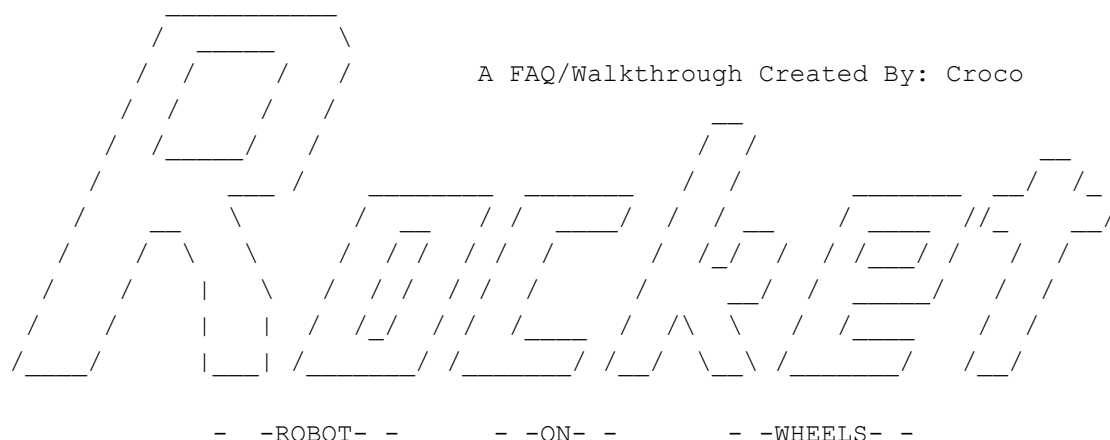


Rocket: Robot on Wheels FAQ/Walkthrough

by Croco

Updated to vFinal on Sep 5, 2000



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This FAQ Includes:

- *Walkthrough Explaining the Locations of the Tickets
- *Guide to the Machine Parts
- *Tough to Get Tinker Tokens
- *Vehicle Guide
- *Codes
- *Lots more! Read on!

Contact Me: croco64@yahoo.com (see later for details)

-VERSION HISTORY-

This is the Final Version of the Croco FAQ/Walkthrough of Rocket: Robot On Wheels, Created 9/5/2000.

Final Version- Created 9/5/00

Yes, I know I said "no more updates" two updates ago. But alas, this isn't really an update. I'm just changing my name (like it?) and making this known as the "Final" version. That's all. Cheerio (for real this time).

Version 1.5- Created 6/26/00

Well, I wasn't going to update, but someone recently pointed out to me that I was missing Ticket J in Food Fright! I couldn't let my guide go incomplete, so I'm putting it in. Also, I've got the first Frequently Asked Question and some other stuff I did a really long time ago that I probably forgot. This is probably the last update. Cheerio!

Version 1.4- Created 4/18/00

It looks like the FAQ is complete. I've got the final Level in here, Jojo's World, with all the help you need to get by all of the difficult parts. Even greater, I've got a few Gameshark codes! How very nice! Do I expect to update this FAQ again? Yes, if I have a reason to. If I get some more questions, some more Gameshark Codes, or requests for Maps, I'll be sure to put them in.

Version 1.3- Created 4/15/00

Well, I haven't got the last level in here yet (Jojo's World), but I do have a very nice surprise. I've got some lovely codes (not Gameshark) that can be entered into the game to alter things. They're pretty cool, and you should definitely try them out. Go to Section 4, Part 1 to see them. Enjoy!

Version 1.2- Created 4/8/00

Only a week since the last update, and now Food Fright is entered into the levels featured here. There also are a bunch of new Enemies, Special Things, and Vehicles, so have fun with this nice update. Only one more level to go!

Version 1.1- Created 4/1/00

Just in time for April we have another update, which adds the level Pyramid Scheme onto the list. Tickets, Machine Parts, Vehicles, and secrets of this level are all revealed. This is no April Fool!

Version 1.0- Created 2/21/2000

Here we are, the first part of the Rocket FAQ made by me, Croco64. Parts 1, 2, and 4 all finished (but will be added upon later), and these levels in Part 3 have also been completed: Whoopie World, Clowny Island, Paint Misbehavin', Mine Blowing, and Arabian Flights. Fill up on the goodness and get ready for more soon!

UPDATE NOTICE: Here we are! Jojo's World help is here! Finally, after all this time, I've got the complete guide. Every Level, every Ticket, everything in the game is recorded here. I've even got a few new gameshark codes, too (thanks to DragonHunter7911)! But that doesn't mean I have to stop there, though. I can still add Frequently Asked Questions, more Gameshark Codes, and Maps. So don't worry, there may be a version 1.5 after all.

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- - - - - COLLECTIBLES - - - - -

Like in every platform game, there's many different items to collect in Rocket. These are what you need to obtain certain goals and ultimately stop Jojo.

Tickets:

Tickets are the main thing to collect in the game, and are the reward for every difficult task. You need these to activate Ticket Switches, which require you to have a certain amount of Tickets. These in turn will open up new levels to explore.

Tinker Tokens:

Tinker Tokens are the Rocket equivalent of Mario Coins or Banjo Notes, but they have a different use. With enough Tinker Tokens, Tinker will be able to program new moves into your system, and with enough tokens you can drive around in cool vehicles. Finally, if you collect all of the tokens in a level you'll be rewarded with a ticket. There are three colors of tokens:

Silver: The standard token. Not hard to find and are worth a single token.

Gold: These nifty little tokens give you five tokens, but are harder to come across than their silver counterparts.

Purple: The violet token will snag you ten Tinker Tokens, but these are very rare.

Machine Parts:

Machine Parts are strewn about each level. If all of these parts are put together and put in the proper place, the machine will start and some event will occur. You'll also get a ticket for activating the machine.

Booster Packs:

You start the game with a measly three energy icons. If you want to be able to withstand more hits, you'll have to hunt down booster packs. Booster Packs will add on another icon to your health. Also, when you collect one, your health will be totally refilled.

- - - - - BASIC MOVES - - - - -

Rocket's basic moves are known right from the start of the game.

Jump: Use it by- Pressing A

Rocket's most simplistic move. Simply press A, and he leaps into the air. Probably the most used move.

Tractor Beam: Use it by- Pressing B

This is a unique little feature that compensates for Rocket's lack of arms. He can grab onto things such as poles and enemies, but this doesn't have a very long range. Press B again to throw certain items.

First Person View: Use it by- Pressing Top C

It's not really a move, but to get a better look at things (particularly things above or below you) press top C. This will change the view from third person to first person (first robot to be correct).

Move Camera: Use it by- Pressing Left or Right C

Another camera changing thing that really isn't a move, press either left or

right C to move the camera in its respective direction.

Camera Distance: Use it by- Pressing Bottom C

The final Camera modifier will move the camera either farther from you or closer to you, depending on how many times you press it.

Drop/Exit: Use it by- Pressing R

If you've grabbed something and would like to set it down gently, press R. You can also evacuate a vehicle (and if you're in the middle of a ring challenge, stop) by pressing this.

- - - - - ADVANCED MOVES - - - - -

These Advanced moves are programmed into you by Tinker later in the game once you've collected many Tinker Tokens. (TT= Tinker Tokens)

Slam: Token Requirement- 80 TT

This is pretty much the only way to defeat enemies. After you've caught them in your tractor beam, jump into the air, then press Z to smash 'em into the ground. Not a normal hero's attack to defeat enemies, huh? This can also be used to destroy objects, and may reveal some health.

Double Jump: Token Requirement- 250 TT

Rocket gets his boosters working after he gives Tinker the required amount of tokens. After you jump once, press A again to get a little boost and some extra distance to your jump. Unfortunately, it doesn't function underwater.

Freeze Ray: Token Requirement- 450 TT

The freeze ray is another uncommon weapon that Rocket has in his arsenal. By holding down Z and pressing A, rocket will shoot a cold beam of ice. This can freeze some enemies, but is more useful as a stepping stone maker. By standing right above water and using this, rocket will create a block of ice that'll help him across the water. However, this ice will melt quickly, so o Rocket will need to make them continuously in order to make it to the other side.

Grapple: Token Requirement- 650 TT

The grapple will add extra distance to the length of your tractor beam, but you'll have to stand still to use it. Hold Z and press B to activate it, then press B again to fire it. Grapple Pads will indicate areas that you should use this, but always keep your eyes open.

Triple Jump: Token Requirement- N/A

Rocket doesn't really learn this move; instead, an enemy helps him to achieve it. In a couple of levels (particularly Mine Blowing) little fungi known as Mischievous Mushrooms will grab onto Rocket's wheel. Rocket will need to jump three times to escape its grasp. Desperately trying to get away, his third jump will send him soaring high into the air. With this jump, Rocket can reach new areas and locales.

- - - - - VEHICLE GUIDE - - - - -

One of the coolest aspects of Rocket is that there are so many cool vehicles to ride around in. Who could resist flying through the air on the Shag Flyer or around the dunes of Clowny Island in the Dune Dog?

(Ratings are on a scale of 1-10, 1 being the low and 10 being the high)

Dune Dog: Level- Clowny Island Token Requirement- 50 TT
 Speed- 8 Handling- 5 Special- Small Hop
 A- Brake B- Accelerate Z- Hop R- Exit

The Dune Dog is the first vehicle you'll find. It's not very special, just a standard race car. It lays on the beaches of Clowny Island underneath the Roller Coaster, hidden behind some large dunes. You can race the corn car with this speedy hot dog and can also drive through the rings. It's good at going off the dunes for spectacular jumps. But watch out, because this car flips over rather easily.

Galaxy 2000 Car: Level- Clowny Island
 Speed- N/A Handling- N/A Special- Goes on Galaxy 2000

This isn't in actuality a controllable vehicle. Rather, it rides on the roller coaster tracks you design. Because you can't control it, I can't really rank it in speed and handling. It magically appears after you've placed all of the screws into there place.

Hoversplat: Level- Paint Misbehavin' Token Requirement- 125 TT
 Speed- 4 Handling- 8 Special- Paint Gun
 A/B- Switch Paint Color Z- Fire Paint

The Hoversplat is probably the most crazy (and maybe most fun) vehicle in the game. It hovers gently above the ground, and other than providing transportation for Rocket, can also paint a beautiful landscape... of purple hills, orange sheep, and green walruses. You can paint nearly anything you see, and sometimes this is the key to solving puzzles.

Finbot: Level- Paint Misbehavin' Token Requirement- 175 TT
 Speed- 3 Handling- 1 Special- None
 A- Swim Tap A- Speed Burst CS Back- Jump

The Finbot the only underwater vehicle in the game, and will help you navigate the aqueduct of Paint Misbehavin'. The bad news: Finbot has many problems. Turning takes about 15 seconds (no joke) and it doesn't go a whole lot faster than Rocket running. The good news: you'll have to use it to jump up to some high rings and to go in the aqueduct. Or maybe that's bad news...

Beamlift: Level- Mine Blowing
 Speed- 1 Handling- 3 Special- Giant Tractor Beam
 A- Hop B- Lift Item Z + Control Stick: Turn Beam

The Beamlift is quite a unique contraption. Like Rocket, it is outfitted with a tractor beam. The difference is these dual beams can lift very heavy objects. While it isn't used for much (and moves very poorly), it can be helpful if you want to reach high places.

Shag Flyer: Level- Arabian Flights
 Speed- 10 Handling- 6 Special- It Can Fly
 A- Accelerate Z- Brake B + Control Stick: Back Up

The Shag Flyer, in my opinion, is the most fun vehicle in the game. There's nothing like cruising around the skies of Arabian Flights with this baby. You can just go around for hours... but enough of that. It's quite fast, probably the fastest vehicle in the game. It's absolutely necessary if you want to get anywhere in Arabian Flights, but it's not hard to find at all.

Glider Bike: Level- Pyramid Scheme
 Speed- 7 Handling- 6 Special- Can Glide
 A- Accelerate B- Brake Z- Move Wings In/Out (Glide)

The Glider Bike is a very cool but hard to control vehicle. It's speed and handling are somewhat similar to the Dune Dog, but it has an awesome feature: it can glide through the air. Press Z and the wings will come out, and with enough speed it will start to fly. To keep the bike in the air, try dipping down quickly then going back up. Otherwise you will slowly fall to the ground.

Spider Rider: Level- Food Fright

Speed- 7 Handling- 3 Special- Can drive in Swamp
A- Accelerate B- Brake Z- Brake

The Spider Rider isn't very special. Sure, it's the only vehicle that can easily drive on water (even murky, swampy water!), but it's poor handling and no special abilities make it not the top choice. However, it's speed is decent and it's easy to find.

- - - - - ENEMY GUIDE - - - - -

The enemies in Rocket aren't very threatening, but sometimes you might get stomped or zapped by one. Here's the lowdown on all of the baddies in the game.

SECURITY ROBOTS: Damage- 1 Energy- 1 Difficulty (1-10)- 4
Attack- Electric Shock Appearance: Common

Security robots appear in much of the game and it would be safe to say they are the most abundant creature in Whoopie World. Designed to keep the park safe, these robots went haywire after Jojo's takeover. Now they will attack anyone in the area. They shoot beams of electricity, but it takes them a second to recharge. That's your cue to slam them. However, be careful not to get shocked; they can shock you even when you have them in your tractor beam!

CLOWNS: Damage- None Energy- N/A Difficulty- 5
Attack- Beam Grab Appearance: Common

Clowns will appear in nearly all of the levels; and will have the appropriate clothing to go with the area's theme. Instead of attacking you, clowns tend to do something else: try to be as annoying as possible. They roll along on balls and try to prevent you from passing. If this weren't enough, they are also equipped with tractor beams. If you're carrying an item, you can bet that they'll try to steal it. However, clowns will do no damage to you, but cannot be killed themselves.

GOPHER: Damage- None Energy- N/A Difficulty- 4
Attack- Beam Throw Appearance: Uncommon

Gophers inhabit some of the grassy areas of Rocket's destinations. By burrowing on the ground, they try to get Rocket away without violence. Instead, they are fitted with tractor beams and try to get Rocket in their grasp, afterwards throwing him far away.

ROBOT SHARKS: Damage- 1 Energy- N/A Difficulty- 3
Attack- Electric Bite Appearance: Rare

The Robot Sharks, whose only home is Clowny Island's dinosaur, will try to make a missed step regrettable. If you fall in their water, quickly go over to the left and try to get out. Fortunately, these sharks are quite slow and there's a good chance you'll make it out of the water without losing any health.

STINGER BUG: Damage- 1 Energy- 1 Difficulty- 4
Attack- Sting Appearance: Common

Though a little bit more agile, these bugs are very similar to the security robots. The same advice and warnings go for them as well.

PIRANHA BOT: Damage- 1 Energy- None Difficulty- 3
Attack- Self-Destruct Appearance: Rare

These fish swim in the cool waters of Paint Misbehavin'. If you intrude into their territory, they'll sacrifice themselves for the security of the river. When you start to see them flash, get away before they explode.

MISCHIEVOUS MUSHROOMS: Damage- None Energy- N/A Difficulty- 2

Attack- Charge & Grab Appearance: Uncommon

Mischievous Mushroom are annoying little Fungi that are both good and bad. The good part is that you'll get a super boost added to your jump if you jump while they've caught you. The bad part is that they'll stop at nothing to get you in this grip. And you don't move very good while you're in it. They are harmless, though, so no damage will be done (unless you happen to be holding a bomb at the time).

BOMB CANNON: Damage- 1 Energy- N/A Difficulty- 5
Attack- Bomb Shot Appearance: Common

We all know how annoying it is to get blown up with a bomb. But what if these bombs were being shot at you from a cannon? The bomb cannon does just this, and is used as a way to get bombs for more advanced players. Catch the bomb it shoots and it's yours! Miss and you'll be losing some energy.

ELECTRIC ZAPPERS: Damage- 1 Energy- N/A Difficulty- 1
Attack- Electric Shock Appearance: Uncommon

These guys appear in strange places (where you may be vulnerable) and try to shock you. It's a good thing their reaction time is very slow, and as long as you don't dawdle, you'll make it by them before they get a chance to hurt you.

ADVANCED SECURITY ROBOTS: Damage- 2 Energy- 1 Difficulty- 9
Attack: Electric Shock Appearance: Uncommon

These more advanced versions of the security robots are first found in Arabian Flights. Causing two icons of damage, these guys are a menace, and it doesn't help that they're very quick. To make things even worse, after you slam them, they become two small security bots! Each of the smaller ones only does one icon of damage. Try to catch these guys off guard. They all will give you one energy refiller.

SUPER STINGER BUGS: Damage- 2 Energy- 1 Difficulty- 7
Attack: Sting Appearance: Uncommon

These insects are very much similar to Advanced Security Robots, but are found out in nature. They cause two icons of damage and give you 1 energy refiller in return, but fortunately do not break up into two smaller parts. They are very quick, even more than the Advanced Security Robots. Avoid them if you can, but if they attack, dodge and use your tractor beam to slam them into the earth.

SUPER SECURITY ROBOTS: Damage- 2 Energy- 2 Difficulty- 7
Attack: Double Shockers Appearance: Uncommon

These are very similar to the Super Stinger Bugs, but they're a little slower (but will notice you more easily). Despite these minute differences, the only real difference is that these guys will give you two life icons when you defeat them. Unlike the Advanced Security Robots, they do not split into two smaller robots. They'll deal out two icons of damage with their double shockers.

MARSHMALLOWS: Damage- None Energy- N/A Difficulty- 2
Attack- Charge & Grab Appearance: Rare

Marshmallows are the Food Fright equivalent of Mischievous Mushrooms. They will act in the same way, and will also provide triple jumps. They're only found in the Peppermint area, thankfully.

EYES: Damage- 1 Energy- N/A Difficulty- 6
Attack- Shock Appearance: Rare

Eyes live in swamps (in Food Fright), but only a certain kind found inside of the giant Monster's belly will shock you. They can't attack you from afar, but any contact with them will jolt Rocket.

EYE CANNONS: Damage- 1 Energy- N/A Difficulty- 8
Attack- Eye Bombs Appearance: Rare

Eye Cannons disguise themselves as normal eyes. However, they will open up and start firing eye bombs at you! In the Spider Rider, you'll be very vulnerable to this fire.

PAINT CANNONS: Damage- None Energy- N/A Difficulty- 5
 Attack- Paint Shot Appearance: Rare

Paint Cannons are one of Jojo's creations designed to mess up the colors that you're wearing. It shoots out random colors at you. Fortunately, if you move quickly, you can avoid their shots easily.

- - - - - SPECIAL PLACES/THINGS - - - - -

Throughout Rocket you'll find many interesting things that'll aid you in completing your quest. Be sure to take notice of these, as they're big helps!

Recharge Station: Use- Fills Your Energy to the Max.

These large contraptions are found only in the overworld, Whoopie World. If you jump into their center, all of your energy will be refilled. Stop by if you're traveling between worlds.

Tinker's Image: Use- Gives You Hints/Clues

When you see a holographic image of Tinker's face coming from the ground, get next to it and press B. Tinker will give you some advice, or maybe a hint on how to get an item in the area. These are mostly found in the earlier levels, where Tinker will teach you the basics.

Handles: Use- Hang/Swing

Handles are found all over the park, but are often disguised as part of the environment. By using your tractor beam, you'll grab onto them. Most of the time you'll use them to swing over a pit or to another handle, but other times you'll just ride them (when they're connected to gears).

Teleportation Pads: Use- Transport to Levels

These pads are the gateways between Whoopie World and each of the individual levels. Step on one to enter. You usually have to activate a Ticket Switch for these to become accessible.

Grappling Pads: Use- Grapple

While you can grapple anywhere, these pads indicate areas where you'll need to grapple to get somewhere. If you see one of these, search around for a handle to grapple to.

Summoning Pads: Use- Summon Vehicle

Wherever you need to use a vehicle, there is usually one of these nearby. It will warp the vehicle it pictures to you from wherever it may be. However, for these to work, you must have found the vehicle first. It won't transport it if it doesn't know where it is.

Bombs: Use- Explosion

Bombs are a very plentiful item, and first appear in Mine Blowing. Bombs are mostly used to destroy walls, but there are also special bomb targets that require bombs to activate.

Bomb Switches: Use- Various Activations

As said earlier, bombs can be used to activate these switches. They're usually moving, making it more difficult to make the bomb explode on them.

TICKET C: LEARN THE SECRET STRAIGHT FROM THE RACCOON'S MOUTH

Found: Main Chamber Requires: Nothing Difficulty: 2

After entering the Main Chamber, you'll need to head behind the giant Jojo statue and climb the stairs in his back. Jump up to his hat, then use your tractor beam to grab onto his nose. You'll swing into his open mouth. Inside, there's a challenging puzzle, with five pillars. To reach the Ticket (and all of the tinker tokens), start by activating the blue pillar that is to the right of the yellow pillar (right if you're facing the back of the room). Then go in a clockwise direction (away from the yellow pillar) and hit all of the switches. The last pillar should be the yellow one. After that, just climb up and the ticket's yours!

TICKET D: JUST KEEP "ROMAN" AROUND

Found: Main Chamber Requires: Nothing Difficulty: 2

Head towards the entrance to Paint Misbehavin', but don't go in. Instead, head around to the back and change your view. Drop down, but quickly use your tractor beam to grab a handle. Use this to swing into a tiny space holding the fourth Ticket of Whoopie World.

TICKET E: THE SECRET'S MINE! ALL MINE!

Found: Main Chamber Requires: 15 Tickets Difficulty: 3

When you activate the 15 Ticket Switch, the wall on the side of the mine will swing open, revealing the entrance to the next level. However, the part that swung open can be used as a staircase to reach the hole in the top of the hill. Jump inside. Once inside, you'll notice some catwalks with Tinker Tokens. Be sure to collect the 17 TT's, but don't dawdle. Each section of the walk will fall in a short time, so scamper across as quickly as you can. On the other side awaits Ticket E.

TICKET F: GET INTO THE CLOUDS AND HANG AROUND

Found: Main Chamber Requires: 25 Tickets Difficulty: 2

Tinker's Freeze Ray should come in handy when you want to hit the 25 Ticket switch. Jump up Jojo's back after you've hit it and then into Whoopie's mouth. The air stream will lift you up to the large cloud above the Main Chamber. Up here you'll find two small clouds next to the large one. One of them will lower you down beneath the large cloud, where you can swing around on handles. Underneath the last handle is the Ticket, cleverly hidden in a cloud.

TICKET G: SECRETS ARE OFTEN VEILED IN CLOUDS

Found: Main Chamber Requires: 25 Tickets Difficulty: 3

The other small cloud will take you over to a medium-sized cloud. Jump on it to teleport to the Screw Arena. You have a short amount of time to throw the screws from the platform over to the screw places. Throw one screw in each, but it doesn't matter which screw goes in which place. If you happen to have extra time, pick up the tokens in the center.

TICKET H: THREE TOKENS POINT THE WAY

Found: Dome Room Requires: Grapple Difficulty: 2

This cleverly hidden ticket shows that not everything is as it seems. Inside the Dome Room, Grapple up to the entrance to Food Fright. Instead of entering the tunnel, turn left and jump across the platforms to the other side of the room. A cleverly hidden tunnel is actually there. Go into it, but when you see three tokens, stop. To the left there really is no wall. Pass through it and you'll soon come to Ticket H. If you've already gotten the tokens, just search along the left side of the tunnel until you find it.

TICKET I: CAN YOU HANDLE THE DOME ROOM'S SECRET?

Found: Dome Room Requires: Grapple Difficulty: 4

Go back into the checkered tunnel opposite of the entrance to Food Fright and

continue down it all the way. Drop down and you'll enter a passage. The first part has hot boulders spinning in a rotating pipe. Avoid the boulders and go onto the next part. There is another rotating pipe, but there's also platforms. Wait until the platforms are right-side-up, then leap across. The final challenge requires is in yet another rotating pipe. Avoid the high walls and jump the low ones until you reach the other side. There you'll find the next ticket.

TICKET J: SWINGERS ARE WELCOME ON THE CEILING

Found: Main Chamber Requires: Double Jump Difficulty: 3
Remember when you opened the gate to the Main Chamber? Well, just to the right is a platform. Jump out to it, and you'll spot some handles. Use the Double Jump to get across them and to Ticket J.

TICKET K: JOJO'S WAITING...

Found: Main Chamber Requires: Everything Difficulty: 10
Defeat Jojo in Jojo's World to collect this Ticket (read the section "Jojo's World" for details on how to beat it).

TICKET L: 200 TINKER TOKENS ARE SURELY WORTH A TICKET

There's a few cleverly hidden Tinker Tokens in this place, and finding them all will gain you a ticket.

*There's a gold token behind the Mine Blowing Stage.

*Many tokens can be found at the bottom of the main chamber.

*A purple token rests on the cloud that transports you to the Screw Arena.

*The passage at the end of the checkered tunnel has many tokens. The purple one in the second pipe is hard to get, but you can always sacrifice some life to get it.

-Level Entrance Guide-

ENTRANCE TO CLOWNY ISLAND: Requires: Nothing

The clown head adorning the entrance chamber actually is the door to Clowny Island. Talk to Tinker over by the door, and he'll gladly open it up for you. The giant clown's mouth will swing open, revealing the teleportation pad.

ENTRANCE TO PAINT MISBEHAVIN': Requires: Slam Ability

This roman level of colors can be found very easily after you unlock the door the main chamber. Just follow the path until you get to the small arena and tree area. The teleportation pad is easily in view.

ENTRANCE TO MINE BLOWING: Requires: Double Jump

This entrance is located on the right side of the main chamber. You'll need fifteen tickets to enter this world. Hit the 15 Ticket switch and watch the side of the mine flip open. Climb up to it and enter via the teleportation pad.

ENTRANCE TO ARABIAN FLIGHTS: Requires: Freeze Ray

Freeze the water on the left end of the Main Chamber to reach the 25 Ticket Switch. Tripping this switch will open the Whoopie Statue's mouth and hat. Go in the mouth and the wind (wherever it comes from) will lift you up to the clouds. Circling around the main cloud is a carpet with the teleportation pad.

ENTRANCE TO PYRAMID SCHEME: Requires: Grapple

This teleportation pad is easily found in a passage in the Dome Room. But first, you'll have to get to the Dome Room. Simply activate the 40 Ticket Switch in the back of the Main Chamber by using your Grapple technique. As strange transportation contraption will appear near the Whoopie statue. Take this to a Chamber above known as the Dome Room. Take a right a follow the grassy passage to this new level.

ENTRANCE TO FOOD FRIGHT: Requires: Grapple
Inside the Dome Room is another level, but the entrance is well hidden. The small checkered hill does actually have a reason for being there. Jump on top of it and get out you Grapple. Search the ceiling for a handle. Once you find one, Grapple to it and swing across to the tunnel. Inside is the teleportation pad.

ENTRANCE TO JOJO'S WORLD: Requires: Nothing
The entrance to Jojo's idea of a great theme park is opposite the passage you went into to find Pyramid Scheme. All you need to do is to bring along 65 Tickets to be able to activate the switch. Once activated, the switch will make the teleportation pad appear.

-Ticket Switch Guide-

1 TICKET SWITCH:	Found- Starting Chamber	Requires- Nothing
15 TICKET SWITCH:	Found- Main Chamber	Requires- Double Jump
25 TICKET SWITCH:	Found- Main Chamber	Requires- Freeze Ray
40 TICKET SWITCH:	Found- Main Chamber	Requires- Grapple
65 TICKET SWITCH:	Found- Dome Room	Requires- Nothing

-Other Items-

BOOSTER PACK #1: Found- Main Chamber
In the back of the small pool with the 25 Ticket Switch is the Booster Pack. Use your freeze ray to create a path to it.

BOOSTER PACK #2: Found- Main Chamber
Using the Grapple, grab onto the handle near the 40 Ticket Switch. Don't drop down, but swing from side to side. Double Jump up to the top and get the Booster Pack.

- - - - - LEVEL 1: CLOWNY ISLAND - - - - -

Vehicle: Dune Dog, Galaxy 2000 Car Difficulty (1-10): 1
Enemies: Security Robot, Clowny Clowns, Gopher
Main Attraction: Galaxy 2000 Secondary Attraction: Midway
Areas: The Beach, Bee Ware, Galaxy 2000 area, Bee Ware Entrance Area,
Garden/Dinosaur Area, The Midway, Midway Entrance Area

Clowny Island is the typical carnival-style amusement park. With a towering roller coaster that you design, a long, sandy beach, and a midway full of games, clowny island is a nice, calm area that's good for an introduction into the game. The two main location are the beach, which is found beneath the platform. The platform is where the attractions are.

-Ticket Guide-

TICKET A: STOP AND SMELL THE ENORMOUS FLOWERS
Found: Garden Area Requires: Nothing Difficulty: 1
In the Garden Area above the Roller Coaster but below the Midway (across from the Dinosaur), the first ticket will be found. To get to it from the start pad, go up the ramp, past the clowns up the second ramp (towards the dinosaur), then take a left into the grass. Watch out for the Gopher, because he'll throw you far away if you get near him. Go through the Garden to get to the enormous

flowers. It's just a matter of jumping up them to get the ticket.

TICKET B: SWING INTO ACTION ON SOME FLOATING PLATFORMS

Found: The Beach Requires: Nothing Difficulty: 1

Ticket B can be found underneath the platforms on the beach. To find it, either jump down from the Midway (don't worry, unlike other platformers, long falls will not hurt you in this game) or follow the coastline. Either way, look for a lamp and Tinker's image. Use the lamps as hooks for your tractor beam, and swing across the boxes until you reach the last one with the ticket.

TICKET C: THE BATTLE OF MIDWAY

Found: The Midway Requires: Nothing Difficulty: 1

The Midway is not hard to find, it's at the very top of the park. Inside you'll find a few mini-games.

Chick-Tac-Toe: It's just Tic-Tac-Toe, with a chicken. Just place your shot right and it shouldn't be too hard. You may also want to throw some eggs at your fowl opponent.

Alley Cats: In Alley Cats take your time. Make sure that your shot is lined up good, because you're not timed. It's the easiest mini-game in here.

Feed the Presidents: A few classic presidents will spout quotes when you throw apples into their mouths. If you need to rushmore, then make sure your aim is flat inside the presidents mouth (on the bottom/parallel to the ground) to get the apples in on time.

TICKET D: A HIDDEN ENTRANCE? BEE OBSERVANT!

Found: The Beach Requires: Nothing Difficulty: 1

Memorize the location of the closed BeeWare on the platform, and go down beneath it on the beach. If you forget where it is, look for the pillars and a small hive with a bee (it's near the ramp connecting the beach and platforms). The largest pillar (near the bee) will have a door in the back. Go in to get into the secret entrance of BeeWare. The place is filled with tricky platform things such as winding paths and spinning flowers. A few pesky bees try to block your path. Also, look for some gold tokens on the logs. At the end is Ticket D, your prize for surviving the bees.

TICKET E: WHO'S UP FOR A RACE? YOU MAY NEED A LITTLE HELP

Found: Galaxy 2000 Area Requires: Dune Dog Difficulty: 1

Don't even try to race the Corn Car, who is waiting near the Galaxy 2000, only on your wheel. Instead, take the Dune Dog, found beneath the Roller Coaster area on the Beach, and drive it up the ramps to the Midway Area. Then take it on the walkway down to the Roller Coaster area where the Corn Car waits. Challenge it to a race, then go to the starting line. Follow the dotted line around the beach and up the ramps and the walkway. It's just a matter of following the line and staying ahead. Some advice: don't hold down the accelerator the entire time. Tap it when taking turns and be careful, especially on the walkway above the park. Even if you go slowly, you'll easily beat the slow Corn Car.

TICKET F: PICK UP SOME RINGS AT THE DRIVE THROUGH

Found: The Beach Requires: Dune Dog Difficulty: 3

Your next challenge with the Dune Dog will take you back down to the beach. Look underneath the ramp leading up to the park, and you'll notice some red and green rings. If you don't remember the little blinking lights on the corners of streets, then green is good and red is bad. So only go through green rings. The red ones tell you which ring is next. Unlike the race, you can't take your sweet time while doing this, so go faster. It may take a few times, but if you're somewhat coordinated you'll make it through all the rings and grab the sixth ticket of Clowny Island. If you mess up, press A to jump out of the car and

restart. This is probably the hardest Ticket to get at Clowny Island.

TICKET G: HELP THE SCREWS THEN TAKE A SPIN. ONCE AROUND IS ENOUGH

Found: Galaxy 2000 Area Requires: 4 Screws Difficulty: 1

The main attraction of Clowny Island is the Galaxy 2000, the huge roller coaster that... is no longer in operation. It appears to need a designer and test-rider. You can take that job, but four screws are needed for the control console to work properly. These screws are hidden across the park.

1. Behind the Enormous Flowers
2. Near the Corn Car
3. Held in the Clown's Tractor Beam
4. Down at the Beach (It may jump into the water, so be sure to check there too if you can't find it)

The screws may drill themselves into the ground when you come near, and the only way to get them to come out is to go away. Be quick about getting them. After you find these screws, take them up to the little area with four holes besides the Galaxy 2000 sign. Throw the screws in this area, and they'll bounce into position. Once all four screws are returned home, the control panel will fall into place and you'll be able to design your own roller coaster.

TICKET H: COAST THROUGH FIVE TARGETS. CROSS THE TRACKS IF YOU DARE

Found: Galaxy 2000 Area Requires: Galaxy 2000 Car Difficulty: 2

If you didn't know that you can cross the tracks, chance are you'll be screaming and swearing at the game. After you ride the Galaxy 2000 Roller Coaster, some numbered targets will appear. It's actually not very difficult, you just have to be sure to cross the tracks by making one part low and the other high. To get it, stay up high to get the 1, then turn around (while you're low) to get the two, continue to be low while heading towards the three, go up to get the three, turn around and cross back over near where the two is to get the four, then just finish it off (be sure to be low at the very end). Go for a ride, and if you need to adjust it.

TICKET I: THE DINOSAUR NEEDS A FEW PARTS

Found: Garden/Dinosaur Area Requires: Machine Parts Difficulty: 1

After collecting all of the machine parts (look at the machine parts guide to find out where they are), head to the tree by the out-of-order dinosaur. If you place your machine parts in the mechanical tree, it'll get the dino to work again. Ticket I will appear beneath it.

TICKET J: CHECK OUT THE VIEW FROM THE CARNOSAUR'S CRANIUM

Found: Garden/Dinosaur Area Requires: Machine Parts Difficulty: 2

After you collected Ticket I, you probably noticed the little opening appearing when the dinosaur lifted his foot up. Go in it. You'll be inside the body of the dinosaur, and you'll have to climb to the top to claim the next ticket. To get up the first part, grab the block in the center of the room with your tractor beam. Haul it over to the area you wish to ascend and throw it. It'll make a nice step to help you up. The rest of the climb is basically tricky jumps and grabbing onto things with your tractor beam. At the end, time your jump so you can clear the two electrically charged rolling pillars. After you get past them, go up onto the Carnosaur's head where the ticket waits.

TICKET K: GET A HANDLE ON THE MIDWAY

Found: Midway Entrance Area Requires: Nothing Difficulty: 1

On the right side of the midway are some handles you can grab on to. But they seem to be just out of reach. Use the nearby block as a stepping stone and you'll be able to reach them. Swing up to the roof of the midway and head to the end to find Ticket K.

TICKET L: TOKENS ARE ALWAYS USEFUL

While I can't possibly tell you the location to every token, here are some of the most commonly missed ones:

*16 Tokens rest on the Dino's back. After getting Ticket J, slide down and grab 'em.

*The trash cans throughout the park can be slammed open to reveal tinker tokens. Most of these are silver, but a gold one waits in the trash can by the Galaxy 2000.

*11 Tokens Rest in circles on the beach.

*Inside the dinosaur, near the end (and the rolling pillars), you'll see a handle off to the right. Grab onto it and swing up to find a gold token.

*On the Midway roof, there's two gold tinker tokens hidden behind the sign.

*On the Galaxy 2000, there's a purple tinker token high in the air near the upper left corner and two gold ones near the end of the ride.

*The logs in Bee Ware have gold tinker tokens above them. Tilt them upwards to reach the tokens.

-Machine Part Guide-

PART 1: Found- Garden Area

The top piece of the machine can be found near the enormous flowers. Its near the wall of the Midway area, and shouldn't be too hard to spot.

PART 2: Found- Beach

When you enter Clowny Island from Whoopie World, take a right and continue down the beach. There's a Machine part above the sand, but you'll have to get a running start and jump off the dune to grab it.

PART 3: Found- Beach

Near where you find the Dune Dog, they'll be a summoning pad. Right next to it is the third part. It's hidden behind a large sand dune.

PART 4: Found- Midway Entrance Area

On the left side of the Midway is the fourth part.

PART 5: Found- Beach

If you go underneath the ramp (where the rings you pass through on the Dune Dog are) you'll find this part.

PART 6: Found- Galaxy 2000 Area

Inside the actual area where you build, the sixth part is found behind the ramp that leads you to the Galaxy 2000 Car.

PART 7: Found- Bee Ware

The seventh and final part can be found in the second room of Bee Ware. Jump from the higher section of the walkway to the lower, or you may fall into the pit.

-Other Items-

VEHICLE #1: DUNE DOG

Found: Beach Area Token Requirement: 50 TT
Speed- 8 Handling- 5 Special- Small Hop (Z)

VEHICLE #2: GALAXY 2000 CAR

Found: Galaxy 2000 Area Speed- N/A Handling- N/A

BOOSTER PACK: Found- Beach Area

won't be able to make it.

TICKET J: HMMM... LOTS OF WATER. WHY NOT SEE WHERE IT GOES?

Found: Aqueduct Requires: Finbot Difficulty: 3

The aqueduct was previously guarded by an electric fence, but now that the water has been refilled, it's been deactivated. Why not see where it leads to? Take the Finbot with you, or you won't be able to complete the course. The first section is filled with whirlpools. While you're in the Finbot, you can go over the sides, but be sure to avoid going directly over the whirlpools. If you do, you'll be transported to the river area. A handy whirlpool there will lead you back to the entrance of the aqueduct. If you make it by the raging waters, swim over the fountain, which will lift you up. Hold back on the control stick and swim. You'll slide down a slope, to another fountain. Continue this until you reach the large chamber. On the left wall is a switch with a picture of a Dolphin. Logically ram the switch with the Finbot, and a pillar will allow you access to the red switch. Hit it, and another rising pillar will appear on the right side of the room. Climb it and continue along the course until you reach a handle moving up and down. If you don't have the double jump, grab on to it and take it up to the blue switch. Then the rest of the path will start moving, allowing you to reach the yellow switch. If you do have the double jump, you can hit the yellow switch first, bypassing the moving platforms. After you've hit all the switches, ride the Finbot up the fountains and into the next room. Hit the Finbot switch to be taken down a quick-moving stream. Sit back and enjoy the ride. You'll appear in the Palace area, where the large Dolphin statues are. On the other side of the high pool is Ticket J.

TICKET K: IT'S IN THE BACK

Found: Machine Area Requires: Finbot Difficulty: 1

This is very simple. Simply ride the Finbot and jump off onto the machine platform. Behind the machine is Ticket K.

TICKET L: 200 WILL GET YOU 1

There are many odd locations for tinker tokens in this level.

*Outside of the cave, stack up two pillars to reach the purple token on the ledge. It's easier to use the R button to drop the pillars rather than tossing them and praying they land right.

*The smaller pillars outside the cave each hold a gold token

*In the cave, there's two silver tokens hidden behind stalagmites.

*Behind the rotating Whoopie statue in the palace is a gold token, but it's rotating along with the statue.

*After grabbing on to the gears in the Palace, you'll see a purple token, but it seems out of reach. Either climb on the top of the gears, or double jump when the handle is at its maximum height.

*Once you reach the top, don't go outside. Stay near the wall and follow the narrow path to find a gold token on each side.

*In the aqueduct, there are many tokens, but there is a purple one after the first slide you go down with (after the whirlpools). Turn around and claim it.

-Machine Part Guide-

PART 1: Found- Paint Pools

To the right of the discuss-throwing Whoopie statue is the first machine part. It's hidden in the corner, so it's easy to overlook.

PART 2: Found- Palace Area

Behind the palace beneath the dolphin statues is a large, shallow pool. On the very right side is the second component of the machine.

PART 3: Found- Cave

You'll need the Beamlift to make stairs up to a wall that can be bombed open. Take a big and medium block over to the area underneath this (it's near the entrance to the room). Exiting the Beamlift should give you enough height to get onto the medium block, but you'll need to instead get a small block and bring it over. Don't place it right next to the medium block, but a little farther away. Go get a bomb and climb up the blocks. When you're on the top of the large or medium blocks throw it to destroy the wall. Jump into the ruins to collect the ticket.

TICKET E: GET BEHIND WHOOPIE, BUT WATCH FOR BOMBS

Found: Whoopie Tunnel Requires: Nothing Difficulty: 3

You'll have to do a lot of work with bombs to get this one, and that means you run the risk of an explosion many times. You should be in the Beamlift Room, and go over to the far end. You may see a passageway above, but no way to reach it. The stalagmites must first be removed. Use bombs to destroy their upper halves. Jump up them and go down the passage, above the jumping lava, and you'll emerge... high above the waterfall pit! Jump across the moving platforms to the center, then turn left towards the Mining Whoopie statue. Swing across the lanterns to get into the Whoopie tunnel. Inside this tunnel are many dangerous bomb cannons. But these cannons can also be quite helpful. Grab the bombs they fire at you with your tractor beam and use them to clear away the rock walls. There are two different routes, and you have to take both of them in order to get all the Machine Parts and Tinker Tokens. Both paths will lead to a room with a soft floor. This should indicate that you'll need to bomb it. Go back and steal another bomb from the cannons, and use it to break open the ground. Inside you'll not only find the Ticket, but also a switch that moves a platform from the top, middle, bottom, and underground parts of the Waterfall Pit.

TICKET F: MINE CARTS WILL TAKE YOU TO SOME HELPFUL CLOWNS

Found: Mine Ride Area Requires: Nothing Difficulty: 4

In the upper part of the Waterfall pit you may have noticed a sign with a mine cart on it. Take the elevator up to the top (or go back there from the Whoopie Tunnel) and enter that place. You'll soon see a track with mine carts frequently rolling by. Jump into one, sit back, and enjoy the ride... for now. After passing by the waterfall, get ready to jump out. When you go by another room with more mine carts, leap out (press R) onto the ledge. Jump from there to the platform, where you can board another mine cart. Don't get too comfortable, because the mine cart will throw you out when it tips over (the yellow sign will indicate this). The only place to go is up an incredibly steep slope and to a platform where the mine carts are not tipped over. After getting there, ride until you pass another room with MORE mine carts. Jump into here and board the next set of mine carts. These ones will throw you out into the pit, but before they do jump and grab onto one of the lanterns. Swing across, and fall into the mine cart. Ride it until you get to another area, then jump off. In there you'll see a strange goo coming from the wall and a Miner Clown. Whenever you pull the goo, a door will open, revealing the Ticket! But, the door is too far away and the goo won't stretch that far. The clown, for once, can help. Because they love to steal stuff, let it steal the goo when you have it outstretched. Now you can go grab Ticket F.

TICKET G: BEWARE OF ROLLING ROCKS

Found: Underground Tunnel Requires: Nothing Difficulty: 2

You've been to the top, middle, and bottom parts of the Waterfall Pit... so why not go to the underground part? Ride the elevator down to the last stop, then hop off and go through the door (after collecting the many goodies in this room). Continue down the tunnel until you come to a large room with boulders falling down. Leap across the pit and grab a bomb. At the top of the slope is a wall you can use it on. Avoid the Zappers on the side of the tunnel but stay away from the center where the boulders drop. When you blast away the wall, it'll crumble into a bunch of boulders. They won't hurt you, so there's no need

to worry. If you go by them you'll see another wall. Repeat the bombing process until you've cleared all the rock out of the way. At the end in the Ticket you've been looking for.

TICKET H: PUT THOSE PARTS TO USE

Found: Machine Area Requires: Machine Parts Difficulty: 1

Take the Machine Parts you've collected and go to the Beamlift Room. A large bombable wall is found near the Beamlift. Take a bomb and blast it open, then enter it to find where you can put the components of the machine. It'll start up and you'll get a Ticket.

TICKET I: GEARS AND PISTONS AND PITS, OH MY!

Found: Machine Area Requires: Machine Parts Difficulty: 2

After the machine starts up, why not do like the chicken and get to the other side? Jump up onto the gears and grab onto the handles. These handles will swing around. Jump down and grab onto another handle, then swing across the handles over the pit (whew! There sure are a lot of handles). After completing your handle journey, you'll see a spinning platform- with another handle! Grab onto it and let go when the platform is underneath your wheel. Be patient and wait for every section to be facing up before you cross. The next area will have swinging handles, which shouldn't prove to be too difficult. The next part will have giant metal things shooting up into the air. After one has just shot up, jump on it and wait for the next one. Jump across and you'll eventually come to a speedy moving platform that'll take you to the Ticket.

TICKET J: FEELING BOXED IN? CLIMB THE WALLS

Found: Beamlift Room Requires: Nothing Difficulty: 2

High up on the left wall is a place with topsy-turvy platforms leading Ticket J. If you just got Ticket I, you'll appear already up there and will simply have to go up the platforms and get the Ticket. If you haven't just gotten Ticket I, Get in the Beamlift and take a block over to the right corner. Place it down and get on the block. A lamp moving up and down will appear. Ride it up to the platforms and the Ticket.

TICKET K: THERE'S NEVER A BOMB WHEN YOU NEED IT

Found: Underground Room Requires: Nothing Difficulty: 3

How true... I can think of many instances in daily life when I need a bomb. But in Rocket, you'll need a bomb where there are no bombs. You may have noticed the bombable wall in the Underground Room. What should you do? Get a bomb, of course. First clear out the Waterfall Pit of Security Robots, then go to the Beamlift Room and grab a bomb. Take it back to the Waterfall Pit and ride the elevator down to the Underground Room. Use the bomb on the wall and voila!

Ticket K is yours.

TICKET L: TRADE A FEW DINGY TINKER TOKENS FOR A NICE SHINY TICKET

If you look a little bit, it shouldn't be too much trouble to find these tokens.

*Use the triple jump on the sides of the waterfall pit to find two gold tokens.

*In the Beamlift Room, there are some soft spots in the wall that can be identified by their different colors. Throw a bomb at them to clear away the rock guarding three gold Tinker Tokens.

*In the Gem Tunnel, after hitting the bomb switch, you'll go through a doorway. Turn around once you go through it to find a gold token.

*In the large cave at the end of the Gem tunnel, go into the room to the left (blue) that you bombed. Turn around and above the entrance is a purple token. Joy!

*The third room of the Mine Cart ride has lanterns that you need to swing across. Between the last two is a gold token. Use your Double Jump to grab it.

*In the Underground Room, a purple token sits out of reach above a rock. To snatch it, jump from the elevator as it's going up.

-Machine Part Guide-

PART 1: Found- Waterfall Pit

At the very bottom of the waterfall is the first machine part. Fall down the pit to get it.

PART 2: Found- Beamlift Room

The second machine part is found in the Beamlift room to the right of the Beamlift (if you're facing it and the wall). The part of the wall that can be bombed (because of its different color) holds the machine part inside.

PART 3: Found- Whoopie Tunnel

In the tunnel behind the giant Mining Whoopie are two machine parts. The third part is on the left path in the second room.

PART 4: Found- Whoopie Tunnel

This part is on the right path of the Whoopie tunnel in the second room. Use the bombs from the bomb cannons to clear out the rock.

PART 5: Found- Gem Tunnel

This one's very hard to miss if you travel down the gem tunnel. While swinging on the lanterns, you'll collect this part.

PART 6: Found- Underground Room

In the underground room you can take the elevator to (from the Waterfall Pit), this item can be found. Just search around the walls and you'll find this behind a rock.

PART 7: Found- Underground River

In the Underground River swarming with Mischievous Mushroom is the last part you'll need. Find it near the end of the river.

-Other Items-

VEHICLE: BEAMLIFT

Found: Beamlift Room

Speed- 1 Handling- 3 Special- Giant Tractor Beams

BOOSTER PACK: Found- Underground Room

In the room below the Waterfall Pit you can find this addition to you health meter. It's right next to the pipe near the door.

- - - - - LEVEL 4: ARABIAN FLIGHTS - - - - -

Vehicle: Shag Flyer Difficulty (1-10): 5

Enemies: Advanced Security Robot, Carpet Clowns

Main Attraction: Central Tower

Secondary Attraction: Tower of 1,000 Secrets

Areas: Red Section, Blue Section, Purple Section, Green Section, Central Tower

The ultra-unique Arabian Flights is filled with many marvelous wonders and sights. It's nice to get out of the confined mines and into the open skies. The Shag Flyer plays a key role in getting around this level, and without it, well, you're not going to be getting that far. This may be one of the most fun levels because of the freedom you have while riding among the buildings in the Shag Flyer. Enjoy the Arabic style way up in the sky.

After getting by that, a new Ice-making challenge awaits. A large whirlpool in the center of a pool sucks everything into it. To avoid it, go along the outside of the pool where the whirlpool can't reach you. Then jump onto the spiral ramp and go up to finally get the Ticket! The exit is over on the side. Use the platforms to get to it.

TICKET E: FUN WITH MAGNETS

Found: Blue Section Requires: Shag Flyer Difficulty: 3

The tower high in the blue section is filled with magnetic wall. Enter the tower covered with blocks and go to the left. Hit the switch, then use the block to climb the wall (once you activate the magnet switch, the blocks will stick to the wall). The switch up there will open up the next gate. Use the block again to ascend the wall. Hit the switch, then activate the third and final magnet. Throw one block 2/3 of the way up, on 1/3, and leave one on the ground. Climb up and the Tickets yours! Don't forget to collect the 12 tokens to the sides of you after you get this.

TICKET F: GIVE US A RING SOMETIME

Found: Central Tower Requires: Shag Flyer Difficulty: 5

This is the most difficult ring challenge yet, and you'll only have a minute and fourteen seconds to complete it. Go as low as you can and head in the direction of the Central Tower. Underneath the huge building three rings can easily be spotted. Start going through them. Remember, you always go left, never right, so head in that direction if you don't know where the next ring is. Even with skill, you probably will only finish with a few seconds left. The Ticket will appear right in front of you when you pass through the final ring.

TICKET G: ARE YOU READY TO ROC?

Found: Central Tower Requires: Shag Flyer Difficulty: 5

This Ticket can be quite annoying to get. The giant bird that flies around the central tower holds this ticket tightly in its talons. You'll have to be quick if you want to snag it. No matter how much you chase it, you'll never catch up enough to get it. You have to cut the bird off if you want it. Anticipate where the ticket will be when the bird passes, and go towards it. Don't stay behind the bird, but instead charge its side. It may take a while, but you'll eventually get the ticket.

TICKET H: REPAIR THE MACHINE AND MEET SOME OF YOUR BIGGEST FANS

Found: Central Tower Requires: Machine Parts Difficulty: 1

Your next destination will be the lower part of the central tower. A part of it will stick out, allowing you a place to stand when you fix the machine. Doing this will cause the giant energy orbs on the central tower to rise. Why? There seems to be some air coming from inside. Better take a look...

TICKET I: WHERE DOES ALL THAT AIR COME FROM?

Found: Central Tower Requires: Shag Flyer Difficulty: 6

Take the SF up to the top of the Central Tower. The giant yellow orb has been lifted, and a small opening has been made. It's too small for a human, but easily accessible by a Robot on wheels! Drop inside, and you'll be inside the Fan room. Jump into the center and you'll be blown out (if this happens, steer away from the yellow orb to avoid getting shocked). A few platforms are on the side, but the handles you need to get to the ticket are too far below them. What to do? Lower the platforms. Follow the green arrows down the shafts to hit the switches. Go back up using the fan on the side. Here's the directions you need to drop to get them:

Red Switch: Left, Left, Left, Left

Yellow Switch: Right, Right, Left, Right

Blue Switch: Left, Right, Left, Right

This will lower the platforms so you can reach the handles. Swing across, slide down the ramps, and continue until you reach an area with fans on the walls. Wait for the fans to stop blowing, then cross (they stop when they turn tan). The first set of fans is easy to get across, but the second proves to be more difficult. Here's a diagram of where to go:

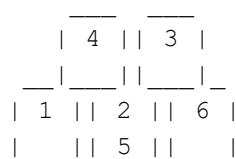


FIGURE 3: CENTRAL TOWER FANS

1-6: Order to go in

Wait for the fans to stop before you make your move. After you make it through, the Ticket will be yours!

TICKET J: FOUR SECRET SPOTS? SOUNDS GOOD

Found: Central Tower Requires: Shag Flyer Difficulty: 3

This ticket will be a breeze to get (pun intended) after getting the last one. The orbs floating in the air do serve a purpose. Pass underneath them and you'll hear a beat on a woodblock. Sometimes you'll hear two beats, or three, or four. Go under the orbs in this order to make the ticket appear near the yellow orb on the top: Red, Purple, Blue, Green. This will make the one beat go first, the two beat go second, and so on. Fly to the top to claim your prize.

TICKET K: CIRCLE AROUND AND LOOK BEHIND THINGS

Found: Blue Section Requires: Shag Flyer Difficulty: 1

Other than actually finding this well-hidden ticket, you shouldn't have much trouble getting it. Go to the lower part of the Blue section and look around for the area with the summoning pad that you go to when you fall. Better yet, if you have life to spare, fall off in the blue section to be taken there! Get on the Shag Flyer and circle around the building. In the back is Ticket K, nestled closely to the tower.

TICKET L: TOKENS ALWAYS COME IN HANDY

Arabian Flights is such a large area that it's not uncommon to miss Tinker Tokens.

*The Central Tower has a ring of silver Tokens halfway up.

*Many of the buildings throughout the level have a ring of six Tinker tokens on them. I think there's about four of them.

*A purple token can be found above one of the houses (the smaller, white buildings) in the Red Section near the giant snake.

*Another Purple Token is found above another house, but this one is in the Purple Section near the teleportation pad.

-Machine Part Guide-

PART 1: Found- Purple Section

This one is either incredibly easy or incredibly hard to find. It's very easy to miss and spend a lot of time searching for it... when it's just under your nose. This Machine Part is right behind the teleportation pad when you come in. What rotten tricks those guys at Sucker Punch play...

PART 2: Found- Red Section

In the lower part of the Red Section there's a strangely shaped building with a little alcove in it. Inside is the second machine part.

PART 3: Found- Green Section

On the platform where you board the ride to hit the bomb switches is the third part of the machine.

PART 4: Found- Red Section

The building before the stepping stones is where this little part is found. Go

to the top of it and you can't miss it.

PART 5: Found- Blue Section

Take the Shag Flyer behind the building with the magnets and you'll see this part. Add it to your collection.

PART 6: Found- Purple Section

This is inside the Tower of 1,000 Secrets. Take the elevator from the roof and it's right there.

PART 7: Found- Red Section

This part is found on top of one of the common buildings that usually have a ring of silver tokens on their roofs. The one in the red section near the beginning of the stepping stones has a machine part, however.

-Other Items-

VEHICLE: SHAG FLYER

Found: Purple Section

Speed- 10 Handling- 6 Special- It Can Fly

BOOSTER PACK: Found- Central Tower

Once you activate the Machine, you can get this booster pack. It's underneath the Red orb.

- - - - - LEVEL 5: PYRAMID SCHEME - - - - -

Vehicle: Glider Bike Difficulty (1-10): 7

Enemies: Super Stinger Bug, Bomb Cannon

Main Attraction: Pyramid

Secondary Attraction: Lava Field

Areas: Central Pyramid, Screw Island, River Area, Time Area, Pillar Area, Sky Area, Giant Lava Field Area (Some with Jungle (J) and Lava (L) variations)

Pyramid Scheme, although one level, is nearly two levels and one! Sucker punch decided to include both a Jungle and Lava level in one. You'll start off in the lush rainforests, with a gigantic pyramid (which resembles a Mayan or Incan pyramid rather than Egyptian) before you. As you explore, you'll find some tunnels, clearings and rivers in this Jungle world. Throughout the level you'll also see strange sun/moon pads. These don't just change the level from day to night. They also change it from Jungle to Lava. the Jungle variation is rather forgiving with water beneath you if you drop. In the Lava variation, falling will lead you into Lava. Fortunately, you can cross the lava with the cool new vehicle called the Glider Bike which coincidentally glides through the night sky.

-Ticket Guide-

TICKET A: IT'S ABSOLUTELY THE TOP

Found: Central Pyramid (J) Requires: Grapple Difficulty: 5

The first ticket is at the very top of the Central Pyramid. You'll have to climb up there using your tractor beam and grapples, and the best place (and only place) to get up there is from the front, conveniently near where you start. Go up the stairs, then look for the grappling pad. Stand on it and grapple to the handle above you. swing across on the handles, then swing back and forth until you get enough momentum to clear the wall and land on the platform. Get a running start and jump over the next wall, and extend your tractor beam quickly

to grab onto the handle. swing up to the top where a large pool blocks your way to the ticket. No problem, just use your ice beam to create a few mini-icebergs and cross the water. The ticket is now yours.

TICKET B: GRAPPLE WITH A TILE-FLIPPING PROBLEM

Found: Central Pyramid (J) Requires: Grapple Difficulty: 6

This puzzling game may take you a while to beat, but the ticket prize is well worth the effort. Get down from the top of the pyramid and go around the right side (from the viewpoint of coming into the level). Avoid the Super Stinger Bugs and jump onto the strange orange platforms (don't touch the sides! They're teeming with electricity!). They'll shoot you upwards, and you can eventually jump over the wall into the back part of the pyramid. There's a pool with a wall... but no ordinary wall. This wall is filled with nine square tiles, all with the evil Jojo on them. Their opposite sides, however, have the warm, loving face of Whoopie on them. Since Whoopie is better, turn them all over by shooting them with your grapple move. You first need some height, and by jumping on the small platform you will make it rise out of the pool. It would be hard for me to tell you how to get all Whoopie's, but I will give you some advice: Have patience, and go for the corners. The corners will only flip two tiles, and it will be easier to hit them (but you will have to hit other tiles too in order to win). After a long time of grappling, the tiles will be flipped to Whoopie and ticket B will emerge from the ground.

TICKET C: RETURN OF THE SCREWS

Found: Screw Island/River Area (J) Requires: Nothing Difficulty: 5

Those annoying little screws return once again to provide a challenge. Their home is on top of a tall island in the middle of the River. To get them there, you must throw them up and hope they bounce into their place. To do this, you must of course first find them. Here's their locations:

1st Screw- You can find this guy in the first screw tunnel, or the one next to the orange platforms that shoot you up over the wall (on the bank with the Whoopie heads).

2nd Screw- You can find this one underwater near the screw island. Throw it up onto the higher ledge underwater before you throw it onto the island.

3rd Screw- This one can be found near the Whoopie head statues. If you can't find it, it may have bounced into the water.

4th Screw- To get the fourth and final screw, jump onto the platforms behind and above the screw island. It's hiding behind the tall grass.

Each screw will raise the screw temple a little higher, and when all the screws are in place they'll trigger the ticket to appear. Climb up the temple and claim it.

TICKET D: A FEW SIMPLE PARTS CAN TRANSFORM YOUR WORLD

Found: Central Pyramid (J) Requires: Machine Parts Difficulty: 7

After going through the grueling task of collecting all of the machine parts (see the Machine Parts section to find out how to get 'em), take them to the front of the Central Pyramid (near the level entrance) and go inside. Put them in the machine and it will activate the first day/night pad. Why don't you test it out?

TICKET E: WHY GO TO THE LAVA WHEN THE LAVA WILL COME TO YOU?

Found: Central Pyramid (L) Requires: Grapple Difficulty: 5

Go up the stairs and outside and you'll immediately notice something is wrong. The lush jungle area is now full over steaming lava and the once-grand pyramid is now in ruin. This is an entirely different place now, so see what happened at the top of the pyramid. Turn around and jump up the pyramid. This is easier said than done, because each of these jumps will require long running starts. After you get to the top, jump across the lava pit (remember it used to be a nice

crystal clear pool? sigh....) and fall into the opening at the top of the pyramid. When you fall down, you'll land on a platform. Go to the very edge and get into the Grapple mode. Although the handle on the other side of the room doesn't display a green symbol (which shows that you can grapple to it), you can still make it to there. When you do, you'll soon realize the handle you grappled to was actually a switch. A switch that raises the lava in the room. Spare no time in getting across the handles and platforms (the platforms will collapse anyway) unless you need to get one of the Tinker Tokens along the way. When you reach the opening in the wall, don't worry about the lava pouring in. you're safe. This is where ticket E is. Since you have no choice, continue down and you'll find the handy Glider Bike waiting for a test drive.

TICKET F: A RUINED CIRCLE IS BETTER THAN NO CIRCLE AT ALL

Found: Time Area Requires: Grapple Difficulty: 4

The Time Area is located near the giant head of Jojo. While in the jungle area there is a large timepiece that rotates, in the Lava world it is immobile and only the pointer remains. Jump across it and go into the day/night pad. You'll appear inside an electric cage in the Jungle variation. Wait until the pointer is pointing at you, then return to the lava world. Run across the pointer and you'll make it to Ticket F!

TICKET G: DON'T LET A LITTLE LAVA STAND IN YOUR WAY

Found: Giant Lava Field Requires: Glider Bike Difficulty: 5

The Giant Lava Field rests where the lush river valley once stood. Use your new Glider Bike to fly across the lava and land on the platform. Go through the door and you'll enter a room with lava and rotating rocks. Jump on one of these rocks, but you'll soon have to switch back and forth between two rocks when one goes under a waterfall of lava. When you get the chance, jump up onto the platform and get the Ticket. However, don't walk across the platform that appears after you collect the ticket. Jump back on the rocks and collect the gold token.

TICKET H: FROM RESTFUL TO RUINED AND BACK AGAIN

Found: Pillar Area Requires: Freeze Ray Difficulty: 7

Getting to the Pillar Area in the Lava world is simple. All you have to do is go to the right side of the Pyramid (near the giant Whoopie head) and enter the nearby door. Getting to it in the Jungle world is much more difficult (and actually, not at all necessary). I'll tell you how to get there anyway. Go to the right side of the pyramid, and jump up the shooting platforms (like you did to get Ticket B). However, continue up and over the giant Whoopie head (don't touch it!) and grab onto the handle. Drop down, and enter the Whoopie head (once again, don't touch it!). The bridge connecting to the tunnel will collapse. Luckily, the posts on it make excellent handles for climbing up. Go upwards to reach the Pillar Area. You must, however, get to this place from the Lava world. When you get there in the ruined land, the pillars will have changed into shooting platforms. Ascend them. Jump across the platforms in the lava then transport back to the Jungle World. Cross the water (go over to the handle) with your freeze ray. Here you should grapple up to some wooden pillars. In the back is a day/night pad. When you transport, jump up the pillars (you can skip the lowest one and jump immediately to the second one). When you get to the top, jump across the lava river and transport to the jungle world. Here, go to the very top and make the long leap (don't miss the purple token!!!) across. Warp back to the Lava World and claim your token (whew! finally!).

TICKET I: THIS "ROCK IN MOUTH" SITUATION IS EXPLOSIVE!

Found: Central Pyramid Requires: Nothing Difficulty: 5

The rock in the giant Jojo head is getting to be annoying. Wonder what's inside of it? Time to find out. In the Time Area (conveniently located near the giant Jojo head), you may have noticed a bomb cannon. Steal one of it's bombs and take it back outside. Simply throw it at the rock in Jojo's mouth and it'll clear the

way. Inside, you'll find the answer to the card flipping puzzle in the Jungle world: Tinker, Jojo, Whoopie, Tinker. Use the day/night pad outside to transport back to the Jungle world, and set the giant card tiles up in that order. The Jojo head will open up and reveal Ticket I.

TICKET J: RING AROUND THE LAVA

Found: All over Lava Requires: Glider Bike Difficulty: 9

The hardest Ticket to get in this level requires you to take the Glider Bike for a spin around the Lava world. A nice little ride, but you must pass through every green ring to obtain the ticket. The starting Ring is near the giant Jojo head. When you start, you'll have a mere 54 seconds to complete the course. Always keep an eye out for the next ring, and master using the Glide feature of the Glider Bike (it's helpful sometimes even when you don't have to use it). If you're really fast and really skilled, you'll pull off getting the ticket.

TICKET K: HOW HIGH CAN YOU FLY?

Found: Sky Area Requires: Glider Bike Difficulty: 7

After getting all the tickets, return to the right side of the level (near the giant Whoopie head) and drive the Glider Bike as high as you can on the surrounding walkways. You'll notice some large platforms high in the air. Use the bike to glide to them. At the very top, there's a long pole with handles on it. ride the Glider Bike over to them then jump off. Try to grab onto the highest handle you can, but don't get greedy, or you'll plummet into the Giant Lava Field below. Whatever you do, don't look down. Climb up the handles, and be very, VERY careful about it. When you reach the platform, you'll get Ticket K. The little globe in the doorway will take you back down to the ground.

TICKET L: TOKENS, TOKENS, EVERYWHERE! ON THE GROUND! IN THE AIR!

As each new level appears, it keeps getting harder and harder to find every single Tinker Token. Pyramid Scheme is no exception to this progression.

*There's a gold token in the pool where you shoot your grappling beam to hit the tiles (Ticket B).

*In the tunnel where you find the first screw (see Ticket C), continue on down and appear above some trees with silver tokens on top of their branches.

*In the tunnel where you find the fourth screw (see Ticket C), continue down, go outside, and you'll eventually run into a purple token.

*Behind the level entrance, there's a tunnel. Go through it to find a gold token.

*There's a gold token in the time area near where the pointer originally is. Jump off it to grab it.

*There are gold tokens above each of the volcanoes (that shoot rocks into the air). You'll need the Glider Bike to get these. Time it right to avoid the rocks and grab the token.

*In the area with the rotating rocks, a gold token awaits for those who take the entire trip around the platform.

*After getting Ticket H (in the lava world), go down by the sides. Each side has tokens. Climb back up to get the other side.

-Machine Part Guide-

PART 1: Found- River Area

The small pyramid (more of an incline) near the River and Screw Island is where the first Machine Part is found. It's above the first switch you must activate to continue on to the rest of the Machine Parts.

PART 2: Found- River Area

Hit the switch on the small pyramid (see Machine Part 1) and traverse across the flipping platforms. On the other side is the second Machine Part. If you fall at any time during this or any other switch sequence, you must start over from the beginning.

PART 3: Found- River Area

After traveling across the flipping platforms and getting Machine Part 2, you'll see the third part next to the switch. Collect it and trip the switch to continue on.

PART 4: Found- River Area

After jumping on the second switch, the Whoopie head statues will rise from the ground to make platforms suitable to jump across the large Whoopie head statue. This statue has both the fourth Machine part and the third switch on it.

PART 5: Found- River Area

The third switch will make handles rise up into the air. Cross them. You'll have to go very quickly, but be sure to grab the tokens along the way. After you reach the other side, jump on the platform and it will shoot you up, where the fifth Machine part is.

PART 6: Found- River Area

When you reach the platform above the first platform that rockets you into the air, you'll spy another platform. You'll collect the sixth component during your flight.

PART 7: Found- River Area

Once again, jump on the next shooting platform the get the final piece of the machine.

-Other Items-

VEHICLE: GLIDER BIKE

Found: Central Pyramid (Lava Variation)
Speed- 7 Handling- 6 Special- Can Glide

BOOSTER PACK: Found- Above the River Area

After you get the last machine part, go through the tunnel that you see. Swing across the handles on the other end and you'll make it to the Booster Pack. Don't be careless, however, because the space between the handles is farther than you might think (and if you fall, you'll have to start all over again... that means from the first switch!).

- - - - - LEVEL 6: FOOD FRIGHT - - - - -

Vehicle: Spider Rider Difficulty (1-10): 8
Enemies: Super Security Robot, Marshmallows, Skeleton Clown, Zappers, Eyes, Eye Cannons
Main Attraction: Monster Swamp
Secondary Attraction: Chocolate Rivers
Areas: Entrance Area, Chocolate River Area, Shake River Area, Side Paths, Back Area, Factory Area, Monster Swamp Area

This level combines two similar concepts: Food and Horror. This world is filled with yummy goodies and monsters. You'll have to feed monsters, swim in chocolate rivers, and take the new Vehicle called the Spider Rider through the goopy swamp. It's a load of fun, and a very interesting place to say the least.

-Ticket Guide-

TICKET A: THE MARSHMALLOWS OBVIOUSLY HAVE MET THE MUSHROOMS

Found: Chocolate River Area Requires: Grapple Difficulty: 3
When you first enter the level, take a left to the Chocolate River. On the other

side of the river is a Spider Handle (the special type of handles found in this level). Grapple to it from the grapple pad, then follow the path down to the Peppermint clearing. The Marshmallows living here will act the same way as the Mischevous Mushrooms did. That means you'll get triple jumps out of them. Allow one of them to catch you. Jump on the first Peppermint step with your first jump, the second one with your second jump, and on your third jump, fly into the cage and grab the ticket.

TICKET B: WHAT KIND OF CLOWN WOULD WORK FOR SCALE?

Found: Shake River Area Requires: Grapple Difficulty: 5

The scale area is in the same place on the opposite side of the level. Cross the shake river and grapple into it. Once there, you'll spot a Monstrous scale (no, really, it's actually a monster) that would like you to fill its mouth to fulfill his sweet tooth. Get the scale to the gold tooth by placing in the right amount of candy. Unfortunately, there's a mean Skeleton Clown patrolling the area, ready to steal the candy. Move swiftly by him, and drop (dropping is better than throwing) 3 red candies, 2 gold candies, and 1 peppermint candy into his mouth. This will activate the scale, and Ticket B will soon appear.

TICKET C: GET TO THE TEETH OF THE PROBLEM

Found: Entrance Area Requires: Machine Parts Difficulty: 3

Man, the name of these ticket hints are getting worse and worse. Getting this ticket, however, is simply a matter of finding all of the machine parts, most of which are above the level on the side paths. Take the parts to the giant mouth you saw when you entered the level. It will open up, and you can then place the machine parts inside. The ticket will then appear!

TICKET D: DO HANDLES HAVE YOU SPINNING IN CIRCLES?

Found: Factory Area Requires: Grapple Difficulty: 5

This ticket is found in the Factory Area, a place located inside of the large, striped hat on top of the center monster's head. After you get the machine working, straws will come down near the Chocolate and Shake Rivers. If you stand on the tongues there, the straws will eventually come to you. The straws will take you around to the Back Area, where you can jump off. Go to the back where a Grapple Pad is, and grapple onto a Spider handle. Jump up to the web, and ride one of the other spider handles up to the top web. Run across this and circle around the hat. On the opposite side is the door leading into the factory area. Once inside, jump up to the ledge behind you and take a right. You'll notice some spinning rings of handles. Jump and grab onto them. While spinning (it goes very fast), jump to the next set when you're the closest to it. Continue doing this until you reach the other side. That's where Ticket D is. Don't just jump down, though. Above each set of spinning handles are gold and purple tokens. Jump on top of them and get them all.

TICKET E: RING A DING DING

Found: Factory Area Requires: Double Jump Difficulty: 8

This is a rather difficult ticket to get in the factory area. To the left of the entrance, you'll notice some rings. There is no vehicle around, though, so this time you must do the Ring Challenge on foot. It's a good idea to get the tokens throughout the course before you do the challenge so they don't distract you. You have a severe time limit to get through all this (35 seconds), so you'll need strategy. Try to stay above the ground whenever possible. Get good running starts to avoid falling. If you make it through in time, the ticket will be yours.

TICKET F: TROLL FOR A TICKET

Found: Factory Area Requires: Nothing Difficulty: 3

The troll lives in a large pipe behind the central structure in the Factory Area. Jump down the hole and you'll arrive in its lair. As you approach the troll, it will ask for some candy. You also may spot some severed hands on the

back wall. Good thing you don't have any hands and can throw the candy into the troll's mouth via a tractor beam. It's quite simple to feed it. It will tell you what it wants: Purple Surprise, Black Licorice, Orange Sourball, or a Yellow Gumdrop. Take the piece of candy that corresponds to the color and toss it into the troll's mouth. After several snacks, it will become so large that it will explode, leaving behind Ticket F. Now you know why your parents never wanted you to have so much candy... don't video games teach you a lot?

TICKET G: GET TO THE TOP OF THINGS

Found: Factory Area Requires: Grapple Difficulty: 5

OK, "Get to the bottom of things" made sense, but "Get to the top of things"? Oh well. To get this nice ticket, you'll have to climb the central structure and make it to the top. Go to the central ledge, and take a left. You'll soon see a Grapple Pad. Use this to get up to so platforms. Jump up, then quickly run across the spinning platforms. After this, quickly swing across the handles, and don't slow down, or the Zappers will get you. Jump across some shaky platforms (don't dawdle; get off them quickly!), then you'll be faced with more spinning platforms. After making it by them, Ticket G will be right there. The pipe at the end will use super suction power to take you up to the Monster Swamp.

TICKET H: THOSE ARE SOME BIG FLIPPING BUGS

Found: Monster Swamp Requires: Spider Rider Difficulty: 7

For this ticket, you'll need the Spider Rider, which is located underneath the main platform. You can drive it to the back where the big bugs are, but you can't get up there. Go back and leap out of the Spider Rider. go tot he left and pick up a bomb, then walk out on the straw and bomb the bomb switch. This will make a tongue ramp appear, which you can ride up to reach the big bugs. When you touch a bug, it flips over. To get the ticket you'll need to flip ALL of them over at the same time. This isn't easy, as the bugs will flip back up after a short period of time. Hit all the bugs as fast as you can. Hit the ones near you before going on. If you finish and some flip over, go and flip them back. It may take some time, but you can flip them all over and get this ticket. Just be sure to never get out of the Spider Rider, or it'll mean certain death.

TICKET I: GET INSIDE THE MONSTER'S HEAD. LITERALLY.

Found: Monster Swamp Requires: Spider Rider Difficulty: 8

The switch on the left made a little ramp appear. What does the bomb switch on the right do? Ride down the snake with a bomb and hit it to find out. A huge Monster will rise from out of the lake, and any contact with it will give Rocket quite a shock. Use it's tongue as a ramp and jump into its mouth with the Spider Rider. Inside, ride through the tunnels, which are densely packed with shocking eyeballs, tentacles, and more. You'll first encounter tentacles swinging up and down. Blast by them when they're down. The next set of tentacles will sway from left to right. Get by them whenever you can. Some spinning snakes will spin in and out of the walls in the next area. Stay in the exact center to avoid them. In the next area, use the ramps to jump over the eyes. Before the last jump (with the gold token above it), take a left and you'll see a tunnel. Try to avoid the eyes, but it may be impossible to in some cases. If you have health, just race down it as fast as you can. The ticket is at the end of the tunnel.

TICKET J: MONSTERS HATE HAVING SOMETHING IN THEIR EYES

Found: Monster Swamp Requires: Nothing Difficulty: 7

This Ticket is located in the monster swamp. The bomb switch on the left will raise up a gigantic monster in the center of the swamp. Go back to the entrance to the swamp and climb up the toungues on the left side. Up on top is a bomb. Grab it and run to the end of the long platform. Use it to bomb one of the moster's eyes. Repeat with the other eye. After both eyes are bombed, it'll duck down into the swamp. Jump onto it's back. When it goes up again, you'll be able to reach Ticket J.

TICKET K: THE EYES HAVE IT

Found: Entrance Area Requires: Nothing Difficulty: 2

This ticket, like the Ticket K's in the other levels, is a oddly located Ticket hiding out in a part of the level. This ticket is hidden above the eyes in the entrance area. To get it, grab onto the straw near the Chocolate River (the one that circles you around the level), and ride it so you're above the Entrance Area. Behind the monster's eyes is the ticket.

TICKET L: TOKENS: COLLECT THE WHOLE SET!

Refreshingly, the Tokens are easier to find in Food Fright than in Pyramid scheme. Not much easier, though, so you'll still need to be on the lookout for a few of them:

*A gold token is up on the mound of chocolate in the Peppermint area. Ride up the hill to get it.

*Above the monster scale you'll find some windows (climb the hill to get to them). Inside them are gold and purple tokens.

* If you take the side path all the way over to the scale area, jump down onto the path below (but above the scale area). This path has a shimmering gold token for you.

* On either side of the monster's striped hat are gold tokens. Don't forget to get both of them.

*After getting Ticket D, jump onto the top of the spinning platforms. There are 2 gold and a purple token waiting up there.

*Right after getting Ticket G, a Gold token will easily be in view dangling over the edge. To get it and avoid falling all the way down, jump off the side, collect it, and use your boosters to double jump back.

*There are a slew of tokens in the Monster Swamp. To your left, jump off the shooting block and swing up the spider handles to get a gold token. On the right, climb up the chocolate bars for another gold token. In the middle of the swamp on the left, and purple token awaits for those who can climb up to it.

*After you raise the monster out of the swamp, you can find a silver token under each of its hands and another near its tail, Be very careful while getting these.

-Machine Part Guide-

PART 1: Found- Side Path

This is found directly above the teleportation pad in the entrance area. Take the side paths (climbing up the hills in any corner of the level are the easiest ways to get up) until you arrive at it.

PART 2: Found- Side Path

This part is very near the first part. It's over more towards the chocolate river.

PART 3: Found- Side Path

This part is close to the second part. It's even closer to the chocolate river, though.

PART 4: Found- Chocolate River Area

Near the Marshmallows in the Peppermint area, the fourth machine part is only a triple jump away from you getting it. It's on the back wall atop the large piece of Peppermint.

PART 5: Found- Side Paths

This piece of the machine is high above the shake river. Grab on to the spider handle near the river and let it take you up there, where you'll easily spot the next part.

PART 6: Found- Shake River Area

This one is in the scale area. Climb up the hill in the corner, then jump onto the window sills. You may have to find some handles, but you'll eventually come to this part.

PART 7: Found- Shake River Area

This final piece is hovering over the quickly-running shake river.

-Other Items-

VEHICLE: SPIDER RIDER

Found: Monster Swamp

Speed- 7 Handling- 3 Special- Can Drive in Swampy Waters

BOOSTER PACK: Found- Chocolate River Area

This part is above the cage that Ticket A is in. To get up high enough to leap on top of it, take the side paths (climbing up one of the hills in the corner is the easiest way) to the end and it's only a double jump away.

STRAWS: Found- Chocolate/Shake River Areas, Factory Area, Monster Swamp

The Straws in this level will quickly transport you to different areas of the level. When you first enter the Factory Area, it may be a good idea to go straight ahead and jump down the straw, which will activate the straw transport between the Chocolate River and Factory Area. A straw at the top in Monster Swamp will take you down to the factory area as well, allowing you transport between all levels. If you enter the Monster Swamp and go right, you'll find another straw that transports you all the way down to the Shake River. Use these connections to quickly get places.

- - - - - LEVEL 7: JOJO'S WORLD - - - - -

Vehicle: None Difficulty (1-10): 10

Enemies: Paint Cannons

Main Attraction: Lava Lake

Secondary Attraction: Paint Land

Areas: Stage 1 (Carnival), Stage 2 (Paint), Stage 3 (Bombs), Stage 4 (Grapple), Stage 5 (Lava), Stage 6 (Spider), Stage 7 (Jojo)

Rocket has finally collected enough tickets to allow him access to Jojo's own creation, Jojo's World. This dangerous world has bits of every level included, only this time it's much more difficult. There are no tickets in this Level. Your goal is not-so-simply to get from the beginning to end.

STAGE 1: CARNIVAL

When you first enter, let Jojo taunt you; he'll be defeated soon enough. Grab onto the lamps hanging from the wooden lampposts, but don't take your time. They'll fall down into the pit if you hang around too long. Once on the other side, climb up the flowers and from there jump onto the logs. As you go up them, the incline will start to get steeper, so hurry up them. After the logs, you'll come to a spiraling platform. Jump on it and make it turn so that you can reach the other side. On the other side, grab onto the spinning handles and jump across.

STAGE 2: PAINT

The farther you go in Jojo's World the more difficult the stages will get. In the Paint world, you'll run into the same guard you found in Paint Misbehavin'. To get by him, you'll need the same outfit of a green head and orange body. Unfortunately, there aren't any pools around. Instead, there are jets of each color shooting up out of the ground. First of all, paint your entire body Yellow (it's easiest to stand where the paint will land to get this done). Jump upward

to the Blue jet, and get your head painted. You can do this by taking a small hop and hitting your head on the paint stream when it's at its highest point. Next you'll need to get your body painted orange with the red paint. Find out where the paint comes out. When you see where it comes out, stand on it so that it will only hit your body. If you mess up at any time, go to the top and get yourself into the water stream. When you get painted the correct colors, go to the top and into the main area. After you start jumping up the pillars you'll notice the Paint Cannons fire big shots of paint at you, hoping to mess up your colors so you can't get by the guard. Jump up the pillars as fast as you can. The second you touch the ground, jump again. If you move up to the top quickly, you'll get by the paint cannons with the right colors. Here the guard will admit you into stage three.

STAGE 3: BOMBS

After getting by the guard, jump through the waterfall drain and swing past the lamps. You'll have to go through another spiraling platform to make it over to the elevator. The elevator will take you down to a place above the pit. Be careful while jumping across the elevator platforms. When you reach the big platforms, grab a bomb and go to the second/third to last platform. Bomb the wall. When you do this, a giant, rotating fan will be activated. You need to get by it, but there's no way to with all those fan blades. Take another bomb and toss it a blade, which will crumble it into nothingness. You can do this to as many blades as you have time for (the fan will eventually destroy the platforms you're standing on), but all you need to do is destroy one. After you do, jump on the axle of the fan, which will be spinning. Run to the end, and jump accordingly so you don't slide off as it turns. At the end, fall down the hole to go to the Grapple area.

STAGE 4: GRAPPLE

The grapple area requires good grapple skills, not to mention excellent ice beam and throwing control. First, use your ice beam to create some icebergs out in the water. Go out until you're close enough to the handle, and grapple up to it (do it quick or the iceberg will melt underneath your feet). Once up, get by the central ice area by making icebergs. Avoid the central whirlpool by staying near the edge, and jump over the hot beam onto an iceberg you created beforehand. On the other side, jump on the magnet platform and stand on one of the sides. That'll make it turn towards the other magnet platform. When you're the closest to it you can get, jump over to it. Continue until you get to the first magnet area. Here, take the metal block you find on the ground and hit the switch. The magnet up above you will start to glow. This indicates that it is magnetized and the metal box will stick to it. Throw the box on it, then grapple up. Jump over to the left on the Arabian Flights-like windowtop. Jump over to the other side from here. You have a short time to do this, so don't waste a second of time. Onto magnet area two, which is much more difficult. Pick up one of the metal boxes you see and throw it up onto the platform above. It's easiest to do this on the first step near the switch. Take the other box and hit the switch. Throw it on the magnet, then grapple up. Once on the upper platform, use the box you've thrown up there to get onto the other magnet. If you do this without messing up, you should have plenty of spare time.

STAGE 5: LAVA

After making it past the frustrating grapple section, you'll realize frustration might be a little better than difficulty, especially if you fail at the difficulty (the lava section) you'll have to go through the frustration again (the grapple section). After swinging across the lanterns, carefully (yet quickly) make your way across the unstable platforms. Now you'll be in the giant lava pool. You'll notice a few platforms spiralling into the center. When one begins to come near you, leap as far as you can and hope you make it to it. From there jump to the center island. Use the handles on the sides to climb up it. On top, you'll not some shooters that will Rocket you up to the next platform. For

That's what these nifty little codes will get you. Have fun!

Input the Directions on the Control Pad.

All Vehicles: Pause the game and press Up, Down, Z, R, Up, Left, Down, Left, Down, and Down. A sound will confirm the correct code entry.

Low Friction: Pause the game and press Up, R, R, Left, Z, Z, Down, Left, Up, and Right. A sound will confirm the correct code entry.

Low Gravity: Pause the game and press Z, R, Z, R, Down, R, R, Right, Right, and R. A sound will confirm the correct code entry.

Heavy Rocket: Pause the game and press Up, Right, Right, R, Right, R, Z, R, R, Up. A sound will confirm the correct code entry.

Super Speed: Pause the game and press Z, Right, Down, Up, Down, R, Up, Down, Left, and Up. A sound will confirm the correct code entry.

Super Jump: Pause the game and press Down, Up, Down, Z, Up, Up, Up, R, Up, and Z. A sound will confirm the correct code entry. Combine this with the "Low Gravity" cheat for even higher jumps.

Super Grab: Pause the game and press Down, Left, Right, Z, Down, Right, Down, Down, Down, and Left. A sound will confirm the correct code entry. Large objects, such as the Clowns, may now be picked up with your tractor beam.

Super Grapple: Pause the game and press R, R, Right, Up, Z, Left, R, Z, Left, and Up. A sound will confirm the correct code entry. The range of the Grapple move will now be increased.

Clear All Cheats: Pause the game and press Up, Z, Right, Up, Down, R, Up, Down, Down, and Up. A sound will confirm the correct code entry.

TRICK: If you want to jump outside of Whoopie World, here's an interesting trick (thanks to Dan Mauseth). All you have to do is enter the Low Gravity and Super Jump codes and stand outside in the entrance to Whoopie World. Then you jump onto the fin of one of the machines on either side of the Whoopie head. When you do this, quickly jump onto the rim of Whoopie's hat. Jump onto the top of the hat, then walk straight off the back. Now you can look up and watch Whoopie World and the stars above it fade away.

- - - - - GAMESHARK CODES - - - - -

Right after receiving some cheats, I've just gotten some Gameshark codes in, too! Enjoy these codes for stretching the rules a little... OK, maybe a lot, but it's still worth it!

Infinite Health: 8109f702000c

Maximum Health: 8109f706000c

Maximum Tinker Tokens: 8101599e0064
All Ticket Switches Activated: 810a59a200c8
Have Machine Parts: 810a5960ffff

- - - - - TIPS - - - - -

Stuck? Chances are these tips won't help you. But they do give you good advice that is sometimes helpful to know. Read on and discover.

1. Tickets and Tokens are connected. Usually, if you're trying to get all the tickets, it's not hard to get all the tokens. Most of the tokens aren't far off the path you need to take to get the tickets, so while you get the tickets you might also get all the tokens, too.

2. Look around. Sometimes handles may be right above your heads, tokens right behind you, and machine parts under you nose. Look around for these things. You'll be surprised what careful observation may lead to.

3. Take your time. Except in some cases where you're timed or are under enemy fire, taking your time will lead to success. If you rush, you may end up having to start all over again.

4. An easier way to get up to the other side of a lake or river (when you normally have to run across using the icebergs of the freeze ray) is to run over to the end, then at full speed, activate the freeze ray and jump. You should jump on top of the iceberg before it floats up (thanks to Rory for telling me about this).

Got tips? If you have a tip you'd like to send me, well, send it in!

- - - - - Frequently Asked Questions - - - - -

Finally! I've got enough questions for some to be counted as "Frequently Asked"! Great job, ask some more!

Q: In Pyramid Scheme, I can't find the Glider Bike. Where is it?

A: If you follow the path for finding Ticket E, you'll get the bike immediately after you find the ticker.

- - - - - CLOSING/THANKS/CREDITS - - - - -

CONTACT INFO:

Have some questions about the game? Comments about my FAQ? Something I left out? Info that I got wrong? If there's something you need to know or say about my FAQ, be sure to:

E-mail me Questions or Comments- croco64@yahoo.com

Before you send me stuff, however, make sure you read this first:

1. I'm currently remembering where the tickets for the rest of the levels are. I might remember where a ticket is, but I can't guarantee that I can tell you

where a ticket is that you can't find in the Walkthrough.

2. Please look at the walkthrough before you send me questions! I made the walkthrough for a reason. It was so you could look at it, not so you could find my e-mail address and ask me what you want to know before you glance at it. Be sure to check the walkthrough to see if it can answer your question(s) before asking me.

3. In the title of your message, be sure to include at least "Rocket" in there somewhere. This would help me out a lot.

4. I actually enjoy getting mail. If you have a stupid question, comments, or anything at all (except mail that says "send this to 50 other people or else"), I'd like to get it.

Stuff to Send Me: Got any Gameshark Codes? Send 'em to me! You'll get your name posted in the credits section... and... uh... that's it, but think of the glory!

Question to Ponder: Would you like to see maps of the levels? I've made a few for some tickets, but I'm thinking about making big ones for the worlds. What's your opinion? Would it work or would you rather I work on more important things?

Poll: What's your favorite vehicle? It can be for any reason, or for no reason at all. Send in your opinion with your questions or comments.

* * *

- CREDITS -

Some very nice people have contributed things to this FAQ. See who they are below:

Al Amaloo: Contributed the excellent codes you see here.

DragonHunter7911: Gave me some nice Gameshark Codes I've been wanting for a long, long time.

* * *

Special Thanks to:

*Nintendo Power- I got lots of info from the review in the November issue of their excellent magazine!

*Sucker Punch- For so boldly making a high-quality game that is an excellent platformer. And all this on their first try, too!

*Ubi Soft- For picking up this game to publish.

*The Instruction Booklet- A handy little book that refreshed me on the aspects of Rocket.

* * *

COMING SOON: *More Maps

*Frequently Asked Questions

*Gameshark Codes

* * *

-CLOSING STATEMENT-

It looks like I've finally finished this FAQ. I've given you the location of

every Ticket, helped you find where some of the Tinker Tokens are, and gave you some cool Codes. I think my work here is done. So long everyone, and keep playing Rocket, it's a great platformer that everyone should experience.

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