

Blast Corps Platinum Medal Guide

by The Jiggyman

Updated on Jun 29, 2006

FAQ #7

The ultimate guide for Blast Corps.....

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Platinum Medal Guide!

Author: Cedric Cooks/Oda (Cedoda)
E-mail address: cedric60914@yahoo.com

Yep. Just when you thought it couldn't be done, it has.....a Blast Corps Platinum Medal Guide!

You, know, if there was to be a top 10 list of the most insane challenges in a video game, this would be #1 (Battletoads in a close second). I should know, while few people beat Battletoads, getting all of the Platinum Medals seems near impossible to most people. I've actually acquired most of them, and they've given me quite a challenge. A frustrating, but worthy challenge.

So, out of the kindness of my heart, I've decided to make you this guide, so I can hopefully accomplish the impossible for you, like any other guide on this game will. Oh, I've made a new disclaimer, too. This will apply to past, present, and future projects I'm working on. And to my knowledge, this guide, if done correctly, will make the top 10 list of FAQ's on GameFaqs. All right, enough of this garbage. Controls and vechiles are mentioned in the manual.

One other thing-I'd appreciate it if you used my new E-mail address, cedric60914@yahoo.com. Oh, I'll still accept some at my old e-mail address, but my new E-mail address hardly has any, other than Yahoo's offers. So give it a try, okay?

1. The main point of the guide
2. Tips and tricks
3. Walkthrough
4. Frequently Asked Questions
5. Credits

6. Disclaimer

Updates

11/3/2001

The guide's first release. I won't put down the times for the moment yet.

12/12/2001

Slapped in more questions to the FAQ...still no times...

1/18/2002

More Questions added to the FAQ...(Falls asleep)

6/9/2002

Finally, a worthwhile update. Strategies for the remainder of the stages have been added, with the exception of Silver Junction, and Gibbon's Gate. The map for Baboon Catacomb is done, but you'll have to wait a while until I'm done with the map for Gibbon's gate.

10/8/2002

Whew...finally, the entire guide is finished! I would like to thank everyone for their support, as this wasn't the easiest guide for me to write. Now, go for that you can stop now rank!

1. The main point of the guide

Well, a guide had to be written for this challenge sooner or later. This guide is dedicated to getting all of the Platinum Medals, and is the only one on the net (So far, anyway). Here, this includes the most insane strategies to getting these medals, which will hopefully cut frustration for some people (And others who are just plain desperate to get this over with).

"But what are Platinum Medals?" you ask. Well, these little suckers are meant for the elite players of Blast Corps, they represent the following thing-finishing in a level quicker than Sonic the Hedgehog. But they aren't easy to get-especially learning that this is the hardest challenge in video gaming yet. Everything else can step aside. This is outdoes it in challenge. Only gamers that have hard work, lots of practice, and lots of patience and knowledge to the game are worthy of earning them.

As for the medals, apart from looking great with family pictures, trophies, and medals and ribbons, they are meant, as I said earlier, for the elite players. However, you not only have to get them in carrier stages, but also for the training levels, also. So cringe in agony no longer (Well, maybe for a little while), this guide is the answer to all of your problems for the game!

Well, most of them. You see, I haven't got them all yet. Some I have strategies for, but I can't get, and some I can't get at all. I only have about 5 of these medals left to get. I'll be happy to accept any contributions, if possible.

2. Tips and tricks

Yep. These strategies are going to be your bread and butter for getting the medals, and if done correctly, you'll be escorted to the golden paradise. As I get more medals, It'll get updated (If it ever gets the chance.). Here are a few tips before we start.....

Use the instant explosion trick in the carrier stages to buy some time. It's where you park next to an building, and you'll keeping saying "No!" several times. Eventually, a piece, or the whole building (Depends) explodes. It only works on carrier stages. (Reference for trick-www.gamesages.com)

You can get away with destroying part of a building instead of the whole thing. Only works in carrier stages.

In racing stages, find some shortcuts and use the best cars to get through them.

On training stages, where you destroy buildings, try and "create" a path to destroy your objects quicker.

You can tag RDU's (Those lights) from a distance, so don't bother going up to them. Here's an ASCII Map:

NOTE: ALL MAPS IN THIS GUIDE ARE NOT DRAWN TO SCALE!

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        *
       *
      *
     *
    *
   *
  *
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*

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Y= You

*=RDU (Or flashing light thingy for amateurs)

I know, ASCII art is dumb, but this is the approximate distance to light them up (Assuming you are using a big vehicle, like the Backlash.). Use this to your advantage in the Twilight Foundry and the Pac-Man ripoff stages. It depends on which vehicle you're using, though.

In carrier stages, don't bother to fill in holes, just destroy buildings.

When switching vehicles, park as close to the next one as you can. This saves you time from parking a few feet away from one, as the annoying little guy in green (The man who comes out of a vehicle and goes into another) moves slower than the frame rate this game sometimes experiences.

Makes good use of the speed boost trick in the racing stages. Some will unfortunately require them!

3. Walkthrough

Simian Acres

Time: 14 seconds

You'll most likely have a close call here, but you'll mess up a lot at first, because the Ramdozer will either stall or push you back, making you restart over (You're most likely screwed if this happens). So for the first two buildings, move a little to the left while plowing through them, for 3-5, a little to the right, and the last three a little to the left again. That's how I got the medal, but I'm not sure if it will always work.

Argent Towers

Time: 28 seconds

Oooh boy. Okay, first off, the first 2 buildings will probably be swiped down in one hit with the Backlash, although you only need to leave the left sides of them alone. The 3rd building is easily taken down with a swipe, and the other ones may need a rock and the skid move to take them down. If you've destroyed the 7 buildings around 20 seconds, you're on a roll, because the last 8 seconds are needed to either swipe the last building.

Havoc District

This medal? Please. You can easily get this one with no effort on your part. First, using the turbo boost to your advantage, boost on over to the J-Bomb, then park as close as you can to it. As soon as you enter, fly halfway up (Or a little below that) near the buildings and smash them (Don't do it too close, though, it won't work like that.) easily to get this medal.

Carrick Point

It's not that hard, all you have to do drive the Sideswipe to the Thunderfist. For the buildings that are positioned like this.....

**** = Building section

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****      ****
****      ****
****      ****
****      ****
****      ****
****      ****
****      ****
****      ****
****      ****
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Smash only the left side. Leave the right side alone. Plow through the rest of the buildings and you'll have the medal, only going through the middle for the same buildings in the ASCII art above, but going sideways.

Blackridge Works

All right, the first two buildings, the factory building and the smokestacks, will pose the most problems on your path to getting this medal. The left and middle parts of the factory building, smash the middle and right smokestacks, then the rest should be easy from here on out.

Echo Marches

Pathetic. You don't have to fill the spots with the train and

steamboat, just fly a little distance over the buildings and smash them. Some buildings are smashed by walking on them! You might as well call this an easy one!

Ironstone Mine

A little complex, but here it goes. The first set of 4 buildings are smashed kind of like this.....

00 = Piece(s) of building destroyed

	Before	After
	#####	000000##
## = Piece(s)	#####	000000##
of		
building	#####	000000##
left		
	#####	000000##

Again, stupid ASCII Art, but it indicates how the building should be smashed for the first set of houses. The second row of houses may be destroyed the same way.

After some of this, continue towards the buliding, and smash it for the Thunderfist. Use the Sideswipe to remove only one side. All of this should be easy from here. but you'll want to be quick and not slip up.

Cromlech Court

Oh, dear lord.....Okay, while the strategy is obvious, getting the medal isn't. Why? Because you can't bump into anything, and every piece of building must fall down the first time. Your strategy is this: Every building must be smashed from the left side except for the final one, which must be in the middle. It'll come down to the wire here, and it'll take you a few tries.

Tempest City

Granted, your missile boxes are close to the carrier route, but even so, it's not easy, unless you have accurate aiming. For the smokestacks, you have to destroy the left and middle smokestacks, and for the final building, you'll want to destroy the whole thing, and the right half for the building on the left. Everything else can easily be hit.

Ebony Coast

The best way to get this medal is to push the TNT block towards the stone block. Drive through the tunnel and use the instant explosion trick to blow up the statue. Get in the J-bomb and fly toward the buildings, and smash them. You can also get this the regular way, but it'll be tricky if you do that.

Outland Farm

This particular tactic I'm about to explain will buy you few seconds for this medal. First, when you launch off the ramp, move to the left so you land on the grass. This particular grass won't slow you down until it gets really green. The other reason is because it's near the dirt road that leads to the communication point. Eventually, you'll have to drive off the ramp and land on the main path.

Once you launch off the ramp, at the end, head to the right. Now, the first building you should only destroy the left side. Get rid of the middle and right smokestacks (Maybe the whole thing, but not necessary). The next 2 buildings are easy to smash, and the last one will use the instant explosion trick, or if you have time to spare, head butts, and that's assuming you're 15 seconds away from getting it.

Shuttle Gully

You get a lot of advantages here. 1. The ramps on the side, 2. The ditch in the center of the road, and 3. The rocks near the first few houses. Combine this with your turbo boosts to get this medal.

Just because I said all of that, doesn't mean it's easy, of course.

Beeton Tracks

Too easy! Drive then train to the station, go around the building, hop in the Ramodozer, smash the house, and level the huge building with the instant explosion trick.

Ember Hamlet

You'll have to use a combination of both the Cyclone suit and the Ballista. First off, blast the barn exposing the Cyclone suit, but don't get into it yet. Blow up as many buildings with the remaining missiles. If you destroy 4-5 buildings, you still have a chance of getting the medal, so don't waste that chance!

Park next to the Cyclone suit and smash the remaining buildings. It'll not surprisingly be close.

Angel City

I also managed to get this medal, but the time needed for this is rather nasty. You'll have a hard time getting this medal, especially if you're not good with the Backlash. The first few buildings you won't have trouble with, it's the ones that are so close to each other that'll cause the problem. To get around this, destroy the buildings from the left side (They must be smashed completely), the second to last building should only have the left side destroyed. The last one must be down completely.

Oyster Harbor

We all remember Oyster Harbor.....that was the hardest path to clear for the carrier in the game, and for good reason! Now that we know how to beat it, getting the medal is easy compared to clearing the path a few years ago when you were into this game!

It's not that hard, folks. Just destroy the building blocking the Ramdozer, then head to it. Plow through the rest of the buildings in

front of the carrier. Use the instant explosion trick to blow up the bridge. Eventually, halfway, you'll destroy the whole thing. Don't go to the crane, you'll just waste time, even if you do manage to destroy the bridge by dropping the TNT block in the center (Which I do 95% of the time.).

Ignore the holes and use the ramp near the boat to destroy the smokestacks. Again, don't go for the TNT block, just drive to the building and use the instant explosion trick.

Diamond Sands

This was also a hard one to get in terms of clearing the carrier path. And unlike Oyster Harbor, getting the medal won't be easy.

First off, on the left side, destroy the left half of the building. Each half of the building has 5 pieces (I'll refer it to parts left of a building), and if you swipe 2 or 3 (3 preferred), you'll get just a little more hope of getting the medal. Switch to the right side and finish off the other side. Destroy the two gas tanks with the instant explosion trick to easily wipe out the second building. Wipe the right halves of buildings 3 & 4. Switch.

The 3rd one you'll have trouble with because of the houses next to the left side. Destroy a majority of them, but not the whole thing, as it'll waste time. Once they're gone, continue to the 5th building, wipe out the left side, then use the TNT boxes ato blow up the left side of the very huge building at the end, and ONLY THE LEFT side, you don't need to destroy the right side of the final building. The second to last one isn't destroyed, though, so hurry and get to other side and smash the remaining half!

Obsidian Mile

If you think that just because you have the Cyclone, it'll be an easy medal to get.....

Forget it. It's not that hard, but it can be annoying because when the Cyclone attacks, it always goes in a straight line.

First, you have to cut across the buildings diagonally, starting by immediately going to the right for the first building, left for the second, and right again for the third. Because the stage path is similar to Angel City, you'll have a good idea what to expect. This is where you plow through everything, but go through the center of the buildings to make it a little easier.

Crystal Rift

First off, change camera angles so that the train faces left. If you played with the default camera angles, 20 seconds will have passed by the time you reach the station. But by changing the camera angles, it'll be about 17 seconds when you reach the station! Think of it as sparing a few seconds.

See, while the frame rate moves slowly in the game, time still flows normally! I know it's a little unusual, but It's true! Try the above trick and you'll see what I'm talking about.

After getting in the Skyfall, take the short route (That one where you

launch off the ramp) and use your turbo boost the moment you're on it. Use the rocks and holes near the houses to destroy the first 3 buildings. Then, drive all the way to the Ramdozer (Using your turbo boosts, of course) and get inside. Plow through the remainder of the buildings and you'll finally have it!

Glory Crossing

Not the Backlash again..... anyway, go to the right, and avoid the house in your way. Smash 3/4 of the building from the right side (Not the left) And smash 1/2 of the second building from the bottom horizontal half. The third building is hard to hit because of the houses on the path. Take out 3/4 of it from the right, leaving the bottom left corner intact. Get in between buildings 4 and 5 and do a full circular swipe to take them both down.

And that's just part 1 of our quest, folks! Here's part 2...the bonus stages!

Backlash (Training stage)

You have to realize that 11 seconds with one of the most annoying vehicles to contend with can be a MAJOR pain. The first building can be easily knocked down (90% of the time), the barn (Your second target) should be also knocked down (A good 2/3 of it will do) with about two swipes. Make use of the rocks near the final building and it should also be taken out in two swipes. Easier said than done.

J-Bomb (Training Stage)

Honestly, folks, this one is easy! All you have to do is smash near the bottom or the middle of just about every building to get this medal. If you have trouble getting this medal, you may as well give up, because you don't deserve to get all of the Platinums.

Sideswipe (Trianing Stage)

In 12 seconds, you must smash all 6 buildings. Follow the red line.

Okay, so that's not enough info. Here's another ASCII map: (For people who say this isn't enough information)

Map Guide

= building
S = Yourself in Sideswipe
' = Main path going vertically
- = Main path horizontally
/ or \= Curve



The rest should be easy to get, but it's not that simple. For all of the buildings, move left and right a little to reach some of the hard spots.

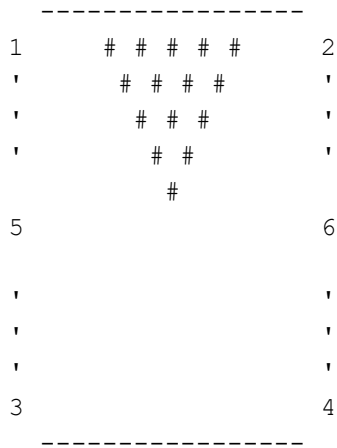
Marine Quarter

Not that hard to get, but annoying, at least. Use the Amercian Dream car. Here's a trick: One the last turn which is a sharp angular curve, turn quickly when you reach it so that you'll be able to have the car pointing forward and have the side of the car bump into the wall without slowing down or skidding out. It's easy for me to do, at least.

Orion Plaza

Sigh This is definitely a hard one. The poles can be destroyed in any order, but here's the order I did it in when I got the medal.

= TNT



1 is, of course, the one you should destroy first, and 6 is the last one. Another note: When pushing TNT boxes, if you push the flat sides, you get better control, but slow speed, whereas, if you push at the corners, you get better speed, but you have a harder time controlling it. This, I believe, is the way to destroy them, but they can be destroyed in other ways. For a time saver, destroy the ones closer to the TNT boxes.

Sleek Streets

I finally got the medal, thank god. The strategy is the same here. First, use the van, once you turn out of the halfpipe, turn right, avoiding the bushes and buildings. And for the last turn, cut across the open space.

Kipling Plant

Once again, another map...(sigh)

S= Starting point

-,',/,and\ = your path

right, following the fence. Keep going with the RDU's. Turn left when you must. When you come up on double rows of RDU's go across the middle (Along the mounds of dirt) and you'll hit about seven at once, on each side. Turn left. You'll be near the central foundry again. Here, turn 90 degrees right (Now heading up-left.) Follow the RDU path up. When you get to the RDU intersection (Three way T-thingy) go left, but try to stay right so you hit as many as you can on the right side (Does that make sense to you? Follow the path around the fence until you're back near the foundry and the RDU's run out. Turn 90 degrees left...heading up-right and eventually you'll hit the last ones you missed. I finished with about 6 seconds to spare. If you're still having trouble, let me know. (By the way, I never changed perspective here, so my directions are all based on starting camera angle.

I already got this without the turbo trick also. Thanks, though.

Skerries

I'm not sure if I spelled it right, but I know how to get this medal. And I got it, too! Use the van, but don't stay on the main path. Get as close as you can to the mountain and drive around it. After you cross the second bridge, turn right and look for a secret passage in the mountain. Repeat 3 more laps and you'll have it easily.

Skyfall

The first medal I ever got! I didn't know about the Platinum medals at the time though. Oh, yes, the walkthrough.

Well, it's not hard. First, on your way to ramp, use half of your turbo boost, and go to the bottom. When you hit the ramp, start at the end, and use your all of your turbo boosts (No matter how high or low) on the way down as you go through the buildings. Let the turbo recharge some when you run out. By the time you destroy the 3rd building, you'll bounce on the ground. During that time, use the portion of how much you charged of your turbo boosts so you'll destroy the final building.

Thunderfist

Destroy everything in a clockwise direction. Simple as that. The crates can be hard to miss, and you'll miss some sections from time to time.

Mica Park

It's annoying sometimes, but not that hard as you think it is. First, the entire path is in a "L" pattern, and the buildings are on opposite sides of the "L". You also get lots of ammo boxes, but it's not as easy as it looks.

Moraine Chase

Once again, I know the strategy, but the medal is so hard to get it's insane. That shortcut you'll see is past the 4th wall at the beginning. Turn down to the bottom and you'll get there. Oh, try not to skid out, either, you'll waste more time trying to straighten yourself out. Oh, and use the red car, since it can go through grassy areas without slowing down.

UPDATED: I now have it. The key is to brake after you get out of the

shortcut on the last turn before the finish line.

Morgan Hall

Tricky? Yes. Did I get it? Yes. First off, back into the first building at the start, then go forward, following the path in a counter-clockwise direction, pushing TNT boxes into buildings. Do this most of the time and you'll have just a few buildings to swipe down near the end. Needless to say, they aren't easy to swipe down.

Corvine Bluff

No help here, other than keeping in mind that in this course only, you don't have to cross the finish line in order to finish a lap. There are too many bumps, and I don't see how you can get through all of this without getting a time below (It was around the 12 second area, I believe) 12 seconds.

UPDATED: Speed boost trick...took me a while to get, too.

Bison Ridge

Hit the ramp hard, cut along the grass, and avoid the multiple bumps and ditches if you can. Again, use the red car.

UPDATED: See above.

Geode Square

Do the right side of the course first, then the left side. Here's a time saver, but it's hard to pull off. Two spheres criss-cross each other, and one goes up and down in the center of the two. They will eventually meet together. If you're lucky, you can smash 3 spheres in one blow!

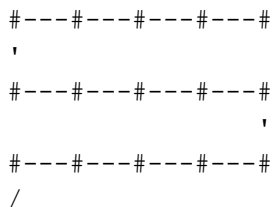
Lizard Island

Another tricky one, but I got it. Go forward and smash the sphere, then go to the right and smash another sphere. Go to the volcano near here, and "bounce" on the sphere, then go down further, and a sphere is in the air (As is everything else). Go in a counter-clockwise direction and "bounce" on the spheres in the volcano. Now it's just a matter of going around the island, using your ability to dive feet first on the rafts. Good luck...

Saline Watch

Much easier, first a map...

= Beacon
S = Starting point



As long as you're centered above the beacon AND the pillar, you'll be fine.

Dagger Pass

Just follow the path of rafts to the end and smash them. After the 7th one, turn around and fly over to a high part of the stage where the last one is.

Magma Peak

WHAT THE?! Seriously, getting a platinum medal for this course will drive you insane! It's like trying to solve a Rubik's cube or play Operation with your eyes closed! The medal can be obtained, unlike what I mentioned above.

"Bounce" on the sphere and move to the right and smash the two beacons. Boost all the way up to a ledge under you, move out of the way first. Smash the other two beacons and for the go in a counter-clockwise direction (Sound familiar?) destroying beacons and spheres as you go down. With only four rafts, and 20-25 seconds away from getting the medal (Depends on how fast you did everything), you can bet things will be tense.

Baboon Catacomb

UPDATED: I finally got the medal, but this and Gibbon's Gate are still the most evil thing Rare has done since the Goldeneye invincibility cheat. Here's a map to help you.

If all else fails, hire someone who's good at Pac-Man. Make sure they've mastered the game, too, or you'll have problems...

S = Start

. = Path (Same applies to Gibbon's Gate)

1 = End of path #1

2 = Start and end of path #2.

\ = cut off path shortly, then go back to it

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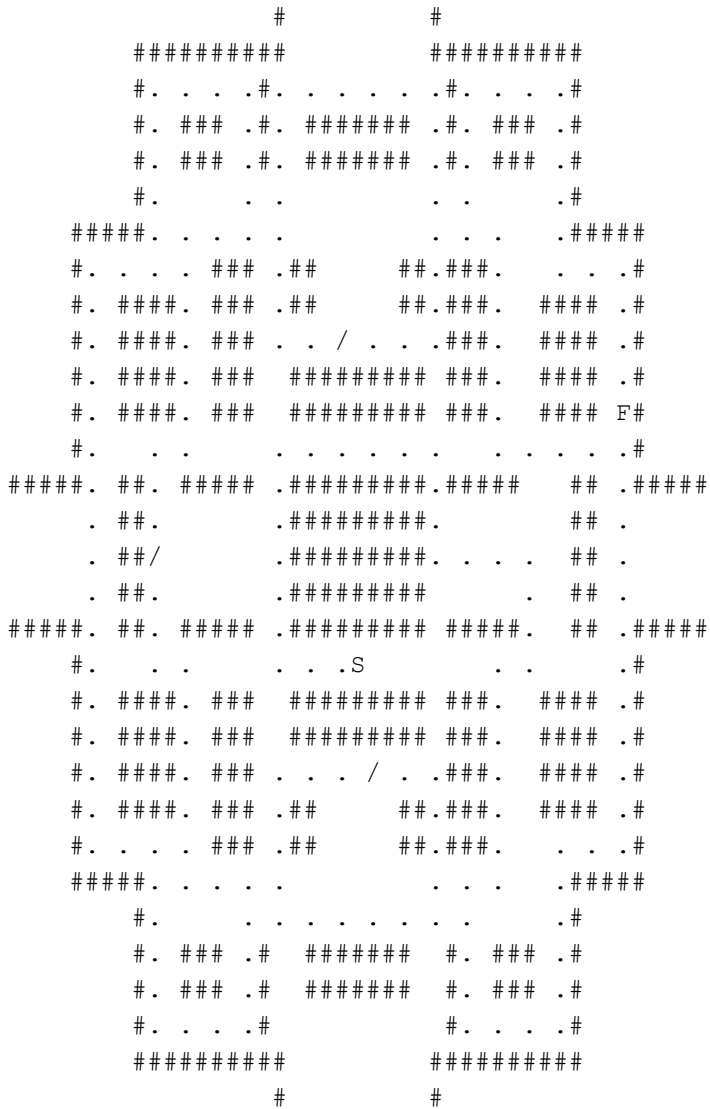
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Gibbon's Gate

UPDATED: I too, got this, the only difference is that you can warp, and the RDU's come in groups more often. And here's the map:

Legend:

- S = Start
- F = Finish
- . = Path (Same applies to Gibbon's Gate)
- \ = Cut off path shortly, then go back to it
- J = Paths join



Dark Heartland

I got the medal, but there is not much ammo to go around, so your real problem is not just to figure out how to destroy the buildings (Just destroy the ones closer to you, then the ones farther away), but to save your ammo. This makes getting the medal more trouble than it's worth.

Falchion Field

I also managed to get this medal. But, as always, it's not easy. Destroy the one behind you (It may take a while to find, and when you do, restart, so you'll know which direction to go.), then the other two ahead. Go down and to the right, as you'll find the last three. Stay as low as possible so you'll destroy them quicker. That's the key.

Shuttle Clear

Tell me you know where the Thunderfist is...TELL ME! After getting it, you can either smash the Skyscrapers first and do the smaller buildings last, or go the other way around. Oh, another time saver, the explosions from the gas plants may destroy many of the buildings around them, if not severely weaken them.

Moon

Use the ramps and ditches (With low gravity of course) to your advantage here. However, there is one group of buildings that you must smash with the Backlash, but the low gravity seems to give you more power. Not hard to get, but will take you a few tries.

Mercury

Use the Ramdozer, as it moves quicker. Stay on the left and watch for any bumps, as they'll slow you down. The big bump on the left near the finish line MUST BE AVOIDED.

Venus

Same as Moon. There are 4 groups of 7 buildings, so use the ramps and ditches to wipe them out. Also, go in a clockwise direction, starting with the first one you see. Don't swipe unless there are 1 or 2 buildings left.

Mars

Another one accumulated with practice, 9 spheres in groups of three are at high, low, and medium heights. So it's pretty obvious what you have to do. Just make sure a truck doesn't tag you while getting the low ones.

Neptune

Hit the ramp real hard so you go flying (Well, not really) into the air. Use this to your advantage to cut through the turn. As before, avoid the bumps by sticking to a wall, only this time, do the right one.

And that's all of them, folks.

4. Frequently Asked Questions

Q: How many medals do you have left to go?

A: I got them all. HA!

Q: What's your current rank?

A: You can stop now. No, not the question asking, the rank!

Q: Why won't you put down the times for the medals yet?

A: Vigama Fisher (Who e-mailed me GIF's of Baboon Catacomb and Gibbon's Gate solutions) did a times/Promotion guide, so take a look at that.

Q: Why do we have to use that stupid dump truck?

A: Because if we were to use the good vechicles for the courses, the game would be too easy. So, they torture us with a dump truck. They're doing a good job, too.

Q: Are you good at Pac-Man?

A: I was, but my skills got rusty over time. SO DON'T PICK ME!

Q: I can't get (Name of medal on an outer space course) and the surface color is hurting my eyes!

A: Stop playing, you'll get eye fatigue. Do this especially if you're playing in the dark.

Q: The J-Bomb won't smash any buildings, and I'm in front of one! WHAT GIVES?!

A: Get away from it. If you're close to a building, chances are it won't do it.

Q: The Thunderfist/Cyclone suit won't do the attack! WHY?!

A: Either you need a good running start, or the building is reluctant to topple over (I don't know why). One of the two.

Q: I have a Japanese/PAL version of the game, so the instant explosion trick won't work, can I do it the normal way?

A: Yes, but it's difficult.

Q: Do you know what happens if you get all of the medals?

A: (ULTIMATE SPOILER) I know now what happens. You don't get squat other than a excellent feeling of accomplishment. That, and a goofy name for your final promotion.

Q: This is too hard! Any suggestions?

A: Play something easy.

Q: What's with all these ASCII maps for (Name of course?)

A: Sometimes it's difficult to say everything in just words, so I just use maps. I explain it easier like this.

Q: What's your idea of an easy game?

A: Kirby 64 comes to mind. If you don't like it, play a game you can easily beat.

Q: I still can't get (Name of medal)! Should I quit and go to another?

A: Good Idea.

Q: How far did you get in Pac-Man?

A: To the stage with the first key.

Q: Did you answer "Huh?" on the Pac-Man poll?

A: No, I think I picked Inky. Now, less Pac-Man and more Blast Corps!

Q: I haven't gotten to the Platinum Medal challenge yet.

A: YOU DIDN'T GET THERE YET?! Okay, first, you clear a path for the carrier for your first gold. Next, you destroy all the buildings, free a set number of survivors (For some reason), and activate all of the lights for the second gold medal. After that, you find all scientists. Then, you get all golds on every level.

Q: How can there be set number of survivors for (Name of stage)?

A: I'm still trying to figure that out for myself.

Q: I know this is another Pac-Man question, but...why are there no Power Pellets (Those dots that enable you to eat ghosts) in that Pac-Man stages on Blast Corps?

A: Well, at least it has something about Blast Corps in there. Anyway, they did this to increase the challenge. Also, if you get really far into Pac-Man, you'll be able to play with no Power Pellets. Darn...

Q: What is Wesley's "field accident"?

A: Thanks to a visit from www.rareware.com, (Official site) I learned he lost both of his legs by stepping on a land mine. OUCH!!!

Q: How will I know which medals you didn't get?

A: If say "I don't have it yet", or something like that, you'll know.

Q: What you do if you got all of the Platinums?

A: Apart from celebrating? Nothing.

Q: Will you be the first person to actually have them all?

A: Nope. Very few people managed to get them all (DARN IT!).

Q: Some of your questions have been revised...

A: I'm working with Microsoft Word, and it's very picky when it comes to spelling and grammar errors.

Q: Amber keeps saying "Try something else!" Make her stop!

A: Well, maybe you should try...something else, that is...Ha ha ha ha ha ha ha ha ha ha ha! Sorry.

5. Credits

Myself: Author

CJayC: GAMEFAQ'S Webmaster.

Steven Hall: Submitted Jade Plateau solution. And a few others, though jade Plateau was all I really wanted. Oh well...

Greg Kennedy: Submitted Twilight Foundry solution.

Viagma Fisher: For the nice little times/promotions guide. Also submitted the GIF's of the solutions for Baboon Catacomb Gibbon's Gate (Which the ASCII maps are based off of) by E-mail, which could REALLY be used on this site.

6. Disclaimer

FOR THE WEBMASTERS:

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TRY SOMETHING ELSE!!!

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- "And that's the end of that chapter!" -