dale go into the warehouse by the docks, Dale says some of Monterey Jack's dialogue, and...

Horror of horrors! It's a trap! Chip and Dale are in a giant refrigerator! They'll be frozen solid in three minutes!

Oh, and Fatcat stole the Urn of the Pharaoh because it is full of ancient evil spirits. Fatcat will release them, and somehow, I don't know how, this means he rules the world.

But the pressing thing is the fact that Chip and Dale are going to die in three minutes, so let's hurry up and get to the main part of this level, which I call:

Let's Get the Hell Outta Here!

Due to the time limit, let's forget about getting the RREs that are under boxes, as there are 51 RREs in plain sight.

Go right. Jump on the cans and jump over the boxes. A slippery surfer attacks you, so jump on the green boxes quickly. Get the two RREs on the boxes, and jump right off of the boxes (get the two RREs while jumping) to land on cans.

Jump to avoid the slippery surfer who attacks. Go right (get the four RREs above the cans). Stay on top of boxes as you go right, and get to the right edge of the screen (this way you avoid a slippery surfer and a pernicious penguin).

Jump up the pipes (get the three RREs as you do). When you reach a big box (the kind you can't pick up), jump on top of the box. Wait for the slippery surfer above to pass

and then get the RREs where the slippery surfer was (look out for icicles, which drip from the cod pipes).

Jump all the way up to the top of the screen (get the RREs by the big boxes). From there, go left (get the two RREs above the pipe).

You reach an area with new things, fans. The fans have RREs above them. Here's what you do: get on the floor next to a fan, then jump onto the fan, and the fan pushes you upward so you get all the RREs. Get all the RREs above the three fans, not forgetting to get the RREs that are on the ground, next to the fans.

Left past the third fan, walk across on the floor, not the cans (or else a pernicious penguin hits you). You reach the left wall of this room. Jump up the boxes on the left wall.

At the top box, jump right onto the platform that has two cans on it. Jump up to the big box which has fans left of it. Get the three RREs above the fans, and then jump to the pipe above (the slippery surfer should be gone now).

Get to the left side of the room and jump up to the top of the room. Jump right off of the two cans (get the RREs as you jump). Go right. Get the RREs above the fan, and use the fan to go right across the SNFI box things.

You'll find a fan against the right wall of the room. Jump onto the fan, going right, so you get the three RREs above the fan and land against the right wall. Quickly drop down to avoid being hit by the slippery surfer.

Jump up so you're on top of the SNFI box things. Get the RREs above the SNFI box things and jump left to land on the pipe.

Jump to the big boxes to the left. Get the two RREs there. Jump right to the pipe with four boxes on it. Press select to see how many RREs you have because you want at least fifty (you should have fifty one). If you have less than fifty, get all four of the boxes here because all of them have RREs underneath.

Jump to the top/right pipe that has a black doorway. Go right through the doorway to exit the refrigerator. Congratulations! You just got the hell outta there!

004e-Haunted Warehouse

Crikey! Fatcat let out all of the ghosts! Time to go into the warehouse to stop the ghosts!

Haunted Warehouse

Get the four RREs that are in the air. Of the two boxes on the platform, get the right box for the RRE underneath.

Drop down to the floor below (land left of the two boxes).

Pick up the boxes and throw them right (an RRE is under one of the boxes). Go right. See the platform above (with two boxes on it)? Get on it (if a green ghost attacks, stand on the boxes and jump over it when it comes).

Jump to get the RREs right of this platform. Go right and jump to the platform with a stack of two boxes. Get the RREs in the air there. When the crazy candle below goes away, drop down and get the two boxes below (the right one has an RRE).

Go right and get the two RREs, but don't go any further right than you need to. Get onto the platform at the left part of the screen (the one that had a stack of two boxes on it). Jump right off it onto a light (you can stand on the orb part) and jump right off that onto another platform.

Go right. Jump to avoid the green ghost, then get the two boxes, because the bottom one has an RRE.

Go right from there. At the right edge of the room, you'll find a green ghost by some stairs. Avoid the ghost by getting close to it (go on the bottom few stairs) and then bolt left to get away.

When the green ghost is gone, go up the stairs to get against the right wall and jump up two platforms. Cross over to the left side of the screen and jump to the platform with two boxes on it. Get the boxes (the right one has an RRE).

Jump to the platform above and get the two RREs on it. The platform above has four RREs and a crazy candle. Watch the crazy candle until you understand how it moves, then jump up and get the RREs, avoiding the candle.

Go right, and jump on the light. Jump off it to the upper platform (the one with no boxes on it). Go right (simply jump over the green ghost to avoid it). Jump right across some lights (get an RRE as you do).

Past the lights are two platforms, both above the door labeled 22 (?). Jump to the upper one, the one with boxes on it. Grab a box and hide inside it. The box will kill the green ghost who attacks you.

Get the two RREs right of this platform (by jumping off of a light). Jump to the platform right of this one (the upper platform with boxes on it).

Get the two boxes (the bottom one has an RRE) and hold onto one. Go right and hide inside the box while a green ghost attacks. Get the two RREs and walk right through the crack in the right wall to enter the candle/picture room.

Candle/Picture Room

Throughout this room, the pesky pictures (the pictures on the wall) will turn off the lights so everything is dark. They will turn them off for a while, then leave them on for a while, and so on and so forth. If a picture is in the vicinity when the lights go off, a green thing comes out of the picture and flies at you (jump to avoid it).

With that notice out of the way, jump and get the two RREs above the candle. Go right across the candelabra. Grab the two boxes on the bottom part of the candelabra (the right box has an RRE).

Get the two RRES here. Get the two boxes on the normal ground (the bottom box has an RRE). Jump right to the next candelabra. You can ignore the boxes on this one. Get the four RREs on this candelabra.

Right of that candelabra is a picture, with two boxes below. Grab the box on the right for an RRE. Jump to the candelabra to the right and get the two RREs by it. Go right across the candelabra. Get the box on the right (of the two boxes on the candelabra) for an RRE and get the three RREs in the air (just right of the candelabra).

Go right, past the picture (get the boxes under the picture for an acorn if you need one). Get the four RREs on the candelabra, and get to the next candelabra (get the two RREs on the way).

On this candelabra (I'm getting sick of candelabras right about now) are four boxes. Get the two boxes that are stacked (the bottom one has an RRE). Get the two RREs on the top level of the candelabra.

Jump right and get the two RREs on the ground. Get the three RREs on the next (short) candelabra. Walk right into the hole in the bottom/right corner to visit Monterey Jack, who has donuts.

You end up back to the left. Go right, and get the three RREs on the (short) candelabra again. Get to the wall, but instead of going through the hole, jump up the candelabra against the right wall.

You'll come to a level with two boxes. Use them to kill the green ghost. Jump to the left side of the room (get the two RREs as you jump), get to the top of the room, jump to the right side of the room (get the two RREs as you jump) and go through the hole in the upper/right corner to reach the boss fight.

Boss Fight

The boss is the Grim Ghost, who is an annoying boss.

Just like the previous part of the level, the lights will be turned off for a while, then on for a while, then off, then on, and so on.

When the lights are off, you can see Grim Ghost. Grim Ghost does two things. The first thing he does is shoot yellow X things at you (jump to dodge them). If he does this, get to the left hand corner. Grim Ghost will shoot three of the X things at you and advance on you, but doesn't touch you if you're in the left hand corner.

The second thing Grim Ghost does (which seems to happen when you're on the right hand part of the screen) is to swoop around, and rocks fall from the ceiling. Grab the rocks and throw them at Grim Ghost (not so easy because of all of the swooping around he does).

Hit Grim Ghost seven times to kill him. Once he's dead, you should have gotten enough Rescue Ranger Plaques (five) to get an extended life meter.

004f-Clock Tower

Since Grim Ghost is dead (hey, wasn't he already dead? I mean, he was a ghost, right?), the Rescue Rangers now have access to the Urn of the Pharaoh, which Chip closes. Well, that should get rid of all the ghosts. Who needs Ghostbusters when you've got chipmunks?

Fatcat (who you can't see) comes and uses terrible dialogue to coax the Rescue Rangers to come to his amusement park, seeing as all evil geniuses own amusement parks.

Fatcat controls the entire park, because he's in the control room. You'll have to get the three keys to the control room to get inside. The three keys are hidden in different parts of the amusement park.

You can go to either clock tower, western world, or future world.

Clock Tower

Go right. You'll see four boxes. The two on the right have RREs. Get them, and you'll find another four box pile right of this one. The two left ones have RREs. Get them.

Wait a while, standing next (and right of) the boxes. Look above. A mean mole will pop up on the ledge above and try to hit you with some screws. Wait for it to go, and pass by to the right (if you didn't wait for the mean mole to go, you could have been hit by the screws).

You'll find gears/wheels/that junk that make a platform go around in a circle. Being aware of the mean mole's screws, jump on the platform and ride it to the top. When you're on the right hand part of the ride (around the middle of the right hand part), jump right to the platform there (get the two RREs as you jump).

Jump off this platform, so you get the four RREs as you

fall and so you land on the boxes. Left of you is an electrical elf, thus called because it has a little elf hat and because there's not a whole lot of things that you can call it that start with the letter "E".

The electrical elf, you'll see, electrocutes itself and sends jolts of electricity across the floor. Avoid them because they hurt. Also, you can't hurt electrical elves while they are being electrocuted.

Get right of the boxes, and pick them up because the third one has an RRE. Jump to the platform right/above this one. It's a spinning platform, moving your character in the direction it's spinning in. How original.

In a quick move, get spun into the three RREs above this platform and jump to the platform above (a mean mole is on this platform, so you don't want to hang around) and jump to the spinning platform above that one (which spins you left).

Jump to the platform on the left side (the one with four boxes). Get all of the boxes and throw them upwards so you kill the mean mole above and get an RRE.

Jump onto the moving platform and ride it to get two RREs and jump off it to reach the platform on the right side of the room. Grab these boxes and throw them up to kill the electrical elf and get two RREs (remember the electrical elf can't be hurt when it's electrocuting itself).

Jump up across the normal platforms to get to the platform the electrical elf was on. Jump up two platforms above that platform. Jump to one of the moving platforms. Get the two RREs and jump to the platform with four boxes.

Grab a box (hold onto it) and jump onto the small platform (it's box-sized) to your right. Jump off it to a normal platform, and jump left off that to a spinning platform. Get to the left edge of the spinning platform (which is spinning right) and get the three RREs in the air there.

Jump to the spinning platform above this one (it spins left) and jump to the normal platform right of it. Jump to one of the moving platforms above. Get the four RREs and jump to the normal platform left of it.

Jump on spinning platform and jump to the normal platform above (the one with the electrical elf on it). Hide in the box so the electricity doesn't harm you, and kill the electrical elf when you can.

Get the four RREs and go right. Drop down to the platform below (do this while above the two RREs so you get the RREs as you drop down). Get the four boxes here (the two bottom boxes have RREs).

Jump to the moving platform to the right. Get the two RREs on its route and jump to the moving platform right of the one you're on. Get the two RREs on this moving platform's

route and jump off this platform, getting the three RREs and landing on the normal platform.

Jump to the spinning platform (it spins right) to your right. Jump off this to a spinning platform to your right, which spins left (get the two RREs as you jump). Jump to the normal platform against the right wall.

Jump to the normal platform above and do a (really short) jump up. You'll see a platform with a mean mole above. If you can see the spinning platform to the left (below the one you're on), jump on it and get the two RREs there (the mean mole's screws land here; which is why you want to be able to see him/them coming) and jump back to the normal platform.

Jump to the small (box sized) platform and get to the platform with three boxes on it. Use the boxes to kill the mean mole, and jump to where the mean mole was. Get the boxes here for an RRE and an acorn.

Jump to the moving platform to your left and ride it so you can get to the normal platform on your left. Jump to the spinning platform and walk right off it to a normal platform with four boxes.

Get all the boxes (hold onto one) for two RREs. Jump to the platform with two boxes above and then jump to the spinning platforms to the left. The two spinning platforms are spinning towards each other.

Get the four RREs at the ends of the spinning platforms. Throw the box up at the mean mole (on the left side of the screen). Jump up to the single spinning platform above and jump to the normal platform (with four boxes) to your right.

Grab a box, get the two RREs here and jump to the normal platform on the left side of the room. Jump up to the platform above and throw the box at the mean mole above. Jump to the where the mean mole was.

Jump to the platform to your right (get the RREs as you jump). Get the RREs on this platform, and jump right to the moving platform. Get the two RREs while jumping to the next moving platform (do this twice). Finally, jump to a normal platform, get the two RREs on it, and walk right to the boss fight.

Boss Fight

The boss is Ornerly Ostrich, an ornerly ostrich.

Ornerly Ostrich ride around on his unicycle/gear thing. He shoots small gears at you (he shoots three at a time). You want to pick up the gears and throw them at Ornerly Ostrich.

Ornerly Ostrich attacks by shooting the gears at you, and by zooming quickly across the floor (you might want to be near

one of the platforms on the side so you can jump up/out of the way quickly).

Ornery Ostrich also jumps to the platforms on the side, so it can hurt you if you stay there. Hit Ornery Ostrich seven times or so (this fight takes too long) to kill him and find a key to the control room.

004g-Western World

Western World features the return of the heinous hedgehogs, malevolent moths, bad bats and boxed baddies.

Shed

Go right to the four boxes (in two stacks). Get them all for two RREs. Jump onto the barrel (to the left) and jump off it onto the barrel (labeled "powder"). Go right and jump to above platform with the four boxes.

Get the four boxes for three RREs. Drop to the floor and get the get the four boxes there for two RREs. Jump to the barrel and to the powder barrel. Jump right off the powder barrel and land so you get the four RREs in the air.

Wait for a malevolent moth to pass, and go right, jumping over the heinous hedgehog to get past it. Grab a box from the pile and throw it at the heinous hedgehog above, then jump to where the heinous hedgehog was.

Jump up, and get to the platform on the left side of the room. Get all of the boxes there for two RREs and throw a box to kill the malevolent moth. Jump to get the two RREs the malevolent moth was guarding (jump right to get it and fall left so you land on the platform you jumped from).

Jump to the top of the room now (a platform with four boxes in two stacks). Use the boxes to kill the heinous hedgehog to your right. Go right, to the bottom/right corner of this area. Use the boxes here to kill the heinous hedgehog and the malevolent moth.

Get the two RREs and all the boxes here, then walk right into the blackened entryway of a box to enter the mine.

Mine

You're on a minecart thing. It's simply to operate, push the lever and the minecart goes forward. Push it up to go fast, pull it back to go slow.

Hit the lever and you go right. While on the minecart, you can jump to get some RREs, but be careful because the minecart is always going right, so landing on the minecart can be a little rough.

There are big boulders that hang from the ceiling and fall

on you. You can see them coming, so to avoid them, you must either pull back on the lever or stand on the left edge of the minecart.

Past five boulders, the ride ends with the track ending and the minecart falling down into oblivion. Jump off the minecart then (try to get the two RREs as you do) and land on the normal platform with two boxes. Get the two boxes (the one on the right has an RRE) and walk right to more mines.

More Mines

Hey, your mincart didn't fall down into oblivion; it's right here! Let's ride more of the tracks. You'll find a new danger, metal balls that swing from chains. You can either duck, or jump over the metal ball (the chain doesn't hurt you). You can also move quickly past it when the ball is touching the ceiling.

At one point in this mine, you drop onto another cart, slightly jolting you to the left. Make sure you're not on the left part of the cart when this happens, or you could fall off.

Eventually, you reach the end of the mine, which is the same as last time; the cart falling to oblivion and you having to jump to a platform with some boxes (the lower box has an acorn). Walk right for even more mines.

Even More Mines

Well, this mine isn't creative; it's just like the last two. Ride it to the end, and then jump off to a platform with three boxes (the highest one has an acorn).

You want to get to the right end of this platform, except a ball on a chain is in your way. Here's a secret: the ball and chain can't hit you if you're standing on the ground, it only looks like it could. Walk right past it.

Jump right to the next platform (getting the two RREs as you jump) when the ball and chain are going left (because as soon as you jump, the ball and chain can hurt you).

Go right to the two boxes. Get them and throw them at the bad bat that attacks you. See the three boxes above? The top box is a boxed baddy. Use the stack of two boxes on the ground to kill it, and get the two boxes the boxed baddy was protecting for an RRE.

Get the two remaining boxes to your right and run right to the boss fight (run so you exit the room before the bad bat attacks).

Boss Fight

The boss is Card Cat, a cat who is dressed like a magician and throws cards at you. I say, what a card he is! Never mind that now, let's get the upper hand on this guy and cut him out of the picture. In other words, let's deck him.

Enough of the card jokes; here's how to ace the fight. Card Cat will throw two cards at you at a time (how mean; he must be heartless), which he often does multiple times in a row.

Pick up one of the cards he throws (there's only one such card onscreen at one time) and throw it back at him. This hurts Card Cat; he looks like he's been clubbed. He must really hate paper cuts.

Seven hits will destroy this solitary enemy, and you find another key!

004h-Future World

Since you've gotten two keys, you have no choice and get sent to future world.

Future World

Future World is big, but initially it is just "FW".

Ha ha ha, that's an FAQ joke! What I mean to say is that initially, there are no enemies in Future World.

Grab the two RREs. Get the two boxes (the second stack of boxes) for an RRE under the bottom box. Jump to get the two RREs in the air and then get the two RREs by the ground. Jump onto the pipe.

Go right across the pipe, and the end of the pipe has circular platforms. Drop down to get the two RREs near the floor, then jump to the top of the circular platforms. Jump right, getting the RREs as you land (you'll probably have to do a second jump).

There's a gap in the floor, so jump over it (the boxes here are empty). Get the two RREs and get to the right side of the screen. Get all four boxes for an RRE.

Jump up the platforms against the right side of the wall and stop at a blue platform. While on the right part of the screen, jump to the platform above. Get the two RREs and drop down to the blue platform below.

Well, the no enemy goodness is over; a mean mole is above. Use boxes (from the eight boxes here) to kill the mean mole and get to the left side of the screen. Use the boxes to kill the mean mole on the left side of the screen (two platforms above). You get four RREs from the boxes.

On the left side of the room, jump to the platform above and get the two RREs. Jump to the platform above that one

and get the four RREs. Jump to the platform above that one, cross over to the right side of the room and drop down and get the two RREs on the platform there.

Jump up and get to the left side of the room. Jump up the platforms on the left side of the room to reach the top of the room. An electrical elf is here, but he cannot harm you due to the boxes in the way. Pick up the boxes and use them to kill the electrical elf and get the two RREs.

Fall off the right end of this platform and land on the platform below. Right of this is a steel platform; the steel will fall down from the ceiling and crush you.

As soon as the steel goes up, run right past it to safety. Get the three RREs. At the next steel platform, when it is down, cross is to safety. Get the three RREs and pass a third steel thing and walk right to more of future world.

More of Future World

Go right. Jump to the boxes and throw them right to kill a new enemy, slingshot stinker. The third box has an RRE under it. Rather than jump across the gap to the right, jump to the platform above and walk across (this way you miss a slingshot stinker).

Drop down to the platform with four boxes. Get the boxes for an acorn and an RRE. Get the three RREs. Go right and jump over the gap. Get the stack of boxes for an RRE.

Go right. Get the two RREs. Grab one of the boxes by the two RREs and hold onto it. The platforms to your right are strange ones; as soon as you land on them, they turn red, which means they will soon collapse (don't be on one when it collapses). After collapsing, they turn back to normal.

Once you land on the highest (fourth) one, throw the box to kill the slingshot stinker to your right. Jump to where the slingshot stinker was. Hold onto the right button; you fall when the platform collapses and you land on the platform below.

Walk right to meet Monterey Jack, who has donuts for you. You then go to the final part of future world.

Final Part of Future World

Go right, standing on the pipe thingy. Get the two RREs in the air above the pipe. During this, a robot ridgeback will pass below. When it has passed, drop down to get the two RREs there.

Jump back up to the pipe and jump right off it to get the two RREs there. Go across the next pipe. Get the two boxes on the floor for two RREs. A robot ridgeback passes above while you do this. When it has passed, jump to the platform above and get the four RREs on it.

Go right, and you'll find a gray block which is the size of a box. Pick it up and go right. Get the two RREs. See the magnet on the ceiling? The gray block will be attracted to it. Throw the block to the right, letting it get stuck on the magnet.

Jump to the red pillar (to the left) and try to jump onto the gray block. If you're lucky, you can. If you do, jump from there onto the magnet, and right again to get a star (which is a one-up).

Once that's done, go right. A robot ridgeback is around there. Jump over it when it charges at you (you know it is going to charge when it crouches down, obviously trying to reach its credit card).

Walk right to the two boxes and get them for an RRE. A robot ridgeback passes over you as you do. Jump to the pipe the robot ridgeback was on and go right across it. Jump off it to get the two RREs, and walk to the four boxes.

Get the four boxes for two RREs. A robot ridgeback passes by above. Jump to where the robot ridgeback was, get the two RREs there, and walk right to the boss fight.

Boss Fight

The boss is Grimacing Gecko, a Gecko who is allowed to operate heavy machinery. He uses his wrecking ball device to crush the ground. He also drives left and right, which can hurt if he runs over you.

As you probably expected, he gives you stuff to throw at him. When he crushes the ground, debris is flung. Pick up the debris and throw it at him to hurt him.

But wait! You've got a big wrecking ball thing in the way! Well, that will wreck your plan...what you have to do is throw the debris at grimacing gecko when you are right of crushing ball, which is dangerous.

It takes eight hits to kill grimacing gecko, which is far too many, in my opinion. But you have to do it to get the key.

Yay! We have all three clues, I mean, keys. You know what that means, it's time for our thinking chair, I mean, time to get Fatcat.

004i-Control Room

The Rescue Rangers enter the control room, but too late! Fatcat escaped down a secret passage, which is so easily found that I question how "secret" this secret passage really is.

Secret Passage

Good news, you won't have to worry about RREs in this level. They're in this level, but don't worry about collecting them. You'll find out why...

Walk right across the floor. Get the boxes that are in your way and continue walking right. When you get stopped, jump to the platform that stopped you.

The floor of this platform has conveyor belts, which means it will be pushing you left (or right if you hit the lever by the conveyor belt with a box). Pick up the box on the left end of this platform and go right across the conveyor belt. Throw the box at the slingshot stinker you meet.

Pick up the box at the end of the conveyor belt, and go right, across another conveyor belt. From there, go right to get to the right wall of this room. Throw the box at the slingshot stinker that you meet.

Jump up the platforms to reach the top of the room, and then go right (this is across the top of the wall). Do not go across the floor; stay on the platform which is hanging from the ceiling.

A ridiculous rooster, an enemy that looks like it's working out, runs past in an exercising matter (flinging its arms up and down like its doing jumping jacks). Drop to the floor when it is gone and continue going right.

Another ridiculous rooster comes, this time on the platforms above, which is why I had you get off them. Get to the right end of this room (get on the tall platform) and walk right to go to laser floor room.

Laser Floor Room

As you might have guessed, this room has lasers on the floor (not for all of the floor, though, just a lot of it).

Go right. You can see how you don't want to land on the floor due to the lasers. Instead, jump to the conveyor belt. Jump right off the conveyor belt to some safe ground.

Get to the right end of this safe ground. You have to go right across three conveyor belts (the first and third one are moving left, but the second one moves right, which is tricky if you're not expecting it). To make matters harder, there are some fiendish flyers flying overhead, so try not to hit them while jumping.

From there, go right. Jump onto the second platform hanging from the ceiling (this is in fiendish flyer flying zone, so look out). From there, jump right over a gap in the floor that has lasers in it.

From there, simply walk right and you will, in time, reach the end of this part of the level. You meet Monterey Jack, who has donuts, and then go to conveser room.

Conveser Room

This is a room that has conveyor belts and lasers, so I made the name sort of a combination of the words "laser" and "conveyor".

Enough of semantics, let's get started. Go right, past the two blocks. You'll get to two more blocks, which are by a lever. Throw the boxes (while hiding in them) to flip the lever so it faces right.

Now the conveyor belts move right. Get on them. See the lasers coming from the small enclosed area you're in? See, they hurt. Pass by them when they're not there.

Go past two conveyor belts with the lasers attached. Pick up a box and go right across the floor. Throw the box at the robot ridgeback that you meet. Pick up another box and go right across the floor. Throw the box at the next robot ridgeback that you meet.

At the right end of the room, jump to the elevated ground and walk right to reach the dodge the ball room.

Dodge the Ball Room

It's not what you think, you pervert. In this room, green bouncy balls are shot at you, which you must avoid. This = Very Hard.

Here's what you should do: go right. In the first "room", stop left of the stack of two boxes. The bouncy ball bounces off of the stack and goes left. After it bounces off the stack, quickly go right and stop right of the second stack of boxes (the balls do not bounce there).

Use the same strategy for the second "room".

Third "room" is different. Stay on the elevated ground left of the boxes; the bouncy balls will not hit you there. Note where the balls hit the lower ground. After a ball hits there, move right and get on that spot. The ball will bounce left, missing you, so hurry up and go right into the next "room".

In this, the last "room", there are two stacks of boxes. Get in between the two stacks to avoid being hit. Then, make a mad dash right toward the exit. A box is in your way, which can slow your dash, but since I'm telling you about the block in advance, you should be fine.

Past that "room", walk right to the RRE room.

RRE Room

Go right. See the four boxes, in two stacks? All such stacks found in this room have an acorn in the bottom/right box.

Past the boxes are a bunch of RREs. Get them all. Get all of the boxes to your right and throw them right to kill a silverware slimeball.

Repeat this process for the whole room. You will get enough acorns to fill your health meter, and over fifty RREs. You can even try picking up a stunned silverware slimeball.

Well, that room was easy, because it's to get you ready for the game's final boss fight.

Boss Fight

Fatcat, rather than actually being there and fighting you, breaks the lights and sends the Fatcat Robot at you.

Here's Fatcat Robot's attacks:

- A) His hand will fly at you
- B) He will shoot three yellow jets of electricity across the floor
- C) He will bounce a bouncy ball at you
- D) He will spew flames from his mouth
- E) He will drop down onto the floor, on you

During the fight, Fatcat Robot flies up out of sight. A time bomb (so THAT'S what happened to the time bomb) drops down from the ceiling, accompanied by a danger sign (Fatcat Robot drops down from the ceiling, right below the sign).

Pick up the time bomb, and throw it at Fatcat Robot. This is tricky, as you have only three seconds until the bomb explodes. Also, the bomb must explode while touching Fatcat Robot to harm it (aim for its shoulder; throw at the top of your jump).

Ten hits kills Fatcat Robot and wins the game! Enjoy the ending!

005-Game Genie Codes

PEUYIILA	Both start with 1 life
ZEUYIILA	Both start with 2 lives
GEUYIILA	Both start with 4 lives
IEUYIILA	Both start with 5 lives
GXKZKTVI	Almost infinite lives--both players
PEOYZILA	Both start with 1 heart
ZEOYZILA	Both start with 2 hearts
GEOYZILA	Both start with 4 hearts
IEOYZILA	Both start with 5 hearts
OUXLLEVS	Infinite hearts--both

PANNAILA	Start with 1 credit
ZANNAILA	Start with 2 credits
TANNAILA	Start with 6 credits
PANNAILE	Start with 9 credits
NYNNAILE	Start with 255 credits
OXUNGIVK	Infinite credits

006-Credits

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