

Magic Block FAQ/Walkthrough

by Lagoona

Updated to v1.0 on Nov 28, 2007

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Magic Block

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for the Famicom/NES

(A Guide by Lagoona)

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+ Introduction +
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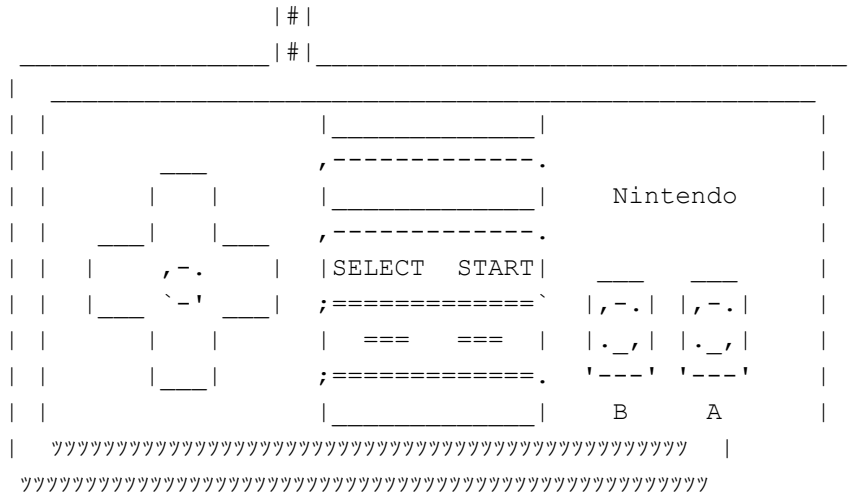
Welcome to my guide covering another relatively obscure Famicom title: Magic Block. I am writing this FAQ as a part for the NES FAQ completion project running on the GameFAQs FAQ Contributors - General board. I'm not sure if this title - developed by Mega Soft and published by NTDEC in 1991 - appeared with the official license from Nintendo. Please inform me on that if you know that for sure.

Magic Block is a puzzle game with a very simple architecture. You need to

create a way for a ball by rearranging tiles with a given 'way' design. This sounds easy, but it isn't - for arrangements can get quite complex and are often combined with a requirement of speed, timing and a little skill. You'll see that very quickly!

-----+-----
 + Game Controls +
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As a premise, here's the NES Joypad:



(the cross in the left part is the direction pad)

Game controls:

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- Start - Start the game (title screen)
  - Pause and resume the game (during gameplay)
  
- Select - Choose between 1 Player and 2 Player mode (title screen)
  - Stop the ball on its track (only works 3 times per screen)
  
- A button - Move the currently selected tile to the adjacent free space
  
- B button - Accelerate the ball (keep pressed)
  
- Direction pad - Choose your stage (up and down on the 'stage' screen)
  - Move the cursor to select tiles to be moved (during gameplay)

Getting started

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A bit of advice, as quite often in my FAQs for obscure Famicom puzzle games: Get your remote ready to turn down the music volume and turn on the radio or put a CD you like in your stereo. The only tune worth listening to is during the 'Continue' screen, in my humble opinion... and now, on to the game, solving puzzles and racking up highscores!

At the title screen, you can select 1 Player or 2 Player with 'Select'. Confirm your choice by pressing 'Start' - and the game starts!

-----+-----
+ Game Mechanics +
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Basics

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The game concept is quite simple. Your play area consists of 6 x 7 square tiles, some have yellow tracks them, some not. All tiles with tracks can be moved, as can all uniformly blue tiles. The ones with a smaller square design on them are fixed and form some kind of border. Then there's a green ball starting somewhere, slowly running along the tracks. Additionally, there's a green timer bar to the right side, it's content more or less slowly decreasing.

Your task is now to move the tiles in such a way that the green ball runs through all tracks, tracks done turn blue, so you know what's done and what's missing. You do this by moving the red cursor (cross) to a movable tile adjacent to (or in the same line or columns as) the empty spot. Then press the 'A' button to move the tile(s) over to the empty one. The place where the cursor is will now be the empty tile. Two things can make you lose a life, though: First, you hit a dead-end while there are still some unused tracks; second, the timer runs out.

Sometimes it's more difficult to figure out the right arrangement of tiles, sometimes time is the pressing factor, and later on, both factors keep pushing you. You have two more trump cards, though. You can speed the ball's movement up by pressing 'B', e.g. when you've already arranged the tracks. And you can stop the ball's movement with 'Select' three times per stage, e.g. when you still need to move tiles but the ball's already about to hit a dead-end. (Pressing 'Select' again makes it go on.)

That's basically all there's to do... and don't worry if you loose all of your three lives. You have infinite continues. Simply press 'Start' on the continue screen with the sand-watch before it runs out and you get new tries at the stage you just failed.

Oh yeah, scoring. Each tile your ball successfully runs through nets you some points. A straight track is worth 20 points while a curved one is 30 points. If a block needs running through twice, the first time will always only net you 10 points. If you need to use a continue, though, your score is reset to zero.

Tiles

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Here's a collection of all tiles encountered while playing. Not all blocks appear in all stages.

| |
| | Complete
| | (movable)
| |

```

|   |
||   || Unused
||   || (not movable)
|   |

```

```

|   |
|-----| Straight track
|-----| (movable)
|   |

```

```

| | |
| \ `--| Curved track
|   `---| (movable)
|   |

```

```

| | |
|--. \ `--| Curved double track
|-. \ `---| (movable, need to pass twice)
|_|_|_|

```

```

| | |
|---+ +---| Two straight crossing tracks
|---+ +---| (movable, need to pass twice)
|_|_|_|

```

```

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+ General Tips +
-----+-----+-----+-----+-----+-----+-----+-----+-----+

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- Use the 'Select' button wisely. It can save your life, but it can also make you loose too much time.
- Similarly, make good use of the 'B' button to get the ball very quickly to the end of the tracks, but don't overdo it, especially if you're not sure yet how you want to finish the level.
- You can move more than one tile at a time if needed. If you put the cursor on a movable tile in line with the empty one, you'll move the whole line from the cursor on. This can save you some precious time.
- Pausing the game (with 'Start') stops the timer and your ability to move tiles, but you can still see the play area. So use this to quietly plan your strategy for the stage.
- Don't forget, you can also move the tile where the ball is currently on.
- When you really can't beat a stage but still want to continue with the next one(s), press Up (or Down) during the screen where the current stage is indicated.
- If you're stuck on a stage you selected directly, but would only need a bit more time, try beating the stage before. This sometimes gives you some bonus time for the following one.

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+ Stages Guide +
-----+-----

In some stages I will try to explain what to do while in others, I will help using a scheme like this one (e.g. for a field of 3 x 4 tiles):

```
01 02 03 04          01 02 03 04
05 06 xx 08  --->  xx 06 07 08
09 10 11 12          09 10 11 12
```

Here, the xx indicates the empty field. It initially is at position 07. The move would be to position the cursor on field 05 and push 'A', effectively pushing the tiles from position 06 to 07 and the one from 05 to 06.

Then I will describe it as: 06 -> 07, 05 -> 06, leaving the hole at position 05. (Of course, this is effectively done faster by positioning the cursor on 05 and directly moving both tiles with one single 'A' button pressing.)

Stage 1-1

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Easy as pie, move the central movable tile with the vertical track to the left to connect all tracks. Push 'B' to accelerate.

160 points

Stage 1-2

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Still easy. Move the middle tile in the bottom movable line to the right, then the tile with the horizontal straight track 1 position down. You must accelerate with the 'B' button.

320 points

Stage 1-3

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Here you need to be quick. Using 'Select' to stop the ball early for a short time can be helpful, but it isn't necessary. The aim is to complete the circle.

02 -> 05, 03 -> 02, 06 -> 03, 05 -> 06, 08 -> 05. Accelerate.

120 points

Stage 1-4

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This stage is easier than it may look. Don't let the 'preformed' circle confuse you, the solution is one wave.

06 -> 03, 05 -> 06, 04 -> 05.

140 points

Stage 2-1

??????????

First stage with a tile that needs to be run through twice. And the time's short. But three moved tiles solve the thing.

11 -> 12, 07 -> 11, 03 -> 07, and Speeeeeeeed.

180 points

Stage 2-2

??????????

Two straight lines. This is the first level where you need to move the tile with the ball on it. Get the ball to the second tile, then moved it down, and accelerate to the end.

100 points

Stage 2-3

??????????

And again you need to move tiles with the ball on them.

04 -> 07, 01 -> 04 (with ball), 02 -> 01, 03 -> 02, 06 -> 03, 09 -> 06, and there you are.

60 points

Stage 2-4

??????????

(4 x 7 tiles)

Again, a very similar one.

01 -> 08 (with ball), 02 -> 01, 03 -> 02, 04 -> 03, 11 -> 04, 18 -> 11, then wait for the ball. When the ball reaches position 11, 11 -> 18 (with ball), 12 -> 11, 13 -> 12, 20 -> 13, 27 -> 20, wait for ball again. When the ball is on 20, 20 -> 27 (with ball), and accelerate.

140 points

Stage 3-1

??????????

(4 x 4 tiles)

You should be used to moving the tiles while the ball is on it, now. This stage requires this twice, again.

05 -> 06, wait for the ball. When the ball reaches position 06, 06 -> 05 (with ball), 10 -> 06, wait for the ball again to reach position 09, then 09 -> 10 (with ball), and accelerate, as time is close here.

190 points

Stage 3-2

??????????

(2 x 5 tiles)

This one is tricky, you need to move the tile with the ball on it backwards twice.

Wait for ball to reach position 02, then 01 -> 06, 02 -> 06 (with ball), 07 -> 02, 08 -> 07. Now accelerate a bit to get the ball to position 04. When the ball is on 04, 03 -> 08, 04 -> 03 (with ball), 09 -> 04, and speed to the end.

140 points

Stage 3-3

??????????

(3 x 3 tiles)

Here you need to move the tiles quickly, so consider using 'Select' for a short time should you need it. There's more than one way to solve this, but here's one that works well.

02 -> 03, 01 -> 02 (with ball), 04 -> 01, 05 -> 04, 06 -> 05, 09 -> 06, 08 -> 09, 07 -> 08, 04 -> 07, 05 -> 04, 08 -> 05, and accelerate.

120 points

Stage 3-4

??????????

(3 x 3 tiles)

This one may look more difficult than it will prove to be, you need to move a tile with the ball on it once, and there's only the beginning part requiring some speed.

06 -> 09, 03 -> 06, 02 -> 03, 01 -> 02, 04 -> 01 (with ball), and accelerate to make it in time.

170 points

Stage 4-1

??????????

(6 x 7 tiles)

Here you'll need the speed button!

18 -> 25, 19 -> 18, 26 -> 19, 25 -> 26, 24 -> 25, 17 -> 24, 18 -> 17, now quickly accelerate the ball until it reaches position 17 and prepare to just 'undo' the movements done so far. As soon as the ball reaches position 17, 17 -> 18, 24 -> 17, 25 -> 24, 26 -> 25, 19 -> 26, 18 -> 19, and accelerate again in order to make it in time. This one is actually close!

500 points

Stage 4-2

??????????

(4 x 4 tiles)

Another hard one. You need speed and the acceleration button.

14 -> 13, 10 -> 14, 06 -> 10, accelerate a bit, until the ball has passed position 05. From here on there are two possible way, I'll give you the one that's faster, in my opinion. Now 02 -> 06, 01 -> 02 (with ball), 05 -> 01, 09 -> 04, 13 -> 09, and accelerate until the ball has passed position 10. Now with ball on 11, 14 -> 13, 10 -> 14, and accelerate the ball until it's on position 06. Now 06 -> 10 (with ball) and accelerate one last time.

370 points

Stage 4-3

??????????

(4 x 4 tiles)

This is the first stage with a straight crossing.

08 -> 04, 12 -> 08, 11 -> 12, wait for ball to reach position 07. Then, 07 -> 11 (with ball), 03 -> 07, 02 -> 03, 01 -> 02, 05 -> 01, 09 -> 05, 10 -> 09, 06 -> 10, and speed to the end.

140 points

Stage 4-4

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(6 x 3 tiles)

Quite an easy and repetitive one with plenty of time. The solution is to create a track through the middle column.

04 -> 01, 05 -> 04, 06 -> 05, 09 -> 06, 08 -> 09, 07 -> 08, 10 -> 07, 11 -> 10, 12 -> 11, 15 -> 12, 14 -> 15, 13 -> 14, 16 -> 13, 17 -> 16, 18 -> 17, and accelerate to get it finished.

120 points

Stage 5-1

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(6 x 7 tiles)

Quite an easy one again. Here it's worth moving longer rows and columns at once (even if I spell out every single tile).

29 -> 36, 22 -> 29, 15 -> 22, 08 -> 15 (best do this row by simply 'clicking' on 08 in the beginning). 09 -> 08, then wait for the ball to reach position 02. When the ball is there, 02 -> 09 (with ball), 03 -> 02, 04 -> 03, 05 -> 04, 12 -> 05, 19 -> 12, 26 -> 19. Now accelerate until the ball is on position 25, then 25 -> 26 (with ball), and full speed ahead again, as time is close here.

260 points

Stage 5-2

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(5 x 5 tiles)

Here you'll need to move the tile with the ball a few times.

18 -> 13, 17 -> 18, accelerate the ball to position 12. Now 12 -> 17 (with ball) and wait until the ball is on position 22, then 17 -> 12, 18 -> 17, 13 -> 18, and accelerate the ball to position 18. Now 18 -> 13 (with ball) and accelerate again, until the ball is back from the loop on position 13, then 13 -> 18, and speed to the end.

310 points

Stage 5-3

γγγγγγγγγγ

(4 x 3 tiles)

A slightly tricky one, at least there's enough time.

08 -> 05, 11 -> 08 (with ball), 10 -> 11, 07 -> 10, 04 -> 07, now wait for the ball to reach position 05. Once it's there, 05 -> 04 (with ball), and accelerate until the ball has passed the tile on position 02. Once it's on position 03, 02 -> 05, 03 -> 02 (with ball), and that's that, speed to the end. You'd even have the time to stop the ball on 03 with Select, then make that last two moves and resume the course again.

130 points

Stage 5-4

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(4 x 4 tiles)

This one's extremely easy - no tricky fast moving needed and plenty of time.
14 -> 10, 15 -> 14, 16 -> 15, 12 -> 16, 08 -> 12, 04 -> 08, and accelerate to finish the stage. See, I told you it would be easy.

360 points

Stage 6-1

γγγγγγγγγγ

(4 x 3 tiles)

Another easy one here.

05 -> 04, 08 -> 05, and accelerate until the ball reaches position 05. Then 05 -> 08 (with ball), and accelerate to the end.

300 points

Stage 6-2

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(4 x 4 tiles)

This one is a bit more challenging...

06 -> 02, and wait for the ball to reach position 02. Then 02 -> 06 (with ball) and accelerate to get the ball off of the tile. When the ball is on position 10, move 06 -> 02, 07 -> 06, and accelerate until the ball reaches position 06, then 06 -> 07 (with ball). As soon as the ball is on position 03, move 07 -> 06, 03 -> 07 (with ball), and as soon as the ball has left the tile on position 07, 07 -> 03, 06 -> 07, 02 -> 07, 03 -> 02, and accelerate again around the circle. As soon as the ball is on position 07 again, 07 -> 03 (with ball), and speed to the end. Phew!

420 points

Stage 6-3

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(4 x 5 tiles)

This one is very similar to an earlier level with only straight tracks.

The basic principle is to move the central line of tracks up in order to get one of the bottom straights below it. Here you can move longer lines at once several times, even if I still note every single tile.

17 -> 18, 16 -> 17, 11 -> 16, 06 -> 11, 01 -> 06, 02 -> 01, 03 -> 02, 08 -> 03, 13 -> 08 (with the ball on one of the two tiles just moved), 17 -> 18, 12 -> 17, 07 -> 12, 02 -> 07, 03 -> 02, 08 -> 03, 13 -> 08 (with the ball on one of the two tiles just moved). Now follows the exact same series just done on the left half for the right half... need it spelled out? Ok, here goes 19 -> 18, 20 -> 19, 15 -> 20, 10 -> 15, 05 -> 10, 04 -> 05, 03 -> 04, 08 -> 03, 13 -> 08 (with the ball on one of the two tiles just moved), 19 -> 18, and accelerate to finish the stage.

140 points

Stage 6-4

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(4 x 4 tiles)

The way of solving this one is by keeping the inner circle running while replacing the used tracks with the corresponding one in the nearest corner.

13 -> 09, 12 -> 11, as soon as the ball has left position 10, 10 -> 14, 09 -> 10, 05 -> 09, 01 -> 05, 02 -> 01, as soon as the ball has left position 06, 06

-> 02, 05 -> 06, 01 -> 05, 02 -> 01, 03 -> 02, 04 -> 03, 08 -> 04, now the ball needs to have left position 07, then 07 -> 08, 03 -> 07, 04 -> 03, 08 -> 04, 12 -> 08, 16 -> 12, 15 -> 16. Now the ball needs to have left position 11, then 11 -> 15, 12 -> 11, and there you go, speed to the end.

240 points

Stage 7-1

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(4 x 4 tiles)

And there's another relatively easy one. Only three time movements are needed. First get the ball to leave position 10, then 02 -> 01, 06 -> 02, and accelerate the ball until it reaches position 02. Once it's there, move 02 -> 06 (with ball), and speed to the end.

380 points

Stage 7-2

γγγγγγγγγγ

(5 x 5 tiles)

This one's quite hard, you need to move tile as fast as possible and accelerate the ball as much as possible. So also use the 'move several tiles in one line at once' possibility (even if I indicate the tiles separately). 08 -> 03, then accelerate until the ball is on position 03. Now move 03 -> 08 (with ball), 02 -> 03, 01 -> 02, 06 -> 01, 11 -> 06, 16 -> 11, 21 -> 16, 22 -> 21, now accelerate, until the ball is on position 23 or 24, then move 23 -> 22, 24 -> 23 (with the ball on one of the two tiles), 19 -> 24, 14 -> 19, 09 -> 14, 08 -> 09, 13 -> 08, 14 -> 13, 09 -> 14, 04 -> 09, and accelerate till the ball reaches position 09. Now move 09 -> 04 (with ball) and speed to the end.

500 points

Stage 7-3

γγγγγγγγγγ

(5 x 5 tiles)

Again, quite a challenging one where you need to be quick. 22 -> 21 (with ball), 17 -> 22, 18 -> 17, 13 -> 18, 12 -> 13, 17 -> 12, 18 -> 17, 13 -> 18, 12 -> 13. If the ball is not on position 17 yet, quickly accelerate to get it there. Then move 17 -> 12 (with ball), 18 -> 17 and tap the accelerate button to get the ball to position 13, then 13 -> 18 (with ball), 12 -> 13, 17 -> 12 and get the ball to position 13. Then 18 -> 17, 13 -> 18 (with ball), 12 -> 13, get the ball to position 13 again, then move 13 -> 12 (with ball), 14 -> 13, 09 -> 14, 10 -> 09. Then speed to the end.

270 points

Stage 7-4

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(4 x 4 tiles)

This is the first stage where I really had to use the 'Select' button to stop the ball on its track in order to be able to move the tiles fast enough. Luckily, there's enough time for this, but you still need to be very quick. My solution is to first connect all four circles, accelerate the ball to the last tile of this track, then stop it there and move it to the remaining two track tiles.

14 -> 15, 13 -> 14, 09 -> 13, 05 -> 09, 01 -> 05, 02 -> 01, 03 -> 02, 04 -> 03, and accelerate until the ball reaches position 08. Now stop the ball (with Select) on this position and move 03 -> 04, 02 -> 03, 06 -> 02, 07 -> 06, 08 -> 07 (with ball), 04 -> 08, 03 -> 04, 02 -> 03, 01 -> 02, 05 -> 01, 06 -> 05, 07 -> 06 (with ball). Now press Select again to make the ball continue until it is on position 02, and stop it again with Select. Then move 06 -> 07, 02 -> 06 (with ball), 01 -> 02, 05 -> 01, 09 -> 05, 13 -> 09, 14 -> 13, 10 -> 14, 06 -> 10 (with ball), press Select to restart the ball and accelerate to the end. (If you find an easier solution, please tell me.)

450 points

Stage 8-1

??????????

(5 x 5 tiles)

This one is relatively easy with the right concept.

9 -> 10, 14 -> 09, 19 -> 14, then accelerate the ball until it reaches position 14. Now move 14 -> 19 (with ball), 09 -> 14, 10 -> 09 and get the ball to leave position 09. Now move 15 -> 10, 20 -> 15, 19 -> 20, 14 -> 19, then accelerate to the end.

240 points

Stage 8-2

??????????

(6 x 6 tiles)

The start is pretty straightforward, the rest is a bit trickier. You can move a lot of whole lines, even if I spell them out individually.

02 -> 01 (with ball), 03 -> 02, 04 -> 03, 05 -> 04, 06 -> 05, 12 -> 06, 18 -> 12, 24 -> 18, 30 -> 24, 36 -> 30, 35 -> 36, 34 -> 35, 33 -> 34, 32 -> 33, 31 -> 32, 25 -> 31, 19 -> 25, 13 -> 19, 07 -> 13, 14 -> 13. Now what's left is arranging the remaining scattered parts together. There are a number of ways to do that, and all of them are quite complicated to write down, so I'll just give you one way that worked for me.

09 -> 08, 10 -> 09, 11 -> 10, 17 -> 11, 23 -> 17, 29 -> 23, 28 -> 29, 27 -> 28, 26 -> 27, 20 -> 26, 14 -> 20, 08 -> 14, 09 -> 08, 10 -> 09, 16 -> 10, 22 -> 16, 21 -> 22, 20 -> 21, 14 -> 20, 08 -> 14, 09 -> 08, 15 -> 09, 21 -> 15, 27 -> 21, 26 -> 27, 20 -> 26, 14 -> 20, 15 -> 14, 21 -> 15, 20 -> 21, 14 -> 20, 15 -> 14, 16 -> 15, 22 -> 16, and accelerate until the ball reaches position 16. Now move 16 -> 22 (with ball), and you're almost done. Good thing you have that much time...

(If you know an easier solution, please don't hesitate to tell me. I may add it to the FAQ, giving you full credit.)

660 points

Stage 8-3

??????????

(4 x 3 tiles)

Quite a normal stage again, even if it looks loaded.

08 -> 11 (with ball), 05 -> 08, then accelerate to get the ball to position 07. Then move 08 -> 05, 11 -> 08, 12 -> 11. Now get the ball to the tile on position 11, then move 11 -> 12 (with ball), 08 -> 11, 05 -> 08, 02 -> 08, 01 -> 02. Speed up until the ball gets to position 03, then move 02 -> 01, 05 -> 02, 04 -> 05 and accelerate to the end.

320 points

Stage 8-4

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(4 x 4 tiles)

A medium difficulty one, where time may be a bit short, depending on how much you've amassed before.

First get the ball to the tile on position 07, then move 06 -> 02, 07 -> 06 (with ball), 08 -> 07, 12 -> 08, 11 -> 12, 10 -> 11 (with the ball on one of the two tiles moved last). Now accelerate to make sure the ball has left the tile on position 12, then move 11 -> 10, 12 -> 11, 08 -> 12, 07 -> 08, 06 -> 07, 10 -> 06, 11 -> 10, 07 -> 11, 06 -> 07, 10 -> 06, and accelerate to the end.

310 points

Stage 9-1

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(6 x 6 tiles)

It's getting tougher.

25 -> 31, 26 -> 25 and accelerate until the ball reaches the tile on position 27, then move 27 -> 26 (with ball), 21 -> 27. Get the ball to the tile on position 27, then move 27 -> 21 (with ball), 26 -> 27, 25 -> 26, 31 -> 25, 32 -> 31, 33 -> 32. Make sure the ball is off of the tile on position 27 and move 27 -> 33, 21 -> 27, 22 -> 21, 28 -> 22, 27 -> 28, then accelerate a bit to get the ball to position 15. Now move 21 -> 27, 22 -> 21, 28 -> 22, 29 -> 28, 23 -> 29, 17 -> 23 and speed up until the ball reaches the tile on position 23. Move 23 -> 17 (with ball), accelerate a bit to get the ball to position 10, move 17 -> 23, 11 -> 17, get the ball to the tile on position 16 and move 10 -> 11, 16 -> 10 (with ball). Get the ball to position 11, then move 10 -> 16, 11 -> 10 (with ball) and speed to the end.

840 points

Stage 9-2

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(3 x 3 tiles)

This one even looks a bit easier than it is, but is still well doable, you just need to be quick.

02 -> 05, 03 -> 02, then accelerate to get the ball to leave position 02. Then move 02 -> 03, 05 -> 02 (with ball), 08 -> 05, 09 -> 08 and accelerate again until the ball is on position 08. Then move 08 -> 09 (with ball), 05 -> 08, 06 -> 05, 09 -> 06 (with ball) and get the ball to the tile on position 05. Then move 06 -> 09, 05 -> 06, 04 -> 05 (with the ball on one of the two tiles just moved), 07 -> 04 and speed to the end.

200 points

Stage 9-3

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(6 x 7 tiles)

Funny face pattern of the tracks. There is relatively little time, though, so you've gotta be real quick. (Move whole lines of tiles where possible, even if I spell them out individually.)

08 -> 01 and accelerate until the ball reaches the tile on position 10, then move 09 -> 08, 10 -> 09 (with ball). Get the ball to the tile on position 03,

then move 09 -> 10, 02 -> 09, 03 -> 02 (with ball), 10 -> 03. Accelerate until the ball reaches the tile on position 39, 40, or 41 (40 is recommended). Now move 09 -> 10, 16 -> 09, 23 -> 16, 30 -> 23, 37 -> 30, 38 -> 37, 39 -> 38, 40 -> 39 (with the ball on one of the two tiles just moved), 41 -> 40, 34 -> 41, 33 -> 34, 32 -> 33, 31 -> 32, 38 -> 31, 39 -> 38, 40 -> 39, 41 -> 40 (with the ball on one of the three tiles just moved), 34 -> 41, 33 -> 34, 32 -> 33. Get the ball to position 41 and move 39 -> 32, 40 -> 39, 41 -> 40 (with ball), 34 -> 41, 33 -> 34, get the ball to position 41 again and move 40 -> 33, 41 -> 40 (with ball), 34 -> 41, 33 -> 34, 32 -> 33, 25 -> 32, 18 -> 25, 11 -> 18, 04 -> 11. Accelerate until the ball reaches the tile on position 05, then move 05 -> 04 (with ball), 06 -> 05, 13 -> 06, accelerate again until the ball reaches the tile on position 07, move back 06 -> 13 and speed to the end.

880 points

Stage 9-4

??????????

(4 x 7 tiles)

This is a stage where you've got to be real quick, accelerate as much as you can and move whole lines where possible (even if I spell out each individual tile).

Start by accelerating in order to get the ball off of the tile on position 15, then move 08 -> 01, 15 -> 08, 16 -> 15, 17 -> 16, 18 -> 17, 19 -> 18, then get the ball to the tile on position 26. Now move 26 -> 19 (with ball), 27 -> 26, 20 -> 27, 19 -> 20 (with ball) and get the ball to position 13. Then move 20 -> 19, 27 -> 20, 26 -> 27, 19 -> 26, 18 -> 19, 17 -> 18, 16 -> 17, 15 -> 16, 08 -> 16 and accelerate the ball until it reaches the tile on position 16. Now move 09 -> 08, 10 -> 09, 11 -> 10, 12 -> 11, 13 -> 12. Accelerate to get the ball to position 20, and quickly move 20 -> 13 (with ball), 21 -> 20, 14 -> 21, 13 -> 14 (with ball), 20 -> 13, 21 -> 20. Now make sure the ball is off of the tile on position 14, then move 14 -> 21, 13 -> 14, 20 -> 13, 19 -> 20, 18 -> 19, 17 -> 18, 10 -> 17, 11 -> 10, 12 -> 11, 13 -> 12, 20 -> 13, 19 -> 20, 18 -> 19, 17 -> 18, 10 -> 17, 11 -> 10, 12 -> 11, 19 -> 12, 18 -> 19, 17 -> 18, 10 -> 17, 11 -> 10, and speed to the end. PHEW!

540 points

Stage 10-1

??????????

(6 x 7 tiles)

This one is a bit easier than the last one. Speed up as much as you can in order to have some time left for the end, where the only tricky part is. 26 -> 25, 27 -> 26, and accelerate until the ball reaches the tile on position 26. Now move 26 -> 27 (with ball) and get the ball off of the tile. Then move 27 -> 26, 28 -> 27 and accelerate again, until the ball reaches the tile on position 27. Then move 27 -> 28 (with ball), 26 -> 27, 25 -> 26. Accelerate the ball until it reaches the tile on position 19, then move 18 -> 25, 19 -> 18 (with ball), 20 -> 19, 21 -> 20, 28 -> 21, 27 -> 28, 26 -> 27 and get the ball to the tile on position 27. Now move 27 -> 26, and speed to the end.

880 points

Stage 10-2

??????????

(6 x 7 tiles)

Again, quite an easy one, where you make more use of the speed button than you move tiles.

02 -> 01, 03 -> 02, 04 -> 03, then get the ball to the tile on position 11. Now move 11 -> 04 (with ball) and get the ball off of this tile. Continue with 04 -> 11, 03 -> 04, 02 -> 03, 01 -> 02, 08 -> 01, and accelerate until the ball reaches the tile on position 02, then move 09 -> 08, 10 -> 09, 11 -> 10 and get the ball to position 04. Now move 04 -> 11 (with ball) and get the ball off of the tile. Then move 11 -> 04, 18 -> 11, 25 -> 18 and get the ball to the tile on position 18. Continue with 18 -> 25 (with ball), 11 -> 18, 12 -> 11 and accelerate until the ball reaches the tile on position 20, then move 19 -> 12 and accelerate again to get the ball to the tile on position 26. All that's left is moving 26 -> 19 (with ball) and speeding to the end.

900 points

Stage 10-3

????????????

(6 x 7 tiles)

This one is only slightly trickier than the one before and needs some speed. 16 -> 09, 17 -> 16 and accelerate until the ball reaches the tile on position 18, then move 18 -> 17 (with ball), 25 -> 18. Accelerate until the ball reaches position 32, then move 32 -> 25 (with ball) and accelerate to get the ball to the tile on position 39. Now move 39 -> 32 (with ball) and get the ball off the tile, then move 32 -> 39. Accelerate again until the ball reaches position 33, then quickly move 33 -> 32 (with ball), 26 -> 33, 25 -> 26, 32 -> 25 (with ball), 31 -> 32, 30 -> 31, 29 -> 30. Now get the ball to the tile on position 22, then move 22 -> 29 (with ball), 15 -> 22, 16 -> 15, 17 -> 16, 18 -> 17 and accelerate to the end.

620 points

Stage 10-4

????????????

(6 x 7 tiles)

Bleh. I mean, I beat the stage, but not very elegantly. 11 -> 04, 18 -> 11, 25 -> 18, 24 -> 25, 17 -> 24, then accelerate to get the ball off of the tile on position 03. Move 10 -> 17, 03 -> 10, 04 -> 05, 12 -> 05, 11 -> 12, 04 -> 11, 05 -> 04, 06 -> 05, 13 -> 06, 20 -> 13, 19 -> 20, 12 -> 19, 13 -> 12, 20 -> 13 and accelerate until the ball reaches the tile on position 19. Now quickly move 19 -> 20 (with ball), 26 -> 19, 27 -> 26, 20 -> 27 (with ball), 19 -> 20, 18 -> 19, 11 -> 18, 12 -> 11, 13 -> 12, 20 -> 13, 19 -> 20, 26 -> 19, 33 -> 26, 40 -> 33. Get the ball to leave the tile on position 42, then move 41 -> 40, 42 -> 41, 35 -> 42 (with ball), 28 -> 35, 21 -> 28, 20 -> 21, 19 -> 20, 26 -> 19, 27 -> 26. Make sure the ball is on the tile on position 28, then move 28 -> 27 and speed up to the end.

700 points

Stage 11-1

????????????

(6 x 3 tiles)

This one's short and sweet, the solution pattern repeats twice. It's also practical to move several tiles in one row at once, even if I spell out every single tile. Get the ball off the starting tile, then move 06 -> 03, 09 -> 06, 12 -> 09, 11 -> 12, 10 -> 11 and accelerate until the ball reaches the tile on position 11. Now move 11 -> 10 (with ball), 12 -> 11, 09 -> 12, 06 -> 09 and accelerate until the ball has left the tile on position 09, then move 09 -> 06, 08 -> 09 (with ball), 07 -> 08, 10 -> 07, 13 -> 10, 16 -> 13, 17 -> 16, 18 -> 17.

Accelerate again until the ball reaches the tile on position 17, then move 17 -> 18 (with ball), 16 -> 17, 13 -> 16, 10 -> 13 and speed up the ball until it reaches position 14. Now move 13 -> 10, 14 -> 13 (with ball), 15 -> 14 and accelerate to the end.

500 points

Stage 11-2

????????????

(6 x 6 tiles)

Another funny, symmetrical pattern. My solution for you is a bit tricky at the start, then it has a repeating element thanks to the symmetry of the stage. Accelerate until the ball reaches the tile on position 08, then very quickly move 07 -> 01, 08 -> 07 (with ball), 14 -> 08, 13 -> 14, 07 -> 13 (with ball), 08 -> 07 (if needed, pause the ball shortly using Select for this). Now, as soon as the ball is on the straight tile on position 07, quickly move 07 -> 08 (with ball), 13 -> 07, 14 -> 13, 08 -> 14 (with ball), 07 -> 08. Speed up until the ball reaches the tile on position 11, then move (the whole row at once) 08 -> 07, 09 -> 08, 10 -> 09, 11 -> 10 (with ball), get the ball to the tile on position 18 and move 10 -> 11, 09 -> 10, 08 -> 09, 14 -> 08, 15 -> 14, 16 -> 15, 17 -> 16. Speed up until the ball reaches the tile on position 20, then move 16 -> 17, 15 -> 16, 14 -> 15, 20 -> 14, 26 -> 20 (with the ball on one of the two tiles just moved). Now get the ball to position 33, move 20 -> 26, 14 -> 20, 15 -> 14, 21 -> 15, 27 -> 21, accelerate until the ball reaches the tile on position 21 and move 21 -> 27 (with ball), 15 -> 21, 16 -> 15. Get the ball to the crossing tile on position 28, move 22 -> 16, 28 -> 22 (with ball and quickly accelerate to get the ball to position 35. Now move 22 -> 28, 16 -> 22, 17 -> 16, 23 -> 17, 29 -> 23 and speed to the end.

1040 points

Stage 11-3

????????????

(6 x 7 tiles)

Interesting stage again. The first part is easy, the rest a bit trickier. As so often, it's advised you move whole lines of tiles at once, even if I spell them out individually. 09 -> 08, 10 -> 09, 11 -> 10, 12 -> 11, 13 -> 12, 14 -> 13, 21 -> 14, 28 -> 21, accelerate the ball until it reaches the tile on position 21, then move 21 -> 28 (with ball) and accelerate again until the ball reaches the tile on position 15. Then move 28 -> 21, 27 -> 28, 26 -> 27, 25 -> 24, 23 -> 24, make sure the ball is on position 22, move 22 -> 23 (with ball), 29 -> 22, get the ball to the tile on position 22 and move 22 -> 29 (with ball). As soon as the ball is on the tile on position 36, move 29 -> 22, 30 -> 29, 31 -> 30, 32 -> 31, 33 -> 32, 34 -> 33, 27 -> 34, 26 -> 27, 25 -> 26, 24 -> 25, 23 -> 24. From here on it's a bit trickier, you have to move the single bent track to the left slowly to the right, on order to connect it to the end of the longer track. Get the ball off of the tile on position 31, then move 30 -> 23, 29 -> 30, 22 -> 29, 23 -> 22, 24 -> 23, 31 -> 24, 30 -> 31, 23 -> 30, 24 -> 23, 25 -> 24. Now quickly accelerate to get the ball off of the tile on position 32, then move 32 -> 25, 31 -> 32, 24 -> 31, 25 -> 24, 26 -> 25 and make sure the ball has left position 33. Now move 33 -> 26, 32 -> 33, 39 -> 32, 40 -> 39, 41 -> 40 (with the ball on one of the two tiles just moved) and speed to the end. (If you find a more elegant solution, please tell me, you'll be credited.)

1140 points

Stage 11-4

??????????

(6 x 7 points)

Another symmetrical one where you've got to be very quick.

18 -> 25, 19 -> 18, 26 -> 19, 27 -> 26 and accelerate until the ball reaches the tile on position 26, then move 26 -> 27 (with ball), speed up until the ball is on position 20 and move 27 -> 26, 20 -> 27 (with ball), 19 -> 20. Now accelerate until the ball reaches the tile on position 26 and move 26 -> 19 (with ball). Get the ball to the tile on position 18, then move 19 -> 26, 18 -> 19 (with ball), 25 -> 18, 32 -> 25, 31 -> 32, 30 -> 31. Accelerate until the ball reaches the tile on position 09, then move (easily all three tiles at once) 23 -> 30, 16 -> 23, 09 -> 16 (with ball), get the ball to position 15 and move back 16 -> 09, 23 -> 16, 30 -> 23, followed by 29 -> 30. Accelerate again until the ball is on the tile on position 16, then move (again all tiles at once) 22 -> 29, 15 -> 22, 08 -> 15 and get the ball to the tile on position 15. Now move 15 -> 08 (with ball) and speed to the end.

1120 points

Stage 12-1

??????????

(6 x 6 tiles)

And they don't get any easier. The solution I've got for you took me quite long, it allows no room for errors and requires a lot of speed (many short acceleration parts and moving of more than one tile at once to win some time). 09 -> 16, 08 -> 09, 14 -> 08, accelerate until the ball reaches the tile on position 08. Move 08 -> 14 (with ball), get the ball to position 07, move 14 -> 08, 13 -> 14 (with ball), 07 -> 13, get the ball to the tile on position 13 and move 13 -> 07 (with ball), 14 -> 13, 08 -> 14, 09 -> 08, 10 -> 09, 04 -> 10. Accelerate until the ball reaches the tile on position 02, then move 03 -> 04, 02 -> 03 (with ball), get the ball to position 09 and move 03 -> 02, 04 -> 03, 10 -> 04, 16 -> 10. Make sure to get the ball off of the tile on position 10, then move 10 -> 16, 09 -> 10, 15 -> 09, 16 -> 15, 10 -> 16, 09 -> 10, accelerate until the ball reaches the tile on position 10 and move 10 -> 09 (with ball), 16 -> 10, 15 -> 16, 21 -> 15, 27 -> 21, 26 -> 27. Speed up until the ball reaches the tile on position 27, then move 27 -> 26 (with ball), 33 -> 27, get the ball off of the tile on position 32 and move 32 -> 33, 26 -> 32, 27 -> 26. Now accelerate until the ball reaches the tile on position 26, then move 26 -> 27 (with ball), 32 -> 26, 33 -> 32, 34 -> 33, get the ball to position 33 and move 33 -> 34 (with ball), 27 -> 33, 21 -> 27, 15 -> 21, 16 -> 15, 17 -> 16, 18 -> 17. Accelerate until the ball reaches the tile on position 24, then move 24 -> 18 (with ball), get the ball to the tile on position 17, move 18 -> 24, 17 -> 18 (with ball), 23 -> 17, 24 -> 23, get the ball to the tile on position 17 again and move 18 -> 24, 17 -> 18 (with ball), 16 -> 17, 22 -> 16, 28 -> 22. Speed to the end.

840 points

Stage 12-2

??????????

(6 x 5 tiles)

Finally again an easier stage.

25 -> 30, 20 -> 25, 15 -> 20, 14 -> 15, 19 -> 14, 18 -> 19, 13 -> 18, 14 -> 13, 15 -> 14, 20 -> 15, 25 -> 20, 24 -> 25, 23 -> 24, 18 -> 23, 19 -> 18. Now accelerate to get the ball to pass and get off of the tile on position 18. Then move 18 -> 19, 23 -> 18, 24 -> 23, 25 -> 24, 30 -> 25, and accelerate to the end.

740 points

Stage 12-3

ㄣㄣㄣㄣㄣㄣㄣㄣ

(5 x 7 tiles)

This one's not too complicated, either, but needs some speed.

06 -> 07, 05 -> 06, and accelerate to get the the ball to the tile on position 11, then move 04 -> 05, 11 -> 04 (with ball), 18 -> 11, 25 -> 18, 26 -> 25, 19 -> 26, 20 -> 19. Accelerate until the ball is on the tile on position 13, then move 12 -> 19, 13 -> 12 (with ball), 20 -> 13 and accelerate again to get the ball to position 26. Now move 27 -> 20, 26 -> 27 (with ball), 25 -> 26, 24 -> 25, 17 -> 24, accelerate until the ball reaches the tile on position 23 and move 24 -> 17, 23 -> 24 (with ball), 16 -> 23, 17 -> 16. Now make sure the ball has left the tile on position 24, then move 24 -> 17, 25 -> 24 and accelerate until the ball reaches the tile on position 18. Move 18 -> 25 (with ball) and speed to the end.

660 points

Stage 12-4

ㄣㄣㄣㄣㄣㄣㄣ

(4 x 4 tiles)

A small area stage for a change, and it only needs a bit of speed. Move two or three tile at once where possible, even if I spell them out individually.

Accelerate to get the ball to position 04, then move 02 -> 01, 03 -> 02, 07 -> 03, 11 -> 07, 10 -> 11, 06 -> 10, 02 -> 06, 03 -> 02, 07 -> 03, 11 -> 07, 10 -> 11, 06 -> 10, 02 -> 06, 03 -> 02, 07 -> 03, 11 -> 07, 10 -> 11, 06 -> 10. Accelerate to get the ball to the tile on position 05 and move 05 -> 06 (with ball). Get the ball off of the tile on position 06, then move 06 -> 05, 10 -> 06 and speed to the end.

370 points

Stage 13-1

ㄣㄣㄣㄣㄣㄣㄣ

(6 x 7 tiles)

A symmetrical stage quite similar to an earlier one. I strongly advise you to move whole lines where possible, even if I spell them out individually, this saves quite a lot of time.

Accelerate until the ball reaches the tile on position 03, then move 03 -> 04 (with ball), 02 -> 03, 09 -> 02, 16 -> 09, 23 -> 16, 30 -> 23 and accelerate until the ball reaches the tile on position 38. Now move 23 -> 28, 16 -> 23, 17 -> 16, 24 -> 17, 31 -> 24, accelerate until the ball reaches position 24 and move 24 -> 31 (with ball), 25 -> 24, 26 -> 25, 27 -> 26, 28 -> 27. Speed up until the ball reaches the tile on position 27, then move 27 -> 28 (with ball), 26 -> 27, 25 -> 26, 32 -> 25 and accelerate again to get the ball to the tile on position 35. Now move 33 -> 32, 34 -> 33, 35 -> 34 (with ball) and get the ball off of the current tile to position 27. Then move 34 -> 35, 27 -> 34 (with ball), 20 -> 27, 13 -> 20 and speed up until the ball reaches the tile on position 05. Now move 20 -> 13, 27 -> 20, 26 -> 27, 19 -> 26, 12 -> 19 and accelerate to get the ball to the tile on position 19, move 19 -> 12 (with ball) and speed up to the end. PHEW!

1040 points

Stage 13-2

??????????

(6 x 7 tiles)

Another big one where you have to be quick. Again, move whole lines where possible to save time.

11 -> 4 and accelerate to get the ball to position 03, then move 10 -> 11, 03 -> 10 (with ball), 04 -> 03, 11 -> 04, 18 -> 11, 25 -> 18, 32 -> 25, 31 -> 32, 24 -> 31...25 -> 24, 18 -> 25, 11 -> 18, 10 -> 11, 17 -> 10, 24 -> 17 and accelerate until the ball reaches the tile on position 31. Now move 31 -> 24 (with ball), 32 -> 31, 33 -> 32, get the ball to the tile on position 26, move 26 -> 33 (with ball), get the ball off of the this tile, so it's on position 34. Then move 33 -> 26, 34 -> 33 (with ball), 35 -> 34 and accelerate until the ball is on position 27. Move 34 -> 35, 33 -> 34, 32 -> 33, 25 -> 32 and accelerate again until the ball has passed the tile on position 26. Then move 26 -> 25, 27 -> 26, 28 -> 27, get the ball on the tile on position 27 and move 27 -> 28 (with ball), 20 -> 27. Now speed up until the ball reaches the tile on position 13, then move 13 -> 20 (with ball), 12 -> 13, 11 -> 12, get the ball to the tile on position 18, move 18 -> 11 (with ball) and speed to the end.

880 points

Stage 13-3

??????????

(6 x 7 tiles)

This one looks well doable at first glance, and it is, but it needs speed. As so often, move whole lines at once where possible (it will be quite a lot here), even if I spell the tiles out individually.

27 -> 28, 20 -> 27, 19 -> 20, make sure the ball is on the tile on position 18, then move 18 -> 19 (with ball). Get the ball off of this tile (so it's on position 12 or so), then move 19 -> 18, 20 -> 19, 27 -> 20, 26 -> 27, 25 -> 26, 18 -> 25, get the ball to the tile on position 19 and move 19 -> 18 (with ball), 12 -> 19, 11 -> 12, 10 -> 11 (move these last two tiles only together! If you miss the 'entry point' to the small circle, adapt the scheme on the opposite side). Make sure the ball is on position 11, then move 11 -> 10, 12 -> 11, 19 -> 12, 18 -> 19 and accelerate to get the ball to the tile on position 17. Now move 17 -> 18 (with ball), get the ball off of this tile (at least to position 11), then move 18 -> 17, 25 -> 18, 26 -> 25, 27 -> 26, 34 -> 27, 41 -> 34, 40 -> 41 and accelerate until the ball reaches the tile on position 39. Now move 39 -> 40 (with ball), get the ball to position 33, move 40 -> 39, 41 -> 40, 34 -> 41, 35 -> 34, 42 -> 35 and speed up to get the ball to the tile on position 35, then move 35 -> 42 (with ball), 34 -> 35, 33 -> 34, 32 -> 33 and accelerate to the end.

1150 points

Stage 13-4

??????????

(6 x 6 tiles)

A cross consisting of 9 small circles. The start is quite easy (first the two circle in the top left, then the two in the top right corner), the end gets trickier.

09 -> 03, then get the ball round the circle to the tile on position 08 and move 08 -> 09 (with ball). Get the ball to position 03, then move 09 -> 08, 03 -> 09 (with ball), get the ball to position 08 and move 09 -> 03, 10 -> 09, 11 -> 09, 05 -> 11. Accelerate until the ball reaches the tile on position 11, then move 11 -> 05 (with ball), 10 -> 11, 16 -> 10, 17 -> 16. Get the ball round the circle to position 11, then move 11 -> 17 (with ball), 10 -> 11, get the ball back to position 11 and quickly move 11 -> 10 (with ball), 17 -> 11,

16 -> 17, 10 -> 16 (with ball), 11 -> 10, 17 -> 11, 23 -> 17. Now get the ball to the tile on position 22, then move 22 -> 23 (with ball), get the ball to position 17 and move 23 -> 22, 17 -> 23. Get the ball to the tile on position 22, then quickly move 23 -> 17, 29 -> 23, 28 -> 29, 27 -> 28, 26 -> 27, 32 -> 26. Accelerate until the ball reaches the tile on position 26 and move 26 -> 32 (with ball), 27 -> 26, 33 -> 26, 34 -> 33, 35 -> 34, 29 -> 35, 23 -> 29, 22 -> 23, 21 -> 22, 27 -> 21, 33 -> 27, 34 -> 33, 28 -> 34, 29 -> 28, 30 -> 29, 36 -> 30, 35 -> 36, 34 -> 35, 28 -> 34. Make sure the ball is on the tile on position 26, then move 27 -> 28, 26 -> 27 (with ball), get the ball to position 33 and move 27 -> 26, 28 -> 27, 29 -> 28. Speed up quickly until the ball reaches the tile on position 28, then move 28 -> 29 (with ball), 34 -> 28, 35 -> 34, 36 -> 35, 30 -> 36, 29 -> 30, 28 -> 29 (with the ball on one of the two tiles just moved). Speed to the end. Yay.

860 points

Stage 14-1

??????????

(6 x 7 tiles)

After quite a struggle I finally beat the stage! You must be very quick, take every opportunity to accelerate and move whole lines as much as possible (even if I spell out the tiles individually).

First doing the left part is obvious, including the two small circles. Then it goes around the top right corner, back down to do the bottom right circle, the center and then clear what remains.

03 -> 04 (with ball), 02 -> 03, 09 -> 02. Get the ball to the tile on position 02, then move 02 -> 09 (with ball), 03 -> 02, accelerate quickly until the ball reaches the tile on position 10 and move 10 -> 03 (with ball), 09 -> 10, 02 -> 09, 03 -> 02 (with ball), 10 -> 03, 17 -> 10, 24 -> 17, 31 -> 24.

Accelerate until the ball reaches the tile on position 24, then move 24 -> 31 (with ball), 17 -> 24, 10 -> 17, 09 -> 10, speed up a bit to get the ball to position 37 and move the whole column at once: 16 -> 09, 23 -> 16, 30 -> 23, 37 -> 30 (with ball). Accelerate until the ball reaches the tile on position 25, then move 38 -> 37, 39 -> 38, 32 -> 39, 25 -> 32 (with ball), 18 -> 25, 11 -> 18, 12 -> 11, 05 -> 12. Speed up until the ball is on position 12, then move 12 -> 05 (with ball), 11 -> 12, 18 -> 11, 25 -> 18, 32 -> 25, 39 -> 32, 38 -> 39, 37 -> 38, 30 -> 37, 23 -> 30, 16 -> 23, 09 -> 16, 10 -> 09, 11 -> 10, 12 -> 11, 19 -> 12, 26 -> 19, 33 -> 26, 32 -> 33, 31 -> 32. Accelerate again until the ball reaches the tile on position 32, then move 32 -> 31 (with ball), 39 -> 32, 38 -> 39, 31 -> 38 (with ball), 32 -> 31, 33 -> 32, 34 -> 33, 27 -> 34, 20 -> 27, 13 -> 20, 12 -> 13. Tap the speed button until the ball reaches the tile on position 19 and move 19 -> 12 (with ball), get the ball to position 13, move 12 -> 19, 13 -> 12 (with ball), get the ball to position 19 again and move 12 -> 13, 19 -> 12 (with ball), 20 -> 19, 13 -> 20, 12 -> 13 (with ball). Get the ball to position 20, then quickly move 13 -> 12, 20 -> 13 (with ball), 19 -> 20, 12 -> 19, 13 -> 12 (with ball), 20 -> 13. Now get the ball to position 13 and move 13 -> 20 (with ball), 12 -> 13, 19 -> 12, 26 -> 19, 25 -> 26, 18 -> 25, 19 -> 18. Shortly accelerate until the ball reaches the tile on position 26, then move 26 -> 19, 25 -> 26, 18 -> 25 and 19 -> 18, so you can speed to the end! Phew!

(If you should find an easier or more elegant solution, don't hesitate to tell me.)

940 points

Stage 14-2

??????????

(6 x 7 tiles)

Five separated closed loops, three of them only small circles. You need to be extremely quick here, at least for my solution...
Get the ball to the tile on position 08, then move 08 -> 15 (with ball), 01 -> 08, 02 -> 01, 09 -> 02, get the ball to position 08 and move 08 -> 09 (with ball). Get the ball to the tile on position 10 and move 09 -> 08, 02 -> 09, 03 -> 02, 04 -> 03. Accelerate shortly until the ball reaches the tile on position 17, then move 11 -> 04, 18 -> 11, 25 -> 18. Get the ball to the tile on position 24 and move 24 -> 25 (with ball), get the ball off of the current tile to position 26 and move 25 -> 24, 18 -> 25, 11 -> 18, 12 -> 11. Now accelerate to get the ball to position 25 and move 19 -> 12, 26 -> 19, 33 -> 26. Get the ball to position 26, then move 26 -> 33 (with ball), 19 -> 26, 12 -> 26, 11 -> 12, 04 -> 11, 03 -> 04, 10 -> 03, 17 -> 10, 18 -> 17, 19 -> 18, 26 -> 19, 25 -> 26 and accelerate until the ball reaches the tile on position 32. Then move 32 -> 25 (with ball), get the ball to position 26, move 25 -> 32, 33 -> 32, 26 -> 25 (with ball), 33 -> 26, 40 -> 33, 39 -> 40, 38 -> 39 and quickly speed up the ball in order to get it to the tile on position 31. Now move 31 -> 38 (with ball), 30 -> 31, 37 -> 30, 38 -> 37 (with ball), tap the accelerate button to get the ball to position 36, then move 37 -> 38, 30 -> 37, 31 -> 30, 38 -> 31. Accelerate until the ball reaches the tile on position 37, then move 37 -> 38 (with ball), 30 -> 37, get the ball on the tile on position 37, move 37 -> 30 (with ball) and speed up to the end. Phew once more!

1040 points

Stage 14-3

??????????

(6 x 6 tiles)

Quite an interesting pattern with a lot of curved tracks split up and isolated. I was barely able to beat this level, despite the long time bar. For my solution, you need to optimize all your moves so as not to lose a split second (you'll need it in the end). Of course, move whole lines as much as possible - and this is one of the rare stages where you have to use the 'stop' function.

My way to success was keeping the ball in the central circle, always replacing the tile just cleared with one from further outwards (starting with the closest ones, then reaching for the ones further away) of the same kind. Thus, one can complete four 'circles' without stopping, but then the remaining parts are so far away that you need to use the select button to stop the ball (preferably when only one track is left in the center, this will be a curve connecting bottom to left). Then go get the top left track and fit it to the left of the tile the ball is on and move the remaining ones a bit closer to the center. Now work on the bottom left one, so it continues the circle in the center. Release the ball again (select button) and move the remaining two tracks in the bottom right corner and the top right corner towards the center so you can continue the circle and finally finish the stage!

If you manage to find an easier solution (without the need to memorize every move) please tell me. I'll include it here, giving you full credit.

600 points

Stage 14-4

??????????

(5 x 5 tiles)

Five horizontal lines of tracks, this is quite a repetitive track. Move whole lines as much as you can, 'cause even though you've got quite a lot of time, you'll need every second.

I will not give a step by step solution, as there are a few possibilities to solve this one, but the general idea is always the same. Accelerate the ball to get it two or three tiles ahead, then move the tile on position 01 (or the leftmost one of the line the ball is on) away, preferably by moving longer lines, move the whole line the ball is moving on back one tile, replace the missing spot in the line by a new track - rinse and repeat. Once you've cleared all tracks on the leftmost columns, you need to move one tile less per circle, until all of the second column tiles are gone - and so on. The only useful tip I can further give you is to move the ball more to the middle of the stage, as there the surrounding tiles are closer on average.

Here's how I beat the stage. I first moved the whole left column down by one then accelerated the ball until it was on position 09 or 10. Now I moved the tiles of the top two lines clockwise until the top line was cleared (according to the above mentioned scheme). Then I proceeded exactly as described first for the remaining lines below, moving the tiles anti-clockwise, thus clearing column by column from the left to the right. It's crucial to take every chance you get for accelerating the ball even a little bit, or else you'll still run out of time.

[Thanks to ASchultz for giving some tips for this stage.]

If you find a better solution, please tell me and I'll include it here, giving you full credit.

480 points

Stage 15-1

??????????

(6 x 7 tiles)

This stage looks quite messy - and it is... My solution to beating it requires a lot of speed and a good knowledge of what to do in advance (so memorizing the solution), so as not to lose any time. This includes, of course, moving more than one tile in a row at once, even if I spell them out individually. Going from the top left part to the right half of the stage is relatively straightforward. Then getting back to the left half and cleaning up there is where things get tricky.

Start with 02 -> 01 (with ball), 09 -> 02, get the ball to position 02, move 02 -> 09 (with ball), 03 -> 02, get the ball to position 10 and move 10 -> 03 (with ball), 11 -> 10, 04 -> 11, 05 -> 04, 06 -> 05, 13 -> 06. Accelerate until the ball reaches the tile on position 06, then move 06 -> 13 (with ball), tap the speed button to get the ball to position 19 and move 13 -> 06, 20 -> 13, 19 -> 20 (with ball), 12 -> 19, 11 -> 12. Accelerate again until the ball is on position 18, then move 18 -> 11 (with ball), 19 -> 18, 12 -> 19, 11 -> 12 (with ball), 18 -> 11, get the ball to position 19 and move 19 -> 18 (with ball). Speed up until the ball reaches the tile on position 40, then move 18 -> 19, 25 -> 18, 32 -> 25, 39 -> 32, 40 -> 39 (with ball), 33 -> 40, 26 -> 33, 25 -> 26. Make sure to get the ball once more to position 40, then move 32 -> 25, 39 -> 32, 40 -> 39 (with ball), 33 -> 40. Now accelerate to get the ball to the tile on position 41, then move 41 -> 40 (with ball), 34 -> 41, 27 -> 34, 26 -> 27, get the ball to position 41 again and move 33 -> 26, 40 -> 33, 41 -> 40 (with ball), 34 -> 41, 33 -> 34, 32 -> 33, 39 -> 32. Now, as usual, move several tiles together where possible: 40 -> 39 (with ball), 41 -> 40, 42 -> 41, then 35 -> 42, 34 -> 35, 33 -> 34, 32 -> 33. Make sure the ball is on position 40, then move 39 -> 32, 40 -> 39 (with ball), 41 -> 40, 34 -> 41, 33 -> 34, 32 -> 33. Again, make sure the ball is on position 40, then quickly move 39 -> 32, 40 -> 39 (with ball), 33 -> 40, 32 -> 33, 31 -> 32, get the ball to position 32 and move 32 -> 31 (with ball), 25 -> 32, 18 -> 25, 17 -> 18, 16 -> 17, 23 -> 16. Get the ball to the tile on position 17, then move 24 -> 23, 17 -> 24 (with ball), 18 -> 17, get the ball to position 17 again

and move 17 -> 18 (with ball), 24 -> 17. Accelerate shortly until the ball reaches the tile on position 16, then quickly move 17 -> 24, 16 -> 17 (with ball), 09 -> 16, 08 -> 09, 15 -> 08, 16 -> 15, 09 -> 16. As soon as the ball is on position 16, move 16 -> 09 (with ball), 17 -> 16, 10 -> 17. Accelerate until the ball reaches at least the tile on position 22, then move 09 -> 10, 16 -> 09, 17 -> 16, ...24 -> 17, 23 -> 24, 16 -> 23, 15 -> 16 and the three tiles 22 -> 15, 29 -> 22, 36 -> 29 (with the ball on one of them), then 37 -> 36, 30 -> 37, 23 -> 30. Now get the ball to the tile on position 29, then move 22 -> 23, 29 -> 22 (with ball), 30 -> 29, 37 -> 30. Quickly accelerate until the ball is on position 30, move 30 -> 37 (with ball) and speed up to the end.

790 points

Stage 15-2

????????????

(5 x 5 tiles)

This is a nice wavy-looking stage. My solution is getting the ball in the middle 3x3 tiles and moving them around such that the whole center is eliminated (the ball is almost always on the innermost tile or only one beside it), then finishing the rest around. I guess it would work the other way round, too. Move two or three tiles in the same line/column together if possible, of course, especially when the ball is on one of them.

06 -> 01 (with ball), 07 -> 06, 02 -> 07. Accelerate quickly until the ball reaches the tile on position 08bb, then move 07 -> 02. Get the ball to position 14 and move 08 -> 07, 13 -> 08, 14 -> 13 (with ball), 09 -> 14, 08 -> 09, 13 -> 08, 18 -> 13 (with the ball on one of the two tiles just moved), 17 -> 18, 12 -> 17. The ball should be on position 13 now, so move 13 -> 12 (with ball), 14 -> 13, 09 -> 14, 08 -> 09. Make sure the ball is again on the tile on position 13, then move 13 -> 08 (with ball), 18 -> 13, 17 -> 18, 12 -> 17. Get the ball again to position 13, then move 13 -> 12 (with ball), 14 -> 13, 09 -> 14, 08 -> 09. Again, ball to position 13, followed by 13 -> 08 (with ball), 18 -> 13, 17 -> 18, 12 -> 17. The ball must be on position 13, then move 13 -> 12 (with ball), 18 -> 13, 19 -> 18, 14 -> 19, 09 -> 14, 08 -> 09, (ball is again on position 13) 13 -> 08, 18 -> 13, 17 -> 18, 12 -> 17. As so often, make sure the ball is on position 13, then move 13 -> 12 (with ball), 18 -> 13, 19 -> 18, 14 -> 19, 09 -> 14, 08 -> 09, (ball is on position 13 again) 13 -> 08 (with ball), 18 -> 13, 17 -> 18, 12 -> 17. When the ball is on position 13, move 13 -> 12 (with ball), bb 18 -> 13, 19 -> 18, 14 -> 19, 09 -> 14, 08 -> 09, (ball is on position 13 again) 13 -> 08 (with ball), 18 -> 13, 17 -> 18, 12 -> 17. When the ball is on position 13, move 13 -> 12 (with ball), 18 -> 13, 17 -> 18. Make sure, for the second last time, that the ball is on the tile on position 13, then move 12 -> 17, 07 -> 12, 08 -> 07, 13 -> 08 (with ball), 12 -> 13, 07 -> 12. For the very last time the ball should be on position 13, then quickly move 08 -> 07, 13 -> 08 (with ball), 12 -> 13, 07 -> 12, 08 -> 07 (with ball), 03 -> 08. Get the ball to the tile on position 08 and move it 08 -> 03 (with ball), and speed up to the end.

690 points

Stage 15-3

????????????

(6 x 7 tiles)

Thirteen small circles arranged close to each other. The solution for this stage is a bit repetitive, but not that difficult. You need to move whole lines of tiles often, even if I spell them out individually, and accelerate every chance you get.

Move the whole top line to the left: 02 -> 01 (with ball), 03 -> 02, 04 -> 03, 05 -> 04, 06 -> 05, and accelerate until the ball reaches the tile on position

05, then move 05 -> 06 (with ball), 12 -> 05. Get the ball to the tile on position 13, then move 13 -> 12 (with ball), get the ball to position 05, then move 12 -> 13, 05 -> 12 (with ball), 06 -> 05, 07 -> 06, 14 -> 07. Accelerate quickly to get the ball to the tile on position 20, then move the second row to the right: 13 -> 14, 12 -> 13, 11 -> 12, 10 -> 11, 09 -> 10. Prepare with 16 -> 09 and accelerate until the ball reaches the tile on position 17, then move 17 -> 16 (with ball), get the ball to position 09 and move 16 -> 17, 09 -> 16 (with ball). Now you're in a position very much like at the beginning of the stage, only now you're two rows further down. So rinse and repeat the above pattern until you're done with the level:

Get the ball to position 17, then move 16 -> 09 and the third line to the left: 17 -> 16 (with ball), 18 -> 17, 19 -> 18, 20 -> 19. Accelerate until the ball reaches the tile on position 19, then move 19 -> 20 (with ball), 26 -> 19, speed up to get the ball to position 27 and move 27 -> 26 (with ball). Get the ball to the next tile on position 19 and move 26 -> 27, 19 -> 26 (with ball), 20 -> 19, 21 -> 20, 28 -> 21. Now get the ball to position 34 and move the fourth row to the right: 27 -> 28, 26 -> 27, 25 -> 26, 24 -> 25, 23 -> 24, then 30 -> 23. Accelerate until the ball reaches the tile on position 31, then move 31 -> 30 (with ball), get the ball to position 23 and move 30 -> 31, 23 -> 30 (with ball). As soon as the ball has reached the tile on position 31 move 30 -> 23 and the whole fifth row one tile to the left: 31 -> 30, 32 -> 31, 33 -> 32, 34 -> 33, 35 -> 34. Speed along the wave to the end!

1240 points

This now opens the final, (at least in my version of the game) previously not accessible stage:

Stage 15-4

γγγγγγγγγγγγγγ

(6 x 7 tiles)

That's one cute alien face here, giving you a strong hint for what the game may be about. Have fun! _ _

Of course, there are a lot of occasions where you can save time by moving whole lines of tiles at once, even if I spell them out individually.

03 -> 04, 02 -> 03, 01 -> 02, 08 -> 01, 15 -> 08, 22 -> 15, 29 -> 22.

Accelerate a bit until the ball reaches the tile on position 31, then move 30 -> 29, 31 -> 30 (with ball), 24 -> 31, 23 -> 24, 30 -> 23 (with ball). Get the ball off of this tile to position 16, then move almost everything back: 23 -> 30, 24 -> 23, 31 -> 24, 30 -> 31, 29 -> 30, 22 -> 29, 15 -> 22, 08 -> 15. Now get the ball to the tile on position 09, then move 09 -> 08 (with ball), 10 -> 09, 17 -> 10, 16 -> 17, get the ball to position 10, move 09 -> 16, 10 -> 09 (with ball), 03 -> 10, get the ball to position 11 and move 10 -> 03, 11 -> 10 (with ball), 04 -> 10, 03 -> 04, 02 -> 03, 09 -> 02, 10 -> 09, 11 -> 10 (with the ball on one of the two tile just moved), 18 -> 11, 17 -> 18, 24 -> 17, 25 -> 24, 18 -> 25, 19 -> 18, 26 -> 19, 25 -> 26, 24 -> 25. Make sure the ball is on the tile on position 18, then move 17 -> 24, 18 -> 17 (with ball), 25 -> 18, 26 -> 25, 19 -> 26, 12 -> 19, 11 -> 12, get the ball to position 19 and move 18 -> 11, 19 -> 18 (with ball), 26 -> 19, 25 -> 26. Now get the ball to position 19 again, then move 18 -> 25, 11 -> 18, 12 -> 11, 19 -> 12 (with ball), quickly accelerate the ball to get it to the tile on position 06 and move 12 -> 19, 05 -> 12, 06 -> 05 (with ball), 13 -> 06. Get the ball to position 06 again and move 06 -> 13 (with ball), 07 -> 06, then accelerate until the ball reaches the tile on position 34 and quickly move 14 -> 07, 21 -> 14, 28 -> 21, 35 -> 28, 34 -> 35 (with ball), 41 -> 34, 42 -> 41. Speed up a bit until the ball is on position 33, then move 35 -> 42, 34 -> 35, 33 -> 34 (with ball), 40 -> 33. Get the ball to the tile on position 33 and move 33 -> 40 (with ball), 34 -> 33, 41 -> 34, then get the ball to position 33 again and move 40 -> 41, 33 -> 40 (with ball), 34 -> 33 and roll (or speed, if necessary) to the end!

840 points

Congratulations! You've managed to beat the game and thus helped the poor lost protagonist ball. Finally, its Mother Ship has come to the rescue and takes it back to the stars, where it came from.

-----+++++++-----
+ Questions +
-----+++++++-----

This section is dedicated to commonly asked questions. So far, there aren't many... But I will update it whenever I feel the need of it - which means as soon as somebody asks a question that isn't already answered in this guide. So if you have a question, or have found a mistake or would like to have something added, don't hesitate to contact me at: DrLagoona (at) hotmail (dot) com.

Q: What's your highscore in this game?

A: I never really went for highscores, but it's not very meaningful, either, as one could infinitely repeat the very first stage...

Q: But some of your solutions look/are awfully complicated...

A: Ignoring the fact that this isn't a question: yes, you're right. Even though some of the solutions I provide may be the shortest possible or even only ones, many of them could either be changed slightly or even be simplified. So please, if you do have a more elegant or easier solution for one of the, don't hesitate to share it with me. You will be given full credit if I include it in the guide.

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+ Version history +
-----+++++++-----

Version 1.0 - Beat and included all stages, including the initially not
(11/28/07) available one. Added a note about the ending and made some
minor spelling and formatting changes.

Version 0.95 - Beat and included three of the missing stages. Added a tip.
(11/07/07) Four stages remain unbeaten (plus a newly found one).

Version 0.9 - Guide written with all important sections, but still 7 stages
(09/27/07) remain unbeaten. This is the first official, accepted version.

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+ Credits +

...to Mega Soft and NTDEC for creating and releasing this game.

...to ASchultz for helpful discussions of some stages.

...to <http://www.network-science.de/ascii/> , as the header ascii was created with this ascii-generator.

...to Osrevad - I slightly adapted his ASCII art of the NES pad.

...to me for writing this. ;-)

And thanks to CJayC for running GameFAQs. Well, actually, for having created GameFAQs - and to Sailor Bacon (aka SBAllen) for taking over.

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