

Sutte Hakkun (Import) Bonus Stage FAQ (JIS)

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Sutte Hakkun

FAQ/Walkthrough - Extra Stages and Battle Stages v.1.03

by Eyedunno1

**** READ THIS FIRST!!! ****

This FAQ will give solutions to the Battle and Extra stages found in this game. It is highly recommended you play through them yourself to get the full experience, since this is a puzzle game. If you do get stuck and feel as though there is absolutely no way to solve a certain level, then feel free to come here and read the solution, but you have been warned.

--FAQ--

Q: What is Sutte Hakkun?

A: Sutte Hakkun is a puzzle game developed by Indieszero and released initially in various incarnations for the Japanese Broadcast Satellaview add-on to the Super Famicom. A full-fledged, 24-megabit version was released for download from Nintendo Power kiosks in 1998, and this version got a proper cartridge release in 1999 (very late in the life of the Super Famicom). It was released as DLC for the Wii in March of 2010 (Japan only, so far).

The title of the game derives from /suu/ "to suck/inhale" (the form used in Japanese to link two verbs or as an imperative is /sutte/), /haku/ "to spit/vomit/exhale", and /-kun/, a rather cute, semi-masculine title. So it's often translated as "Suck and Blow", or "Suck, Hakkun!" but something is lost in translation either way.

Q: What are the controls?

A: The default controls are fairly simple:

Directional pad left/right - Move Hakkun

Directional pad down - Discard ink (if Hakkun has already sucked up colored ink)

Y - Suck/blow/inject ink

B - Jump/cancel (in menus)

A - Confirm (in menus)

L - Targeting (press this several times when several objects are in front of you to choose one object, then wait for it to lock on)

R - View the entire level (use the directional pad to move around and see everything)

Start - Opens the pause menu

The pause menu contains several options in this order:

1) Quicksave - Saves the level in the exact position everything is in at the moment you use this option

2) Quickload - Loads from the last quicksave

3) Start over from the beginning of the stage

4) Return to the map

5) View a hint - Shows you a hint, at the cost of half of your score (NOT RECOMMENDED)

6) View solution - Shows how to finish the level, at the expense of a lot of points. Not available on extra stages, and must be unlocked with a special

code (more on that later).

Q: What are the characters?

A: The characters are as follows:

Hakkun - The character you control. He resembles one of those glass drinking birds.

Makkun - An animal resembling a dog. He can be sucked up and can also be injected red (which makes him into a trampoline), blue (which makes him walk), and yellow (which makes him bounce, e.g. on switches)

Rockun - A rock. Tends to get in your way. You can suck him up, which reduces your jump height from 1 1/2 blocks to just one block, but you cannot inject him with anything. He can break glass if he drops on it from a distance (1 1/2 blocks, I think).

Blockun - A fake block. REALLY gets in your way, and you cannot suck him up or inject ink. You can prod him left or right with your beak, however.

Tsubokun - A fake ink pot. Behaves just like Blockun.

Q: How do I unlock the Battle Stages?

A: You have to find a purple Makkun hidden in one level per world. To find him, walk into various walls for a second or so. If the purple Makkun doesn't come out, he's not there. Each purple Makkun you find will take you to the next battle stage, regardless of which order you find them in. So for example, if you find the world 3 Makkun first, he will still take you to Battle 1. If you then find the world 9 Makkun, he will take you to Battle 2, not Battle 9.

Q: Where are all the purple Makkuns?

A: *sigh* Okay. Their locations are as follows:

1-6 - In the indentation with a notch above it

2-3 - In the indentation with a notch above it

3-5 - In the switch pit

4-2 - In the top left cul-de-sac (from the bottom, make the yellow block travel to the left instead of to the right)

5-6 - In the top left cul-de-sac (deja vu?)

6-8 - In the deep pit at the top

7-6 - To the immediate right of the starting point

8-1 - As with 7-6, this one is really easy to get to. Raise the first block halfway above your head next to the wall immediately to the left of where you start (i.e. the wall closest to Rockun's left). Incidentally, this was the hardest location for me to figure out; it may be easy to get to, but it's far from obvious, and by this point in the game, I found myself looking in all the most out-of-the-way nooks and crannies throughout world 8 before finding this.

9-3 - Slightly above the middle of the big central column at the bottom.

Approach from the right, grab the brick you find there, and lower it by 1/2 (i.e. so the bottom of the brick is even with the top of the blue block you are standing on).

10-10 - ALL THE WAY at the end of the level. Ignore the rainbow shard that you've doubtlessly worked so hard to get to, and inspect the switch.

Q: How do I unlock the "View solution" menu option?

A: You have to win at each battle stage and jot down the piece of the code you get at the end. Then when you have the full code, you have to enter it at "a certain screen" to unlock the option. Again, it's not recommended that you actually USE the option when you get it because it costs a lot of valuable points, but completionists will want to unlock it.

Q: Where do you enter the code?

A: The game's built-in manual will tell you to enter it "at a certain screen"

(/aru gamen de/). It turns out that this is the screen you enter it at. :)
To get there if you can't read Japanese, follow the following instructions.

- 1) From the island with levels 1, 2, and 3, go to the little shack at the top and press A.
- 2) Press down repeatedly to go down to the very last INDEX item (画面表示について).
- 3) Go up to the INDEX item right before this one (ポーズウィンドウについて).
- 4) Press A.
- 5) Under CONTENTS, go to the very last item (答えを見てしまう).
- 6) This explains about the "View solution" option. Go down to the bottom of the page until you see the cute Makkun icon.
- 7) Now you can enter the code!

Q: What is the code?

A: Well, okay. It's L,A,R,L,B,R,L,Y,R,X,X,R, Start on the 2P controller.

Q: How do I unlock the Extra Stages?

A: First you need to complete every stage in the regular game, 1-1 through 10-10. Then, if your score is high enough (above 165,000, I think), you can do all the extra stages. Note that the higher your score is, the more extra stages you are allowed to do, so if your score is 164,999, you can do Extra Stages 1 through 9, but not 10. To improve your score, just go back and try and complete previous stages again with fewer movements, less jumping, less quicksaving, and so on. If you viewed too many hints though, your score will be hurt a LOT, so you might as well just redo all the stages on a new game. As for how to complete these stages, that's outside the scope of this walkthrough. Have a look at Aisien's complete FAQ/Walkthrough on GameFAQs.

Q: How can I look up the level I need help with in this guide?

A: I don't have a really good search method, but try searching through the guide for, for example, "Battle 1" (Battle Stage 1, duh) or "EX-8" (Extra Stage 8). Searching like that should get you where you need to go pretty easily.

And with that, let's begin the walkthrough:

--Battle Stage Walkthrough--

Battle 1 - Grab the block first, then go right and raise it halfway at the wall. Go back and grab Makkun, and go right until you reach the pit. Then you can either use Makkun as a stepping stone for the structure above the pit, or you can throw him into the pit and use him to get out.

Battle 2 - Go right and jump over Makkun (make sure he's still going left when you get on the other side of him). Then grab the block, and jump on Makkun. Face left and keep raising the block until you get to a point where you can jump onto the top structure, then place the block. Proceed right to the flag.

Battle 3 - Grab the first block and place it against the half-thickness wall you will find to the right. Then go back and grab the second block and use it to get out of the maze-like structure. On the other side, grab the first block again and use it to get to the flag.

Battle 4 - Quickly grab the block you see, then get on blue Makkun's head facing right with the block raised. Place the block when it is covering the bottom of the pit above. Then grab Makkun, get to the top of the screen, and proceed right. When you get back to the bottom and to the first obstacle, place Makkun so you can jump on top. Then use the third (last) of the small floating bricks to jump onto the second obstacle. Proceed to the flag.

Battle 5 - Use the bricks to make a staircase up. It doesn't matter how you do so as long as you act quickly, remove all blocks that prevent you from going down, and have at least two blocks next to the thin wall so you can grab them on the other side. Take one additional block with you and go down. Place the block you have as a stepping stone on the inside of the two-pronged fork-shaped structure. Make sure to place it in such a way that you can get off of it once you get on. Then grab another block, jump on the stepping stone, and jump again, placing that block as high up as you can. Then grab a third block, jump on the stepping stone again, and place the block level with where you are. Now grab the stepping stone and place it at ground level in such a way that you can jump onto the two higher blocks you've just placed and proceed to the flag. *whew*

Battle 6 - Go right. Go up at the third one way passage (second one going up), then go up again, and up once more at your next opportunity. Then carefully but quickly go up to where the block is and grab it. Quickly head left, then right again at the first available opportunity, fall when forced to, and go up when you can. Back where you got the block, this time fall down while pressing right. If you did everything right, you will end up on red Makkun's head holding a block. Jump *slightly*, quickly place the block, then jump over to the flag, using the block you just placed as a stepping stone. Speed is of the essence on this level, and if at first you don't succeed, try, try again.

Battle 7 - This is a precision jumping stage, and perhaps the hardest battle stage in terms of technique. Jump across all the bricks to the flag. You can miss the last two precision jumps and still potentially make it before Makkun. Otherwise, start over until you succeed.

Battle 8 - Go right and jump on the maze's floors to get to the one way passage going DOWN. Go down it while holding right, continue right, and get the block. Then return left, place the block halfway above your head at the wall you will run into, jump over the wall, and retrieve the block. Then return to the down passage, but this time, block it off with the block you now have, and go across. At the dead end, hit Blockkun with your beak and return left. Retrieve the block when you can, and this time, go ALL the way back to the beginning of the level. Use the block to get to the very top, and proceed right from there to the flag. Again, speed is of the essence on this stage.

Battle 9 - Yet another complicated stage where speed is crucial. Jump up as fast as you can so you can proceed right up the stairs. At the top, knock Blockkun off, then go down and keep (quickly!) prodding him to the RIGHT until he falls off the top ledge. Then go back, get Rockkun down there, and take him over to Blockkun. Face left and release Rockkun, then face right and prod Blockkun ONCE more. Retrieve Rockkun, and use Blockkun as a stepping stone to go up and right. Drop Rockkun right at the edge of the thin wall as a stepping stone (literally!), and fall down the pit, grabbing Rockkun on the way down (you have to be quick!). Then put Rockkun in the pit that blocks your passage and proceed to the flag.

Battle 10 - Another precision jumping stage. This one is not as hard as 7 in my opinion, since only two jumps are particularly hard, and once you get to the halfway point, the level is a piece of cake (no more precision jumping, and pretty much any path you take will lead you to the exit fast enough to beat Makkun). One thing of note: you have to jump from the second stair from the bottom in order to get into the horizontal passage cut into the column near the beginning. From that passage, you have to jump carefully to get out and onto the next platform.

--Extra Stage Walkthrough--

EX-1 - A short but technically tricky level. You need to get a blue Makkun walking on the spikes, but in order to do so, you need to use the blue switch at the bottom and get back up with Makkun.

- 1) Go over the right, over the pits, and grab Makkun. Then take him over to the leftmost pit (the one without the spikes) and stand facing left toward the pit as if to drop Makkun into the pit. Do not drop him yet! Quicksave!!!
- 2) Now, jump into the air, release Makkun at the highest point of your jump, quickly turn right, grab red ink, quickly turn left again, and inject Makkun. This may take several tries (thus the quicksave), but you should eventually get the timing right and get Makkun filled with red at the bottom of the deep pit.
- 3) Once you do, go down the pit, grab the block down there, and jump over to the switch on the right. Switch it to blue.
- 4) Bring your block over to where Makkun is and raise it halfway.
- 5) Get the red from Makkun and inject it into the block. The targeting feature (L button) is useful here.
- 6) Grab Makkun, take him up to the middle area, and release him slightly to your right so you can mess with the red block.
- 7) Take out the red from the block, put it back in, and repeat. You want the red block's lowest point to be at beak level, so you can make it all the way back up to the top.
- 8) Grab Makkun again and use the block you just adjusted to get him back to the top. You may want to quicksave before doing this, as the jump onto the red block can be a doozy.
- 9) At the top, face right toward the pit with spikes in it as if to drop Makkun into it. Quicksave again.
- 10) Use the same technique as in step 2, but this time you want to get a blue Makkun walking on the spikes.
- 11) Use the blue Makkun to get to the rainbow.

EX-2 - A rather simple stage. The pot at the top is a dummy pot (Tsubokun) though, so you will need to manipulate the four empty blocks to complete the level by getting Rockun over to the bottom right and using him to cross the pit next to the rainbow.

- 1) Grab the block right below Tsubokun and bring it to the bottom. Make it a stepping stone so you can go up and get Rockun later.
- 2) Use the three blocks to your left to make stepping stones to get Rockun up to where that (useless) switch is. One goes at ground level, one goes at the highest point of your jump, and the last one goes between those two.
- 3) Get Rockun, take him up to that switch, and drop him there.
- 4) Retrieve the middle of the three blocks on the left and jump up to where Rockun is.
- 5) Place the block at ground level so you can take Rockun over to the one-way passage to your right.
- 6) Take Rockun up and carefully place him just right of the one-way passage (and not covering up any of the one-way passage).
- 7) Go down the one-way passage and grab the block you used to bring Rockun up. Use it to cover the one-way passage next to Rockun.
- 8) Grab one of the other two blocks from the left side. Now go over to the right side (to where Rockun was at the start of the level) and use your block to cover the one-way passage with the down arrow.
- 9) Get the remaining block from the left side, take it to the top right, and use it as a stepping stone (raised halfway) so you can exit to the top of the level via the one-way passage with the up arrow.
- 10) Go to the left side (again, via the top), and grab Rockun. Place him against the wall to the right (so he is out of your way).
- 11) Grab the block below the one-way passage and hop all the way back around the level counter-clockwise to get it to where Rockun is. Fall down the top one-way passage but not the bottom one yet.

- 12) You should be on the square platform right below the top one-way passage and to the left of the bottom one. Move 1/2 space to the left, face right, and use the block to cover half of the one-way passage above you, so you can cross it. Then go around counter-clockwise again.
- 13) Use the block you just placed to get right next to Rockun. Grab Rockun and place him on the other (left) side of the one-way passage.
- 14) Now get the block from under the top one-way passage and place it at ground level under the shaft above you (the one without the one way passage).
- 15) Get Rockun again and get on the block you just placed. While facing right, jump, and spit Rockun up right next to that wall. Now you can get Rockun from the right side through the thin wall! But first...
- 16) Get that block right below Rockun and go around to the top right section. You should now have two blocks in the top right room. Place one at ground level and the other right on top of that one (do a short jump and release it).
- 17) Now grab Rockun through the wall, take him to the top of the level using the blocks you just placed, go down the deep pit to the far (or near, based on where you are now) right, place Rockun in the pit down there, and get the rainbow!

EX-3 - Super-easy. The block on the far left of the level is useless. Ignore it, and use the red and blue in the three other blocks to get to the rainbow.

- 1) Grab and reinject blue into the block to your immediate left, so it will go further to the left to make it easier to get the empty block over there. Get that block.
- 2) Stand below the one-way passages and put the empty block, raised halfway, below them.
- 3) Get blue from that bottom block and inject it into the block below the one-way passages.
- 4) Get the now-empty block from the bottom and use the blue block and the one-way passages to get up to the top right room.
- 5) Go to the bottom left of this room, face the wall there, jump, and release the empty block at the top of your jump.
- 6) Get blue from the other block and put it into the block you just placed. Then remove the blue when the block is partially covering the one-way passage there. Put the blue back into the other block.
- 7) Now get red from that block up there and inject it into the block below the one-way passage.
- 8) Go up on that little platform and grab the block you just got the red from. Standing halfway on the platform and facing left, place the block, raised halfway, as a stepping stone.
- 9) Get blue from the lower block and inject it into the block you just placed. Then grab the bottom block.
- 10) Go up using the blue block and stand on the red block in the pit. Face left and place your empty block at the apex of the red block's movement.
- 11) Grab blue from that block to your right and inject it into the block to your left. Use the new blue block to get over the spike pit and get the rainbow. Easy!!!

EX-4 - This level is complicated. You need a blue Makkun down on the spikes at the bottom. The problem is switching to blue and getting blue ink.

- 1) First, drop down. To start off with, there are two downward one-way passages here. Grab Makkun and place him so that he covers the left half of the left one-way passage. This is to adjust Blockun's position to where we need him.
- 2) Poke Blockun from the right until he is stopped by Makkun. Blockun will thus form a barrier over the left one-way passage and serve as a stepping stone to the level above. Grab Makkun and go up using Blockun.
- 3) Drop Makkun into the little depression in the floor on the left side of this tiny room. Use him to go up through the one-way passage, then go around and back to the level where Blockun is.

4) CAREFULLY (you might want to quicksave first) grab the block to the right, then go back to where Makkun is. Go up through the one-way passage, still carrying the block. Place the block, raised halfway, in the passage to the left of the pot. Use it to go up, get red, and go back around and up to where Makkun is.

5) Fill Makkun with red. Then use him to go up, get the block, and go back around to where Makkun is. Place the block right above Makkun (or, better yet, so that it covers half of his head).

6) Use the targeting function (L button) to get red from Makkun and put it in the block. Then grab Makkun and go up using the red block. Place Makkun right above the upward one-way passage.

7) Use the targeting function again to put the red from the block back into Makkun. Then grab the block.

8) Go right to the downward one-way passage, but DO NOT go down it. Instead, place the block you have, at ground level, so that it covers the right half of the one-way passage. Get red from Makkun and fill this block. Then get Makkun.

9) Use the red block to get to the small spike pit and drop Makkun into it. Then go into it yourself (standing on Makkun's head) and grab the empty block there. To get out of here, quickly jump up and out when the red block is at the top of its path (so you can go through it). Take the block you have down and up again to the little room .

10) Place the block over the little depression in the floor again. Then go up and right, get red from that block, and go back to the little room above Blockun. Inject red into the block here.

11) Go up, get the empty block to the right here, and go back down. From the level Blockun is on, go to the right one-way passage. Just above it, there is an upward one-way passage. Use a short jump to place the block you have so that its top is level with the bottom of the one-way passage.

12) Go back up and grab red from the pot. Go back down and inject it into the block you just placed.

13) Go get Makkun. To do this, it's easiest to get right on the edge of the one-way passage next to him, jump up, and grab him on the way down. Take him down and place him so that he covers the left half of the right one-way passage.

14) Go up again and get red from the pot. Then go back down and inject Makkun.

15) Go up again (last time for now!). Take the red block up through the one-way passage. Then at the top, grab the red, discard it, and take the block. Go back down.

16) Place the block in exactly the same place you put the other one (right under the one-way passage). Inject it with the red from Makkun.

17) Now go over to the left of Blockun. Poke him right until he is stopped by Makkun. Then go around to the other side and grab Makkun. Go back to the left side of Blockun and put Makkun somewhere out of the way (a few spaces left of Blockun will do).

18) Poke Blockun right ONE MORE TIME. He should now be covering the left half of the right one-way passage.

19) Get Makkun and go up to the really tiny room the two one-way blocks are going in and out of.

20) This room is a pain in the butt; it's just so cramped! Go up on the step, standing on an upward one-way passage with two more above you. Place Makkun on the little grey area next to the one-way passage you are standing on. DO NOT put him in the small pit leading to the other one-way passage, or you are screwed.

21) With Makkun on this little ledge, you should just barely have access to the red blocks. Use the targeting function (repeatedly, hah) to grab red from one of the blocks and put it into Makkun for storage.

23) Grab this now-empty block, face right, and place the block, raised halfway. Then inject it with the red from Makkun. This red block will allow you to pass the downward one-way passage up there.

- 24) Get the red from the other block to the left of you (targeting function, go!) and put that red in Makkun. Then grab the block and put it in exactly the same square Makkun is in. Take the red out of Makkun and put it back into the block.
- 25) Grab empty Makkun. Stand halfway on the little grey ledge Makkun was on, face right, and put him between the two upward one-way passages. Then go down into the little pit and jump to grab red. Put that red into Makkun.
- 26) Go back into the little pit and jump and grab the empty block. Put it in the same square as Makkun (right between the two one-way-passages). Use targeting (again) to put the red from Makkun into this block. This red block will now give us just enough height to get out of here!
- 27) Grab empty Makkun and jump on the red block. You might want to quicksave now. Watch the timing of the red block below the downward one-way passage and quickly and carefully use it when it is at the top of its path to go further right.
- 28) Drop Makkun into the switch pit here. Jump on him to go left and stand on the little grey ledge to the right of the downward one-way passage here. Take and discard the red from the block closest to you, then take the block itself.
- 29) Go back onto Makkun's head. Face left and place the block right below the one-way passage. Jump back up and onto the block you just placed.
- 30) Get the red from the other block. Then go back onto Makkun's head and inject it into the block near him. Go back up, onto the now-red block and grab the now-empty block. Go back onto Makkun's head.
- 31) Before proceeding, make sure the switch is BLUE. With the switch blue and the red block at the top of its path, quickly go up and through the one-way passage while holding left so you don't fall all the way down.
- 32) Face left and place the block you have so that half of it is under the one-way passage above you and the other half covers the grey wall. Inject it with red from the block to your right, then grab that block and put it in exactly the same place (half under the one-way passage above you and half covering the grey wall).
- 33) This next part can be tricky, so quicksave! You have to exit through the bottom right one-way passage, but on the way down, you have to grab Makkun. Once you have him and are back on the level we started on, you can finally drop him through the left downward one-way passage!
- 34) Go over to where our two blocks are. Jump and grab the empty one first. Put it at ground level so that half of it is covering the right half of the left one-way passage (right where Blockun was for the first half of the level).
- 35) Go over and get red from the other block and put it into the block we just placed. Then grab that now-empty block and use the red block to ascend into the room above.
- 36) Place your empty block above the little depression in the floor. Then get red from the other block and put it in this block. Almost done!!!
- 37) Use this red block to go up and get blue. Then go around to the bottom again.
- 38) Now we can (finally) go through the left downward one-way passage to where Makkun is. Inject him with the blue you have, and ride on his head to the rainbow! Finally done!

EX-5 - This stage consists of an upper part and a lower part. The upper part has four vertical shafts, each of which you must successfully ascend and descend to knock Blockun down to the bottom of the level. The bottom part has a trap composed of one-way passages that you must use Blockun and two blocks to get through.

- 1) Start from the far right shaft. Grab the block furthest to the right (it's very important that you do not pick up either of the other two yet!) and raise it halfway under the shaft. Then grab red from the pot to your left, fill this block, and go up. At the top, get on the right side and jump with your beak extended left toward Blockun. You need to do this to prod him over TWICE.

Then get back down to the bottom. This is the basic procedure for all four shafts, but the other three are significantly harder.

2) Take the red out of the block we just used, discard it, and take the block. See where the wall is only half a space wide? Jump and put the block there from the right side. Inject it with red.

3) Get more red, wait for the block you just filled to reach its highest point, then inject red into the block below it. Under no circumstances should you adjust the height of this block while still working on this shaft. It needs to go down this low (1/2 space above the ground) in order to get out of the shaft!

4) Get on the lower block you just filled. Adjust the position of the block above you by removing and reinjecting ink (but do not jump while doing so!). When this block's peak position is above the vaguely P-shaped structure that makes up the right part of the shaft, you can jump onto this block.

5) Get to the left, right underneath Blockun. Face left and hold your beak out. Then, with your beak held out, press right and jump to prod Blockun once. Prodding him again should be easier, so do it.

6) You can get past the top red block when it is at its highest position (assuming you followed directions earlier). Remove and discard its ink, and take this block while standing on (or jumping from) the lower block. Get back down to the bottom of this part of the stage.

7) Third shaft from the right. Place your block so that it will cover half of the right side of this shaft and still give us half a block to stand on when we fill it with red. Inject it with red. Then, from the ground right below this shaft, jump and remove ink and reinsert it repeatedly until the block travels SLIGHTLY (but not as much as half a space!) higher than the indentation you can see up there on the left side of the shaft.

8) Grab the block to your right that you used to ascend the previous shaft (it's safe to take it now). Place it in the same starting position as the previous block (halfway over the right side of the shaft). Fill it with red when the block above it is at its highest position, so that these two blocks cross.

9) Jump on the block, and from there to the higher block. From the higher block, we can pull the ink out of this block, discard it, and take the block when the two blocks cross. Do that, then notice that the little indentation to our left isn't high enough to jump to Blockun. Place the block you have now to make it higher by exactly the height of the block.

10) Jump on the empty block and prod Blockun twice as before.

11) Take the empty block and go back to the bottom (again, walk through the side of the red block when it is at the top of its path)

12) Now go to the far left shaft. It's the last one, but also the hardest one. Stand on the block at the bottom (again, do not pick this block up!) and place the block you have, raised halfway, so that it covers the LEFT side of this shaft this time. Use targeting (L button and wait) to fill this block.

13) Jump to access the red block in the previous shaft. Get rid of the red and take the block. Put it in the exact same position you put the last block in. Fill it with red when the red block is at its highest position.

14) Now fill the lowest block with red when one of the other two blocks is at its highest position. If you did it right, the path of the lower block should be crossing one of the two higher blocks but not the other.

15) Quicksave, just in case you screw this up. Carefully jump onto the higher block that IS crossing, and adjust the position of the higher block that is NOT crossing (being very, very careful not to accidentally take ink from the lowest block!). Keep doing this until the highest point of the uppermost red block's path is above the small indentation at the top right of the shaft. Then jump onto this highest block and get into that little indentation.

16) Quicksave! We need to poke Blockun two more times, but one problem is that we are very close to the one-way passage this time. Lightly tap the jump button and poke Blockun with your beak at the top of your jump. Then wait until the red block is below you, get on it, and prod Blockun once more. Now

we can go back down. To do so, step through the top block, then get onto the lowest block, and from there, you should be able to emerge at the bottom.

17) Now get rid of the red from one of the blocks down here and take the block. With this block, we can (finally!) go down the downward one-way passage to the far right, so do so.

18) Head left. You will see Blockun here (knocked him some way, eh?). Put your block just to the left of Blockun. You might want to quicksave now, just in case. Get on the block and carefully prod Blockun right. Again, use a slight tap of the jump button followed by a beak prod in order to avoid the one-way passage trap. Get on the right edge of your block and prod Blockun again. Then move your block a little further right and prod Blockun right one more time. You should have prodded him three times, and Blockun should now be four one-way passages from the right.

19) Grab your block again and stand under the rightmost one-way passage. Jump as high as you can and place the block at the top of your jump. The bottom of the block should now cover the bottom of the second one-way passage from the right. More importantly, we can now get over to that other block to the left.

20) Climb up from the right side and walk onto the block. Then carefully jump onto Blockun. Quicksave just in case. Jump from the left edge of Blockun over to the block on your left. Grab that block, then carefully jump back onto Blockun, back onto the block to his right, and back onto the rightmost structure. From here, get back down to the very bottom.

21) Now we have to prod Blockun left and back to where he was at when we first got down here. The first two prods can be done without using a block. The third one requires a block and, again, some caution. In any case, you should get Blockun between the two one-way passages just to the right of the rainbow.

22) You should still have one block at the second one-way passage from the right. Retrieve your other block and put it (at the same height) at the fourth passage from the right.

23) You can now jump back onto the structure at the right, and from there onto both blocks and to the rainbow. This level is done.

EX-6 - A very interesting stage; perhaps my favorite in the whole game. You have to get all three blocks up to the top using red and yellow. But you should quicksave often, as mistakes can screw you up badly on this one.

1) Jump onto the block you can jump onto and grab the middle block.

2) Go down to the bottom (below the line of one-way passages). Place the block under the leftmost one-way passage (the one going up) raised halfway and covering the bottom-left corner of the grey square brick. Use it to jump onto the one-way passage going up.

3) Fall back down again and while doing so, grab the block covering the second downward one-way passage. Jump back onto the upward one-way passage.

4) Face left and place the block you have raised halfway so you can reach the blue inkpot. Grab blue and go back down to the bottom.

5) Facing RIGHT from the very left edge, inject blue into the block there. Go back up on the upward one way passage.

6) Grab the block you used to reach the blue pot and go back to the bottom. Place the block, raised halfway, covering the third downward one-way passage from the left. Go back up onto the upward one-way passage using the blue block.

7) Use the blue block and the empty block you just placed to get the far-right empty block. Place it directly on top of the other empty block.

8) Use the two blocks to carefully jump up to where the switch is (you have to be on the very edge of the top block to do so). QUICKSAVE. Make two SHORT jumps (do NOT go over the one-way passage or you will be stuck) to switch to red. Go back down to the bottom.

9) When the blue block is at its leftmost point, take out the blue. Facing LEFT, inject it into the other block that's down there. Go back up.

10) Standing on the new blue block, grab the empty block. Then go back and

use it to go up and get red. Go back down.

11) Inject red into the block below the upward one-way passage. Now you can use the red block both to get up from the bottom and to get more ink! As such, you can grab the empty block that's there and put it back where it was (directly above the third downward one-way passage from the left).

12) Go back up to the switch again, quicksave again, and hit the switch twice again for yellow. Go back to the bottom, grabbing the empty block while falling.

13) Place the block you have, raised halfway, covering the second one-way passage from the left. Remove blue from the other block there, discard the blue, grab that block, and put it in exactly the same place (second from the left). Go back up.

14) Grab yellow and go back to the bottom. Facing RIGHT, inject the yellow into one of the empty blocks that now share the same space. Go back up.

15) Stand on the left half of the empty block (not the yellow one), facing right. When the yellow block reaches the bottom of its path, extend your beak and keep it out until you suck out the yellow. Then inject the yellow back in (you want to raise that yellow block halfway). Go back onto the red block and get more yellow.

16) This time, facing LEFT, inject the yellow into the remaining block, preferably when the already-yellow block is at the bottom of its path. You now have one yellow block that will get you to the switch and one more that will get you to the pot!

17) You can now discard the ink from the red block and grab that block. From this point on, you must be careful not to fall back down to the bottom, as you now have no way back up. Quicksaving might be in order right now.

18) Use the yellow blocks to get over to the switch. You have to be right on the edge of the right block; be careful. When you get to the switch, quicksave again, and switch to red. This will be the final color you need. :)

19) Go back down onto the right yellow block. There is a rectangular grey brick to the left of the switch. Place the block you have so that its top right edge touches the bottom right edge of that grey brick (in other words, spit it out at the bottom of the path of the yellow block you're on).

20) Get onto the other yellow block and grab red. Go back over and inject it into the empty block there. Then you can take the yellow out of the left yellow block, discard it, and grab that block.

21) Go back onto the switch (but don't jump; you need to keep it red from here on), face the wall, and place your block there temporarily. Get on the red block now. From the left edge of this block, face right and pull the yellow out of the yellow block and put it back in. Quicksaving might now be a good idea again.

22) While the yellow block is moving up, quickly get on the grey brick to the left of the switch and hold out your beak to grab yellow from the yellow block, then inject it back to raise that block further.

23) Stand on the switch and use the same technique to raise the red block further.

24) Grab the empty block. Now with the yellow and red block both going over the level of the one-way passage, you can now also safely go up there. Do so.

25) Place your empty block, raised halfway, in a position where you can use it to get onto the oddly-shaped floating grey platform that is connected to all the downward one-way passages. But don't actually go up there yet.

26) Instead, go over and grab red from the red block and inject it into that empty block you put on the right.

27) Return to the block you got the red from, grab it, and place it, at ground level, precisely between the first and second one-way passages from the left on this level.

28) When the yellow block reaches the bottom of its path, hold your beak out over it to take out the yellow, then inject it back in facing right. This yellow block should now be positioned so that, at the bottom of its path, its

bottom-left corner touches the bottom-right corner of the one-way passage you used to get up to this part of the level.

29) With all blocks properly positioned, you can now get on the red block and go up to the platform it takes you to. From that platform, grab the red.

30) Get on the yellow block and quicksave. If you fall off of it, you are screwed. From the far left edge of that block (but don't fall off!) face left and inject your red into the empty block that's down there.

31) Use the yellow block to go back up to the platform, grab the empty block there, and get back on the yellow block. Quicksave again.

32) This is the hardest part of this level. You have to jump from the yellow block you're on to the red block. To do so, you must be on the far left corner (as far left as you can get without falling off) of the yellow block and jump when the red block is at the very bottom of its path. Quickloading will be your friend for this maneuver. The good news is that once you succeed, we are done with the yellow block and only need two blocks for the rest of the level.

33) Facing left on the red block, place the empty block you have so that its bottom touches the bottom of the one-way passage and so that it is halfway into the wall (so you can grab it from the other side). Then jump onto this empty block.

34) Face right now and suck red out of the moving block and reinject it to make it go higher. Then get into the little depression in the grey structure next to you and repeat this. You want the red block to get you to the top and be high enough that you can retrieve it from up there.

35) Go up to the top, get rid of the red ink, and grab that block, as I suggested above. Then fall down to the left where the spikes are (but not into the spikes, obviously).

36) Place the block you have, raised halfway, so that its bottom right corner is in exactly the same place as the bottom right corner of the spike-holding structure. Fill it with red.

37) Get the other empty block to the right of you, get on the red block, and place your block exactly halfway between the thin wall to the left and the one to the right. The lower you place it, the better, so no need to raise it halfway. Grab red and put it in this block.

38) Get on the right red block and quicksave. Go to the left edge and carefully jump up to the other red block.

39) Take the red out of the block to the right of you, discard it and grab the block. You may have to bump your head on the ceiling above you to screw with the synchronization of the two blocks so you can do so.

40) Now go up and over to where you can see the rainbow. You will land on red Makkun's head.

41) From here, it should be easy. It may take a few tries, but you can't make any more fatal mistakes. Just jump on Makkun and place the block you have in a position where you can jump from it to the rainbow. Done, finally!

EX-7 - A tough stage with a not-so-complicated layout. There are two rainbows here. One is in the lower right, and the other is above a one-way passage. In general, this is more a technique stage than a puzzle stage.

1) Jump over to your left and get the block there. Then jump back right. There's a pillar with two indentations on it, one on the left (with a block above it) and one on the right. Go over there, fall down the right side, and go into the indentation on the right.

2) Wait for Makkun to come your way. When he is heading LEFT under where you are, get on his head and quickly quicksave.

3) Facing left on Makkun's head, hold your block up (raised halfway) until it is a LITTLE MORE than halfway into the pillar to the left of the other block. As soon as you place the block, jump onto it. This is a little hard (though nowhere near the hardest thing in this level), and that's why we quicksaved.

4) Now jump up into the indentation above you and grab the block there. Place

this block, raised halfway, halfway into the wall to the left. Jump on it and get to the top of the level.

5) Hop over to the far left of the level and listen carefully. Fall down the far left chasm with your beak out while holding right. If you did this right, you will have collected red ink, and you will be in the indentation with the pot.

6) Wait for Makkun to be below you and traveling right, then get on his head. Quicksave again.

7) Be on the right half of Makkun's head and facing left. What you have to do is wait until you get JUST below the chasm with the block you placed below it, then inject red and IMMEDIATELY jump onto the block. This is a fairly hard technique, and this isn't even the only time we have to do it in this level, but that's why we quicksaved.

8) Jump back up to the top of the level using the empty block. Go down the first chasm to your left (into the Y-shaped area with an empty Makkun and a rainbow shard).

9) Jump and grab the empty block. Place it, at ground level, halfway into the wall to your right. Grab the red from the other block and put it into this block. Then grab that now-empty block and head back to the top of the level.

10) Go right, fall into the same indentation you went to in step 1. When Makkun is going left again, go back on his head, and quicksave again. We will do the same thing as in step 3 again, but this time it will be just below the empty Makkun. Make sure it is stuck into the wall a little more than half the width of the block before you release it and jump on it.

11) Grab the empty Makkun and head back up to the top of the level using the red block. This time head left and hold your empty Makkun over the far left pit. Scanning the level a few times with R, verify that the blue Makkun is to the RIGHT of this pit. When he is, drop your empty Makkun into the pit, and fall onto his head, grabbing red on the way down.

12) Wait for blue Makkun to come back, get on his head, and quicksave. Then repeat the technique from step 7 to inject red into the block there and immediately jump on it.

13) Step off of this block to the right, where the other red block is. Then grab the lower block and take it up to the top of the level.

14) Repeat steps 1-3.

15) Grab the red from the block above you, discard it, and take the block. Get into the indentation and place your block, as in step 4, raised halfway, halfway into the wall to the left. Jump on it and get to the top of the level again.

16) Go back to the left side and get red, then get on blue Makkun's head and go over to the two blocks. Without injecting red, jump onto the lower block. Inject red into the upper block.

17) Go back left. get more red, and get on blue Makkun's head again. Quicksave, then inject the red into the lower block and jump on it again as in step 7.

18) Get into the indentation above, take the red from the lower block (being careful not to disturb the upper one!), discard it, and take the block. Go up using the upper red block that remains.

19) Repeat step 1.

20) This time, when Makkun is coming left from the right, get on his head and quickly place your block so that it is halfway into the long, straight column to your right. It does not need to be raised. Stay on blue Makkun's head until you get over to empty Makkun, then get on HIS head.

21) Jump and get red. Wait for blue Makkun to come back your way, then get on his head again. Wait to get over to the block to the far right, inject it with red, and get on it.

22) Get into the indentation. Then when the red block is at its peak, remove and reinject red. You should now be able to use this block to get to the top of the level. Do so.

23) Go over to the higher red block that is slightly to the left. Take the red, discard it and take the block. Now go to the far right, down that pit, and into the indentation that is just above the rainbow there.

24) Quicksave, then wait for Makkun to get below you. When he does, QUICKLY get on his head, face left, and place the block, raised halfway, to give you a stepping stone back into the indentation you were just in. Then jump to grab the rainbow. Quickly get onto the stepping stone block you just placed.

25) Take the red from the block above you, discard it, and take the block. Get into the indentation, and place this block, raised halfway, halfway into the long column to your left. Then use it to jump on top of said column.

26) Quicksave. Fall down the left side of this column, grab the block you just placed, and quickly get into the indentation down there. Wait for blue Makkun to come back, then get back on his head when he is traveling LEFT.

27) Place the block, raised halfway, below the y-shaped area where the second rainbow is (and where empty Makkun was at the beginning), just as in step 10 (but make sure it is not much more than halfway into the wall, or you will be in trouble later!). Do not jump on it yet, however. Instead, stay on blue Makkun's head and from there get on empty Makkun's head.

28) Wait for blue Makkun to come back, get on his head, and quicksave. Then repeat the technique from step 7 and step 12 to inject red into the block there and immediately jump on it.

29) Get to the left of this red block, and get rid of its ink and grab the block itself. Now you can use it, raised halfway, as a stepping stone to get the rainbow above the one-way passage! Yay! Finally done!

ALTERNATE TECHNIQUE

This is the technique that I originally used, and I am leaving it here because it is MUCH faster than the more "legitimate" method above. Steps 1-10 are the same though, so consult the above instructions for those.

11) Don't bother to grab the empty Makkun yet. Instead, go back up to the top of the level using the red block. This time head left and do the same thing you did in step 5 (grab ink from the pot and get in that indentation). Get on Makkun's head when he is heading right again and quickly quicksave.

12) We'll be doing the same thing we did in step 7 again now (injecting red and jumping onto the block, ugh). When you're on the newly-injected red block, grab the empty Makkun. Wait for Blue Makkun to be far away from you and on the right side of the level (if he's not already) and drop the empty Makkun onto the spikes.

13) Here is the trickiest part of this stage! Go below the rainbow and stand in such a place where the edge of the block below you will move you up toward the rainbow. When you're on the edge of the block like this, quicksave!!! When the red block you're on gets a little more than half its height past the floor, jump. This should get you the rainbow (if not, keep trying), and the game will pause itself briefly. While you are frozen, hold your d-pad in the opposite direction from the wall you are closest to. If you did all this right, you will have gotten the rainbow and you will not be stuck above the one-way passage. From here, the rest of the level is easy!

14) Use the red block below you to get over to where the other red block is and jump on that red block. Go to the top of the level and hop right. Drop down the rightmost chasm in the level while holding right so you go into the indentation. Wait for blue Makkun to get below you from the left, then fall onto his head. From here, you just have to jump when you're below the second rainbow. Whew.

EX-8 - Another stage with lots of going in circles. It's pretty well designed though.

1) Go left, get blue, and go down to the bottom.

2) Go to the right side of the central, comb-shaped structure, hereafter "the

comb", here (so just right of the third block from the left). Face left and inject this block.

- 3) Grab the block to your right. Place the block halfway into the wall on the right side of the comb (at ground level) so you can get to the blue block but also retrieve this block from the inside of the comb.
- 4) Get on the blue block and fall to ground level. Face left and get the empty block here. Now the blue block alone will get you over the middle part of the comb. Get back on the empty block to the right of the comb.
- 5) Face right and place your empty block, raised halfway. Go back inside the comb and retrieve the empty block on the right side. Exit right again.
- 6) Place this block below the one-way passage going up (either ground level or raised halfway should be fine), one-half space from the right wall (you will need to inject blue from the right in a later step).
- 7) Grab blue from the block to your left. Jump and put it in the block above you. Then remove it when that block is halfway into the wall. Reinject blue into the block to your left. Now you should be able to get up through the one-way passage. Do so.
- 8) Go left and get more blue. Go back down and get back to the right side.
- 9) Get right up against the right wall, face left, and inject blue into the block here. This blue block will give you access both to the comb and to the one-way passage.
- 10) Get into the comb and grab the far-left empty block. Go right again and go up through the one-way passage with your new block.
- 11) Go left, but this time, instead of going down to the jar, go up to where you should see another empty block. Place your block in line with the wall and raised halfway.
- 12) Jump up these two blocks to the right side of the thin wall. Grab the top block through the wall.
- 13) Go down the one-way passage to your right, holding right to get to the switch. Switch it to red (no need for yellow this time).
- 14) Go back down and left to the bottom. On the left side of the comb, face right and place your block halfway into the comb. Then use it and the blue block to get over to the right.
- 15) Remove blue from the right blue block when it is below the one-way passage. Then go up through the one-way passage with your blue, go back around to the left side of the comb, and inject your blue into the left empty block. You should now have two blue blocks allowing you to cross the comb from left to right (the left one didn't need to be blue for you to cross it now, but it must be blue for later).
- 16) Go to the right side and up through the one-way passage. Get red and go down and around to the right again. Inject your red into the block at the bottom of the one-way passage. You now no longer need two blocks to get out, so grab the empty top block.
- 17) Go up with your new free block. Get under the one-way passage going up, but don't use it. Place your block, raised halfway, so that its top right corner touches the top left corner of the one way passage (you need to be able to grab it from the left). Now go down and over to the red pot.
- 18) Grab red, and take it over the comb, through the upward one-way passage, and left. This time, go up at the fork instead of down to the pot.
- 19) Inject your red into the block to the far left so you can go up. Do so (ignore the empty block we left here in 17; we won't need that for a while). Go up, around, and back down to the comb.
- 20) Get to the right side of the comb, face left, and remove blue from the rightmost blue block. Discard the blue and grab the block. Take it all the way to the red block near the top of the level and get on that moving block.
- 21) See that downward one-way passage above you next to the rainbow? That's no good. Put your block there so you won't fall down it at the end. Then get back down to the comb.
- 22) Now we have only one blue block down here. What we want to do is adjust it on the way across the comb so we can make it all the way across and grab

the block from the right side. Get in between the left and center "teeth" of the comb, face right while on the blue block, and let the block drag you to the left and off. Remove and reinject blue when the block is halfway into the middle "tooth". Now you might want to repeat this between the middle and right "teeth". In any case, you want to get to where the red block is and at the same time be able to reach the blue block with your beak from the right.

23) Grab the blue from the right, discard it and take the block. Go up via the red block. We are now done with the bottom part of this level and the "comb"!

24) Go up through the next few upward one-way passages. See the one-way passage leading down to the switch room? We don't want to fall down there. Face the thin wall to your right and put your block there (raised halfway if you wish) to block it off.

25) Now we can finally grab the other empty block, yeah, the one we put here in 17. Take it up via the red block and over to the one-way passage we blocked off in 24.

26) Place the block at ground level halfway into the wall to your right, so that you can retrieve it from the right side of that wall.

27) Get red from the block to your left and put it in the block to your right. Then grab the now-empty block to the left.

28) Use the red block to get over the wall here. Place your block so that its right side is 1/2 space left of the far-right wall. Inject it with red from the block to your left.

29) Grab the now-empty block to your left. See how the little wall in the middle isn't quite high enough to prevent you from falling all the way through the three one-way passages at the top? We need to fix that. Facing left and jumping, place the block at the top point of your jump. That should make the wall 1/2 space higher. We are good to go. :)

30) You might want to quicksave, since we don't want to fall down the pit to the right. From the edge of the pit, carefully get on the red block, and at the top, quickly go left so you will land on the empty block you placed in 29.

31) From the edge of this empty block (again, be careful), grab the red from the block, discard it and take the block. Face left with this block and completely cover the leftmost one-way passage. Otherwise, that jump is a doozy! Jump to your left and into the U-shaped path from this block.

32) From just right of the one-way passage, jump and retrieve the empty block. Use it as a stepping stone to get you left and to the rainbow. Nice clear!!

EX-9 - This is a huge level. You have to use Rockun to get down the long pit to the far left, breaking all the glass on the way down. Unfortunately, you can't jump very high with Rockun, so you need four red blocks to get there.

1) Grab one of the empty blocks to your right. Put it below the lower block so you have two stepping stones out of this room, then get the other block to the right.

2) Take this block over to the far left of the level. There are stairs here that you unfortunately can't pass by jumping alone. Put the empty block at the bottom, halfway into the wall. Inject red and go up to the second step.

3) From the second step, wait for the block to be at the bottom of its path, then hold out your beak over it. You should grab red and have the now-empty block 1/2 space over the second step. Use the block to jump to the top of the stairs with your red.

4) Go back into the room with the two blocks and inject red into the bottom block. Grab the remaining (empty) block and put it under the switch. Use the red block to go back to the stairs.

5) Grab the block over here again, go back down to the bottom of the stairs, and repeat the technique in steps 2 and 3. Go back to the bottom central room with more red. Inject it into the block beneath the switch.

6) Now you can hit the switch and you have a red block to get out of the pit it's in, so go there. Hit the switch twice for yellow, then go back to the

stairs.

7) At the bottom of the stairs, grab the block there and this time put it exactly between the pot and the first wall of the stairs. Inject yellow, facing right (the only direction you can inject it from if you followed the directions).

8) Get on the yellow block and go up to the second stair. From here, pull the yellow out of the block when it's exactly at the top of its path (i.e. when it is touching both the right wall and the floor). Inject it back.

9) Now you can use the yellow block to go up and get the empty block that's under the one-way passages. Do so, and take it to the bottom of the stairs, placing it where you put the block you injected red in 2 and 5. Go back to the switch.

10) Switch to red and go back to the bottom of the stairs. Inject red into the block you put there and get up to the second stair. Remove and reinject the red. Do this again, this time while jumping, in order to get the red block moving high enough that you can access it from under the one-way passages.

11) Use the yellow block to reach the top of the stairs. With the yellow block at the top of its path (touching the floor), remove the yellow. Then reinject it from the left (facing right). The block should now be going up to where Rockun is and should be going high enough that you can get Rockun up to the platform there.

12) Go up to where the red block is traveling. Remove red and reinject it again (you need to be able to grab the red from the right). Then go up all the upward one-way passages and over to where Rockun is.

13) Grab Rockun and use the yellow block to bring him up and left, then place him in the little indentation in the left wall. You may notice that we have another staircase here, very much like the one at the bottom, only going up to the left.

14) Go down to where the yellow block and the empty block are. First, grab the empty block and put it right next to Rockun. Then go back down and make the yellow block travel up to the left (remove and reinject while facing left, blah blah).

15) Go up, remove the yellow, and, facing left, inject it into the block next to Rockun. Take the newly-empty block back down a step and place it, raised halfway, so that its top right corner is touching the bottom left corner of the structure above you. Jump back to Rockun (it's a slightly tricky jump, but you'll get it...).

16) Use the yellow block to get Rockun up to the top of the one-way passages. Still carrying Rockun, go down the left series of passages, breaking the glass on the way. Then go right and leave Rockun on the far right edge of the platform you're on (just to get him out of the way for now). Go back up the one-way passages.

17) Grab yellow when that block is at the bottom of its path. Facing right, inject that yellow into the block a step down. Then go back up to the newly-empty block.

18) Place the empty block, raised halfway, so that it covers the corner of the zig-zagging structure above you and to the right. Fill it with red from the block to your left. You need to be able to get to the top and still retrieve the red from the other side.

19) Get the now-empty block, climb on the red block and go over to the right wall. Facing this wall, place the block you have at ground level (this will be the top stepping stone to get you to the far right pit). Use the yellow block to go up and left, get red, then go back down and inject it into the block you just placed.

20) Go up again and grab the newly-empty block. Place it halfway into the wall so you can get out of this room you're in and still retrieve the block as you're falling out of the other side. Do this.

21) Remember how we got Rockun out of this area? Place the empty block you have now in the same position again (right next to the indentation in the wall, but not in the indentation). Then go down, make the yellow block go up to the

left again and get on it. Get off at the empty block, remove yellow from the other block, and facing left, inject yellow into the stairway block as in 15. Grab the newly-empty block and go up to the top of the one-way passages and down to Rockun.

22) Place your block in the same square as Rockun (who, again, should be right at the edge of this platform. Go back up a couple one-way passages and grab yellow, then go back down to Rockun and inject the yellow into the block covering him.

23) Go back up a few one-way passages, grab the now-empty block, then take it back around and down to where Rockun is. Place it there (on Rockun, where you put the other block).

24) Using the targeting function (L button - you probably have to press it three times and wait until the target clicks), grab Rockun. Take him right and down to where the red blocks are. Place him under the red block that can get you out of this area. Standing on Rockun's head, remove and reinject red ink to make this block travel 1/2 block above the top of this room (so you can manipulate it from up there). Go up, and make the red block go even higher (so you can manipulate it from the upper half of the level).

25) There should be a yellow block and an empty block in the same spot from earlier. Wait for the yellow block to get out of the way, then jump and grab the empty block. Take it to the stairs on your left, but DO NOT go down to the very bottom. Instead go to the second stair and place your block where another block was in step 8 (touching both the right wall and the floor).

26) Go up, jump and get the yellow, and go back and put the yellow into the block from step 25. Go to the top and adjust the yellow block again as in step 11, so it is going up and to the right into the room above you (the same room a red block should now be traveling into). Go up to the one-way passage room and grab the empty block there.

27) Go up the one-way passages. Then go right all the way to the wall, and place the block there. Go over and get red from the block to your left, then go back to this wall.

28) Wait until the red block above you is at the top of its path, then inject red into the block. The two red blocks should now be crossing halfway.

29) Go back and get the empty block and put it next to that indentation up there. Then make the yellow block below go left, and follow a procedure like the one in steps 21-23 to get both blocks and the yellow below the one-way passages.

30) Bring an empty block to the second stair toward the bottom again, make it yellow, and grab the remaining empty block, as in steps 25 and 26.

31) Place this empty block at the bottom of the stairs, between the pot and the wall, as in step 7. Inject it with yellow from the block above it, then grab that block and go over to Rockun.

32) Standing on Rockun's head against the wall to the left and facing right, place the block you have, raised halfway. Now go to the switch and make it blue.

33) Go over to the pot, get the blue, go back to Rockun, stand on his head, and inject the blue into the empty block. This blue block should now allow you both to exit this room and to get out of the switch pit. As such, we no longer need the red block below the switch pit, so discard the red from it, grab the block, and go into the switch pit.

34) In the switch pit, face right and place the block you have, raised halfway. Then switch to red and go back to the pot.

35) Get red and go back into the switch pit. When the red block above you is at its highest point (you have to guess a little, since you can't see it at its highest point) inject the red. You should have made these two blocks touch at one point in their travels, making you just able to jump from the bottom one to the top one with Rockun.

36) Your switch is probably not red anymore, so make it red again and get out. Stand on Rockun's head, remove and discard the blue from that block, then go back to the pot.

37) Grab red, take it back over to the empty block, and inject it. Go back left now.

38) From the second step, remove and reinject yellow from the block to make it go to the top. Then go to the top, take out the yellow, discard it, take the block, and go down to the room with Rockun.

39) Almost done now! Place the block you have, at ground level, below the red blocks. Jump and grab red from the block next to you. Inject that red into the block you just placed, again, when the red block above you is at its highest point. These two blocks should cross.

40) Now you can grab Rockun, go up all the red blocks, jump to the right, and get through the glass panes to the rainbow. We're done!

EX-10 - Here we go, the hardest of the extra stages. This took me probably as long to figure out as all the other extra stages combined. Blockun is below a one-way passage. However, prodding him will just get us stuck later. Instead, we have to drop Makkun on him to make him vanish. We also need at least two, and preferably three blocks in there, at least one of them red, in order to get both rainbow shards.

1) Start off right underneath the leftmost block. When Makkun comes, jump on his head then onto the block, then go up and left. From the left side, get into the indentation in the wall.

2) Grab the block, face left, and place the block, raised halfway. The top-right fourth of the block should be covering grey brick. Get down into the bottom pit, right against the wall, and face right.

3) When Makkun comes, take blue from him. This blue needs to be injected into the block above, but from the left side. So stand as far left as you can, face right, jump, and make the block blue. (If this is too difficult, you may also get into the indentation facing right, hold out your beak and keep it held out, then keep jumping left until you successfully inject the blue.) Then use this block to jump out of here and back to where the now-empty Makkun is.

4) Get the blue from this block and put it back in Makkun. Then take the block itself and head right. Still carrying the block, get under the right block, wait for Makkun, and jump on him and the other block to get to the right side. Get into the indentation on this side, face right, and place the block, raised halfway, so its top-left fourth is covering grey brick. Then go down, wait for Makkun again, get blue, and inject the blue into the block you just placed from the right. As if you couldn't tell, this is the same thing we did on the left side, but with directions reversed.

5) Now grab Makkun through the wall and place him directly below the vertical shaft leading up to the blue pot. Step down onto the empty block and get blue from the other block. Jump up and inject it into Makkun.

6) Get the block you just took the blue from. Stand on the very thin wall just to the right of where Makkun is, and place the block, raised halfway, so its top-right covers grey brick. Get blue from Makkun, then inject it into the block from the right (facing left).

7) Get Makkun. Drop down to just above the empty block and place Makkun so that he is half standing on grey brick and half over the empty block.

8) Go up, using the blue block, and get more blue from the pot. Take it down and inject Makkun. Then go back into the pit in the far right.

9) Get into the indentation and remove the empty block. Place it as you did in step 4 (with the top left covering grey brick).

10) Stand as far to the right as you can in this indentation and QUICKSAVE. This is one of the hardest things we will be doing. You need to jump GENTLY, turn to the left, and grab blue from Makkun. If you end up standing on the empty block, you failed, and will need to reload and try again.

11) Once you have blue, inject it from the right (facing left) into the empty block. Jump on this now-blue block, get Makkun, and go down onto the long, lower-middle floor we started from.

12) Place Makkun just to the right of the shaft leading up to the two blue blocks. Jump up and get blue from the block right above you, inject it into

Makkun, then grab this block. Place this block below the shaft, raised halfway, so that its top-right fourth is covering grey brick. Get blue from Makkun and inject it into this block.

13) Now go up and get blue from the other, higher block. Then go down and inject it into Makkun. Go back up and get the block, then go back down.

14) Time to go back to the left shaft. Place your block under it, raised halfway, so its top-left fourth is covering grey brick. Go back right and get blue from the other block and put it in this one. Then go right again and get the other block.

15) Using the new blue block, jump up through the vertical shaft. Stand on the ledge just to the left of the rainbow you see, and place the block, raised halfway, under the vertical shaft above you. Go down, get blue from Makkun, and inject it into this block.

16) Go back down and get Makkun. Using both blue blocks, jump up to where the switch is and go down the one-way passage to the switch. Jump GENTLY on the switch to make it red.

17) Now place Makkun directly under the downward one-way passage, up against the right wall (so you can get out and grab him from the right side). Jump out of here, go over Makkun's head, and grab him from the right side. Go all the way down to where we started, and place Makkun to either side of this (left) shaft.

18) Go up and get blue from the top block. Take it down and inject it into Makkun. Go back up and get the now-empty block and take it back down.

19) Over to the right side again. Place your block as you did in 12. Go left and get blue from the other block, then inject it into this one. Go back and get the other block.

20) Jump up and place the block you have as you did in 6 (or in any case, raised halfway under the shaft leading up to the now-red pot). Get blue from Makkun and put it into this block. Go back down.

21) Grab Makkun and place him just to the right of the (right) shaft, if he's not there already. Then go up using both blue blocks and get red. Inject it into Makkun.

22) Go back up to the top block, get rid of the blue, and take the block. Go over to the left and place the block as you did in 14. This time, get RED from Makkun and inject it into this block. Then go back over, take blue from the other block, inject it into Makkun, take the now empty block, and head back left.

23) Go up using the red block, and place your empty block as you did in 15. Go down (wait for the red block to reach the top of its path in order to do so), get blue from Makkun, then go back up and inject it into the block.

24) Go back down and get Makkun, and go up using the red block. See the tiny, thin wall below and just to the right of the red switch? We want to jump and put Makkun here so his right side is on the wall and his left side is under the switch. Do so.

25) Get red from the red block and inject it into Makkun. Take the now-empty block.

26) Go up further using the blue block and stand just to the right of the downward one-way passage, being careful not to fall down it. QUICKSAVE. Still careful not to fall down the one-way passage, inch your way left until the block can be placed halfway under the shaft leading up to the very top. Then place the block, raised halfway, so that its top-right fourth is covering grey brick.

27) Go back down to where Makkun is and grab red from him. Go back up to where the empty block now is, QUICKSAVE again just in case, then inject red. Go back down and grab Makkun.

28) Now we can go up again, safely go down the one-way passage (but be careful to keep the switch red), up the other one-way passage, and up using the red block. Head right and drop Makkun down the one-way passage you see so that you can cross over it.

29) Keep going right, grab blue from the block over here, discard the

blue, and take the block. We now have access to three blocks! Head back left, wait for the red block to reach the top of its path, then walk through it to drop down.

30) Drop down the downward one-way passage, and place your empty block under it so you can get out (and against the right side so you can grab it from outside).

31) Get out (again, don't hit the switch; it should stay red!!!) and get red from the block above you. Inject it into the lower block. Then grab the empty upper block.

32) Drop down so you're standing right above the indentation on the left side of the level. Place your block here (unraised). Get BLUE from the block just above you and inject it into the block you just placed. Then get the block you took the blue from.

33) Now go to the far left and get into the indentation. Place the block as you did in 2 (with its top-right fourth covering grey brick).

34) Get to the far left of the indentation you're standing in and QUICKSAVE. Still facing left, hold out your beak and jump gently when the blue block is coming toward you. If you did it right, you grabbed blue and fell back down. If you really messed up, you are on top of the empty block and will have to reload and try again.

35) Facing RIGHT, inject blue into the lower empty block. Then jump from the indentation and grab the empty block above. Use the blue block to get out of here and go to the bottom, center floor of the level again.

36) Place your block, raised halfway, on either side of the left shaft leading up (but NOT directly under the shaft!). Get blue from the other block and inject it into the block you just placed so that that block moves under the shaft.

37) Take the block you just took the blue from and put it somewhere out of the way (i.e. somewhere on the bottom but again not directly under the shaft). Then jump on the blue block, go up, and get red from that block up there. Go back down and inject that red into the empty block you just placed. Then go back up, get the empty block, and come back down. That's all for the left side!

38) Head to the right side and place your block as you did in 12 and 19 (so that its top-right fourth is covering grey brick). Get blue from the blue block and inject it into this block. Then grab the now-empty block you got the blue from.

39) Go up using the blue block and place your empty block, raised halfway, under the upper shaft (the one that leads to the pot, which should still be red!) Go back down and get red from the red block, and come back up here and inject it into this block. Then go down once again, grab that empty block, and come back up here again.

40) Get on the red block and face left. Place your block high enough up to serve as something to stand on so you can jump up and get Makkun. Then step off the red block at the top, take the red out and discard it, grab the block, and go over to where the pot is.

41) Place your block, raised halfway, in the shaft leading up from the pot. Fill it with red (you may or may not have to use targeting to do this). Use it to go up.

42) Get onto the empty block, jump up and grab Makkun. Then drop him into this long shaft. Makkun will go right through the empty block when you drop him and will destroy Blockun below. Go back down to where the pot is.

43) Take the red out of the block and grab it. Then face left, walk against the wall, and place your block there. Inject it with red.

44) Get the other block (the one that's still empty that you used to get Makkun). Now drop down to the level just below. Place your block somewhere out of the way (i.e. not directly under the shaft), inject it with red from the other block, and grab that other block.

45) Put this block, raised halfway, under the shaft as in 39 and inject it

with red from the other block (yeah, I know, it's a lot of swapping). Now you should have a safe way up again, and you can grab the remaining empty block and head back down again (to the bottom central floor).

46) Place this block right under Makkun (or somewhere else out of the way). Go up and get red from the POT (not from the red block) and come back down to inject it into this block.

47) Now wait until the blue block is NOT blocking the passage up, and take the blue out of it. Jump up to inject the blue into Makkun through the wall.

48) Grab the empty block and place it, raised halfway, under the shaft above and so that its top-left fourth is covering grey brick (you want to be able to fill it with red and grab it from inside, where Makkun is walking now). Fill it with red from the other block down here, then grab that block.

49) Take this block a little way to the left and place it, raised halfway, directly under the rainbow you see above you. Then go all the way up and over to the pot, get red from it, and inject it into this block.

INVENTORY - at this point you should have:

- Blue Makkun walking in the center area where the rainbows are
- A red block under the bottom rainbow so you can jump up and get it
- Another red block going up the bottom right shaft (that you can also grab from inside)
- Yet another red block leading up to the red pot

With these things all in place, we can continue...

50) Head up to where the pot is. Take the red out of the block here (the uppermost of our three blocks), discard it, take the block, and go over to the pot.

51) Place this block, raised halfway, in the shaft over the pot as you did in 41. Fill it with red and go up.

52) Up here, take the red, discard it, take the block, head left, and (finally) drop down the long shaft leading to where Makkun is.

53) We need to get over to the bottom rainbow now, and to do so, we need to get over Makkun. The safest way to do this is by jumping in the shaft without the one-way passage, so do this, get over to the rainbow, get on the red block, and jump up to get it!

54) One more rainbow, up top. Still riding on the red block that was below the rainbow, face right, and place the block when the red block reaches the top of its path.

55) Get off the red block and get the red from this block. Jump up and inject it into the block you just placed in the other shaft.

56) Get the empty block you just got the red from, get below where the rainbow was, face right, jump high, and place the block at the peak of your jump.

57) Now get back on the other (right) side of Makkun, take the red out of the other red block, discard it, and take the block.

58) Jump on Makkun's head and jump onto the empty block. Face right and temporarily place your block there. Now face left (with a VERY slight turn) and when the red block is above you, hold your beak out to take the red out, then reinject it. We want this block's lowest point to be at beak level (i.e. 1/2 space above the block you're standing on).

59) With that accomplished, grab the empty block to your right and jump onto the red block.

60) Face left, place the block at or near the top of the red block's path, jump up and left, and head to the second rainbow. Congratulations!

You've finished stage EX-10!!!

ALTERNATE TECHNIQUE

This is the technique that I originally used, and I am leaving it here

because it is faster than the more "legitimate" method above. Steps 1-4 are the same though, so consult the above instructions for those.

- 5) Get the empty block from the indentation. Then proceed up using the blue block. Instead of going down to where Makkun is, this time we need to go up. Place the block you have, raised halfway, in the shaft below the blue pot (halfway into the left wall is best). Do NOT jump on this block yet (you won't be able to get back down if you do). Instead, go back down to where the blue block is and get into the indentation there.
- 6) This is the tricky part, and we will be doing it repeatedly throughout this stage. Quicksave! You need to grab the blue from the block when it is sticking out at most a few pixels from the wall to your right. Basically, you need to be able to jump on it to get up to the other block, but you also need to be able to get back down. So after you remove the blue, test it to be sure. Jump on the edge of the block, then fall off the edge. If you can't fall off, reload your save, if you can, we're good to go. :)
- 7) Still carrying blue, go up to the other block and inject the blue from the right side. Now you can safely get some blue from the pot up there, so do so, come back down, and inject Makkun through the wall.
- 8) Go back up to the blue block and grab the blue from it. Inject it, from the right, into the block down there that is barely sticking out. Then go back up and get the newly-empty block. Drop down to where Makkun should now be walking.
- 9) Go back over to the shaft on the left. Place your block, raised halfway, so that its top-left fourth is covering grey brick on the left side of the shaft. Go back right, jump and get blue from the other block, then come back over here and inject it from the right side.
- 10) Go back again and get the empty block, then come back to where the newly-blue block is. Jump on it to get back up and into the indentation in the wall on the bottom left side. Place your block as you did in step 2. Then get blue from the lower block and inject it into the upper block as you did in step 3.
- 11) Grab the lower, now-empty block and head up using the blue block. Go over to the wall in front of the rainbow. Place your block, raised halfway, so that its right half covers this wall. Get back down to the bottom left corner of the stage.
- 12) Wait for Makkun to come and grab blue from him. Take it up to the block near the rainbow, and inject blue from the left. Go back down to the corner to get Makkun himself through the wall and bring him up here.
- 13) Use the blue block here to get up to where the one-way passages and the switch are. Drop Makkun into the right, downward one-way passage. Then go back to the nearby blue block.
- 14) Quicksave. We have to do the trick from step 6 again here to get the blue from this block and have it sticking out just slightly so we can jump on it but get back down as well. Do this.
- 15) Inject the blue into Makkun and go up and into the downward one-way Passage where he was until you got him walking. Then, inside the small room where the switch is, remove the blue from Makkun, discard it, and place him back below the downward one-way passage, so you can walk over him when you get out of here.
- 16) Quicksave, just in case. Tap the jump button lightly over the switch, being careful not to accidentally exit this tiny room. When the switch is red, you can then jump higher to exit. Go over Makkun's head and back to where the empty block is.
- 17) Jump and grab Makkun. Drop him into the far bottom left corner of the level. Then take the empty block above you and go back down the shaft into the central bottom portion.
- 18) Go over to the shaft on the right side again and place your block, raised halfway, so that its top right fourth is covering the grey brick at the bottom right of the shaft.
- 19) Go back left and grab Makkun through the wall. Place him against the wall

to the far right, so that we can grab him from the bottom right corner through this wall.

20) Go over and get blue from the block on the left. Inject it into the block on the right, then go back over and get the block on the left. Use the blue block to ascend the shaft.

21) Put your block where you did before in step 4. Quicksave. Get blue from the block below you (being careful not to grab Makkun instead or have this block covering the pit you are in when you do so; this is why we quicksaved) and inject it from the right into the block above. Take your time during this step.

22) Grab the empty block from below (again, being careful not to grab Makkun instead) and follow steps 5 and 6 to safely get up to the now-red pot above. Get red from this pot and head back down into the indentation.

23) Inject red into the block here (that should be sticking out only a tiny way from the wall, or you screwed up :)). Then grab Makkun through the wall and head up. Put Makkun in the same square as the red pot and go back down to the red block.

24) From the top of the red block's path, remove ink and reinject it to make it go higher. Repeat until it travels 1/2 space over Makkun's head (and the top of the pot). Go up to where the pot and Makkun are.

25) Grab Makkun and use the edge of the red block to go further up. Go over to the long shaft further to your left. Drop Makkun in (where he will finally destroy that pesky Blockun), but do not go in yourself. Get back to the red block.

26) Remove the red from the block, discard it, and take the block. Go down a little and stand on the platform that makes up the ceiling of the indentation you've used so much. Go right up against the wall to your right and place your block. Then go up and get blue from the other block and inject it into this block.

27) Go back up and get the now-empty block. Then go back down into the indentation and place your block where you did in steps 4 and 21.

28) Quicksave. Walk to the far right edge of the indentation, extend your beak, and keep it extended. Jump when the blue block is at least partially in the far right wall. If you did this right, you will have grabbed blue without being trapped on top of the empty block. :)

29) More deja vu. Go down into the pit and jump and inject blue into the block above from the right, blah blah. Then go up and grab the empty block. Now we can go down below where Makkun is. Good news - we're finally done with both bottom corners of the level!

30) Anyway, place your block, raised halfway, just below Makkun. Grab blue from the other block and inject the block below Makkun with blue from the LEFT. Go up and get the empty block and take it up near where the pot is. Place it where you did in steps 5 and 22. Go back down to the blue block.

31) Quicksave. From just below the bottom right shaft, you need to do the trick from step 6 again to take the blue... This time, the block should just be sticking out a few pixels from the wall nearest Makkun. When you have succeeded and can both jump on and get back down from this now-empty block, go up, inject your blue into the block up there, quicksave again, and then do the same thing again to remove the blue with the block only protruding a tiny bit.

32) You should now have two blocks that are just barely sticking out enough for you to jump on them and you should be carrying blue. Go down and inject the blue into Makkun.

33) Go up and get red. Inject it into the bottom empty block, then go back up to the pot, get more red, and inject it into the top empty block. Go back to where the pot is once more.

34) Stand on the edge of the short wall to the left of the pot. Grab the red from the block, discard it, and grab the block itself. Go to the pot. Place the block you have, raised halfway, in the vertical shaft above the pot. Fill it with red and go up.

35) From the top (just below the worthless blue block), grab the ink from the red block, discard it, and take the block. Now we can finally go down the long shaft to the left. Do so.

36) Okay, down here we should have access to an empty block (currently in our possession), a red block, and a blue Makkun. If you somehow don't have these things, you screwed up somewhere and should start over... Go over to the shaft next to the one with the rainbow. Jump on Makkun's head and let him pass so you can go over there.

37) With the rainbow right above your head, face right, jump as high as you can, and place your block at the highest point of your jump before Makkun returns. We'll need it there for later. Then wait for Makkun to come, and when he does, jump on him and jump from his head to get the first rainbow.

38) Go into the shaft next door (but don't jump on the empty block yet!) and jump over Makkun so he will be on the left side of you. Go over and get the red from the block. Inject it into the higher block for now.

39) Grab the empty block and place it, raised halfway so that its top left fourth is covering the bottom of the left wall of the shaft with the red block. Force Makkun up against the left wall, take blue from him, and inject it into this empty block.

40) Now we need to do the trick from step 6 again. Last time, I promise. When you take out the blue, the block should be sticking out on both the right and left sides of this wall. We need this. Preferably, you should also be able to get back down from the right side, in case you mess up on the next step. Anyway, inject the blue back into Makkun; we don't need it any more.

41) Grab red from the red block when it reaches the lowest point of its path. Inject it into the lower block you just adjusted in step 40.

42) Get onto the red block and from there jump onto the empty block. On the empty block, remove the ink from the red block and reinject it to make the block go higher. Then, when the block is above you, hold out your beak to remove ink again when it comes down, then reinject it yet again. The lowest point of the red block's path should now be 1/2 space above the empty block.

43) Jump on the red block! If you did everything right up to now, the red block should now be going high enough that you can (just barely) make it to the top by jumping, and it should also be sticking out on the other side of the wall, so you can jump on it over there as well and get to the second rainbow. Congratulations! You've finished stage EX-10!!!

--Version History--

1.0 - First version, basically complete.

1.01 - Major proofreading (fixing typos and places where, for example, I transposed left and right). Added this history. :P

1.02 - Modified EX-5 with a slightly better (and safer!) technique and changed the strategy for EX-7 significantly. The old EX-7 strategy remains as an alternate method, since it is still much faster, though it feels slightly cheap. Thanks to YOTAoLDgAMEfOREST (mentioned below as well)!

1.03 - Changed the strategy for EX-10 significantly, but the old EX-10 strategy once more remains. And again, thanks to YOTAoLDgAMEfOREST!

--Credits--

Anonymous video poster on nicovideo.jp - I don't know your name, but your videos helped me with some of the early Extra Stages (though I was still completely on my own for the last five stages O_o).

Yota on YouTube (a.k.a. YOTAoLDgAMEfOREST, a.k.a. Koten Game no Mori) - For making a Let's Play ("Jikkyo Play") of this game that provided me with a better technique for the leftmost shaft of EX-5, not to mention finally showing (basically) how EX-7 and EX-10 were no doubt intended to be completed.

Indieszero - For making this awesome game.

Nintendo - For publishing this awesome game.

Feel free to use this guide freely, in full or in part, as long as appropriate credit is given.

If you need to email me, my address is [my nickname, printed near the top, starts with 'e' and ends with 'o']]11@hotmail.com. I'm not a very diligent emailer though, so don't be too surprised if it takes me forever to get back to you. :P

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