# Brainies FAQ／Walkthrough 


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FAQ／Walkthrough
Version 1.0
by Seth 0708


I．The Brainies
II．The Nintendo Entertainment System Version
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Search Function Commands
This guide is set up so one can use the Find Command（Ctr＋F）to skip directly to the given stage you need a solution for．To utilize this function，simply hold the Control Key and press $F$ ．The text to search for is ＂ST\＃\＃＂where the \＃\＃are replaced with the stage number（i．e．stage 02 is searched with the term＂STO2＂；stage 63 is searched with the term＂ST 63＂）． The cutscenes every twenty levels can be searched for as well using the command＂CS\＃＂with the \＃replaced by the scene you want to know about．
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The Brainies was a stage-based puzzle game released by Titus in 1994 for the Super Nintendo Entertainment System. The basic premise of the game is to guide the 'Brainies,' small bubblehead creatures, to exits of their corresponding color in each stage. There are a hundred and one stages to go through, meaning you'll be playing for sometime. This guide will take you through the basic gameplay and guide you through each puzzle individually. Instructions on how to play are detailed in the individual stage sections in the Super Nintendo walkthrough. New concepts are explained in the stages they first appear.

Since this is a puzzle game, and since everyone reading this guide should have a good grasp of the basics of this game at that point, from Stage 77 on I will only be providing hints for each stage and not complete solutions. (Only some general strategies that will attempt to key inspiration in those having trouble.) I think that is keeping in line with the spirit of the game.


The Brainies was announced for release on the Nintendo Entertainment System back in 1992. Titus was set to release the game simultaneously with the Super Nintendo version. The games were to be identical, however a public release of The Brainies for the Nintendo Entertainment System never came. With the release of the Super Nintendo version in 1994, it seemed this project was cancelled in the last days of life for the classic Nintendo. Rumors persist that a cartridge form of this game does exist as a prototype out there, and maybe it does. I have not seen it, but if it does exist it should be identical to the Super Nintendo version of the game.


Master Map Key

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Cutscene 0 [CS0]
We see the leg of a presumably beautiful woman, but the rest of the screen is black. A moment later the rest of the screen lights up to reveal a green Brainie in a sombrero with a pair of macarenas, on which are drawn women's legs.

Stage 00 [STOO]
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Stage 0 is extremely simple. All you need to do is select the green Brainie, represented here by the capital 'G,' and tell it to move right. It will run to the green exit, represented here by the lowercase 'g.' This format of maps will be used for the rest of the guide, with capital letters representing Brainies and lowercase letters representing exits.

Stage 01 [ST01]
$\qquad$
We have a repeat of the last stage, except now you have all four colors of Brainies now. Simply select the green and blue Brainies and send them up, then select the yellow Brainie and send it down. Send it to the right after that. Send the red Brainie down next, then send it to the left, and then down again. Do remember that you have to hit either the A- or B-button to unselect a Brainie. Brainies will move forward in whatever direction you send them until they hit something. This is where the challenge of the game lies, as later stages will require some interesting manipulation of where the Brainies go.

Stage 02 [ST02]
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r _By| |
G| | | |
| I_|R| |
|bY__g| |

Here is the first stage where you actually need to be mindful of the other Brainies. Basically what you need to do is chose a Brainie, move it counterclockwise, then move the next one counter-clockwise, and so on until you eventually have all of the Brainies resting on their respective exits.

Stage 03 [ST03]


Stage 3 looks kinda tricky at first, but is actually really simple. All you need to do is send the green Brainie up and then left, then send the red Brainie down, then right, then up, then right, and then down. Next send the green Brainie down, then left, and lastly up. The stage will be yours.

Stage 04 [ST04]


Move the yellow Brainie left, then up, then left again. Now move the blue Brainie right and down three times to get to the exit. Next move the yellow Brainie up and left, up and left, and then up. Finish the stage by moving the red Brainie right. This stage is the first that you have to be absolutely precise, so make sure you do it in the exact order prescribed.

Stage 05 [ST05]


Stage 5 introduces three new items that dot the field. The clock, represented by a capital 'T' here gives you extra time on the clock to finish the stage. The road block, represented here by the '-' symbol, stops your Brainies and will prevent them from passing. Lastly, the heart, represented by a capital 'H' in this guide, gives you extra points. The heart in this level is unreachable, so don't even worry about it. You only have one Brainie in this stage, so here are the exact movements to make to win: right, up, right, down, right, up, right, down, left, down, right, down, left, and up.

Stage 06 [ST06]


This stage looks complex, but really isn't. Simply move your red Brainie up, then right, and then down. Follow this by moving the blue Brainie in the same way (up, right, and then down). Next move the green Brainie right, then up, then right, and then down. This will allow you to snag both the heart and the clock. For the last Brainie, move your yellow guy up, then right, then down. The stage will then be complete.

Stage 07 [ST07]
$\qquad$ | $\overline{\text { J }}$ $\qquad$


Stage 7 introduces you to the Joker, represented here by a capital 'J'. Start this stage by moving the right yellow Brainie up, then left. Do the same with the right green Brainie, then move the red Brainie up, left, and then up to the Joker. Next move the yellow Brainie down, then right, then up, and then right. Move the green Brainie back to the left, then move the red Brainie down, right, down, right, up, right, up, and then left. He's done, so now you need to move the left red Brainie right, up, right, down, right, up, right, and then up. The reds are done, so move on to the greens. Move either one to the left of the yellow Brainie below the exits (use a similar combination to the ones listed above), then move him up, right, and then down. Now go to the left yellow Brainie and move him beside his yellow friend below the exits. Move him up and stop. Now select the green Brainie you have on the exit and move him to the left green exit. Next move the remaining yellow Brainie up to its right yellow exit. Lastly, move the remaining green Brainie down towards the exits and place him on the right green exit. It's tricky, but you should be able to get it on these instructions. (The Joker doesn't do much now, but late in the game it will allow you to pass over a Bomb unscathed if you pick one up in the given level.)

Stage 08 [ST08]


This stage has two parts which can be done in either order. I'll start at the top. Select either green Brainie, move left, down, and then right. Do the same with the other green Brainie afterwards. To complete the bottom part is a bit more complicated. Move the red Brainie left. Now move the yellow Brainie down, left, down, and then right. Move the blue Brainie up, left, down, and then left (but not up). Go back to the red Brainie and move right, then return to the blue Brainie and move him up. End the stage by moving the red Brainie left again.

Stage 09 [ST09]


Move the top green Brainie right, down, then right again. Next move the bottom red Brainie right, up, right, and down. Move the bottom yellow Brainie right. Now move the bottom green Brainie up and right. Now move the top red Brainie down. Move the top yellow Brainie down, right, up, and right. Move the red Brainie right, up, right, up, and right. Finish the stage by moving the first the three Brainies on the bottom exits left. Move the original green Brainie down, then right. Move the other three Brainies back to the right to end the

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| _____ |
|gB v v Yb| |
| | |
|> | J | | |
| <-----> | |
| - | |
|rG___Ry| |
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You gotta be really, really fast in this stage. Move the green Brainie right and up. Move the red Brainie left. Move the yellow Brainie down and right. Move the blue Brainie right. The arrow (represented from here on out as 'v', '^', '<', or '>' depending on the direction) will move him down automatically to the Joker. From here, move him right, up, right (the arrows will move him twice), and up. Finish it with the green, moving down, left, up, up (again because of the arrows), up (three times total), and left. This is the first forest-style stage, so enjoy the change of background.

Stage 11 [ST11]

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__ |
|rrr| |
|BBB | |
    | | |
    | |
    |RRR | |
    |b.b.b | |
I
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Stage 11 looks pretty straight-forward, you just may be lost as to how to solve this one. Not to worry, this one is very simple. Move either of the side blue (or red, for that matter) Brainies down (or up, for a red) and then to the opposite side they begin on. Next move all of the other colored Brainies to the side where the opening is and move up and to the opposite end. Next move the other Brainies down into place. If that is kind of confusing, here is a step-by-step walkthrough: move the far right blue Brainie down and left. Now move the far right red Brainie up and left. Move the middle red Brainie right, up, and left. Move the last red Brainie right, up, and left. Move the first blue Brainie you moved down and right. Now move the middle blue Brainie down, then move the left blue Brainie down.

Stage 12 [ST12]


This stage is a lot simpler then it looks at first. Move the yellow Brainie right, down, right, right, and up. Move the red Brainie left, right, down, left, down, and right. Move the blue Brainie right, down, down, left, left, down, left, up, and right. Move the green Brainie left and then right.
$\qquad$

Stage 13 has a lot of arrows. Start by moving the blue Brainie right, right, and left. Now move the green Brainie right twice. Now move the red Brainie right, down, and left. Lastly move the yellow Brainie right, down, right, right, down, left, right, and up.

Stage 14 [ST14]


This stage is very simple, you just need to make sure you move each Brainie in the right order. Lucky for you the order to move the Brainies is fairly obvious. Start by moving the yellow Brainie down, right, right, down, right, up, up, right, right, and down. Next move the blue Brainie down, right, right, down, right, up, up, and left. Move the red Brainie down, right, right, down, right, up, up, right, and right. Finish by moving the green Brainie right, down, right, up, up, and right.

Stage 15 [ST15]


In my opinion, this is the first truly difficult stage. You have to use other Brainies as 'steps' in this stage, making the solution not very apparent at first. What you need to do is move the green Brainie left, up, and right. This will allow you to move the red Brainie down and left. Next move the yellow Brainie down, left, down, and right. Now move the blue Brainie down, left, down, left, and up. Now move the yellow Brainie right and down. Follow this by moving the green Brainie left, down, and right. Move the red Brainie down and right. Move the green Brainie left. Finish the stage by moving the yellow Brainie left, down, right, right, up, left, down, and right.

Stage 16 [ST16]

$\qquad$
This one isn't so bad. Move the yellow Brainie up, left, left, and down. Move the red Brainie right, then left. Move the green Brainie up, then right. Move the blue Brainie right, right, and up.

Stage 17 [ST17]


Move the red Brainie down. Follow this by moving the yellow Brainie down, left, and down. Now move the green Brainie right, down, and left. Move the red Brainie left, left, down, right, and up. Move the blue Brainie right, down, left, left, down, right, and up. End by moving the red Brainie left.

Stage 18 [ST18]


Move the green Brainie down, right, down, and right. Move the blue Brainie right, up, right, down, left, and up. Move the green Brainie up, left, and right. Move the red Brainie down, right, up, and left. Finish by moving the yellow Brainie right, down, left, and up.

Stage 19 [ST19]
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Move the blue Brainie down, right, right, down, right, up, and down. Move the yellow Brainie down, right, up, right, right, down, and down. Move the blue Brainie right, up, and up. Move the red Brainie down, down, right, and up. Lastly, move the green Brainie down, right, up, right, right, and up to win.

Cutscene 1 [CS1]
A red farmer Brainie is sitting below a tree minding his own business. From out of nowhere a bull headbutts him and sends him off the screen. Short and rather pointless, but it is your reward for completing the first twenty levels.

Stage 20 [ST20]


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\(||>-\quad 1 y|\)
|| - -------||
||b-- 2-r V Y||
||--- < 2 B||
||g1_G-
```

$\qquad$

``` -R||
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You're now in the first of the water levels. You'll also notice this is the first level to utilize teleporters. They're color-coded, so they will only transport Brainies of their given color. For my maps I've coded them with numbers (i.e. '1' teleports you to the other '1'). From now on, '1' is a green teleporter and '2' is a yellow teleporter. To complete this stage, begin by moving the yellow Brainie left twice. Now move the blue Brainie up, left, and left. Next move the red Brainie up, left, left, up, and left to get him to his exit. Go to the green Brainie and move it up, right, down (through the teleporter), and left. Now move the yellow Brainie up, up, right, down, and right. Lastly move the blue Brainie left, up, up, left, down, down, left, and down.

Stage 21 [ST21]

(Remember that teleporter '1' is green and teleporter '2' is yellow.) This stage is fairly easy. Begin by moving the green Brainie up, right, up, and right. Now move the red Brainie up, right, down, right, up, right, down, right, down, left, and up. Follow this with the blue Brainie, moving up, right, down, right, up, right, down, right, down, and left. Lastly, move the yellow Brainie up, right, down, right, down, right, up, up, left, and down.

Stage 22 [ST22]
$\mid \overline{2} \mathrm{~V}$
|| |GB -R ||
|| |------- |
|| |by| 3| ||
||Y|-H| > g- ||
||r|32|T
$\qquad$ 11
$\qquad$

You'll now see the blue teleporter (labeled '3' throughout this guide). It is exactly like the yellow and green teleporters, except that is transports the blue Brainie(s). Move the blue Brainie right, up, right, down, left, up, right, right, up, and left. Once that is done, move the yellow Brainie up. Move the green Brainie right, up, right, down, left, up, right, and down. To finish, move the red Brainie up, left, left, up, left, and down.

Stage 23 [ST23]

$\qquad$ $2 \mid y \_4$ $\qquad$ ||
| $\qquad$
If you've been paying attention, I'm sure you can guess that '4' is the sign for the red teleporter. They add that to this new feature to a rather complex stage. The key here is the order you move the Brainies. First move the yellow Brainie down. Now move the lower green Brainie up, left, and down. Move the right red Brainie down. Follow this by moving the right blue Brainie left, down, and right. Now move the right red Brainie back up, right, and up. Once you have done that, move the upper green Brainie down and left. Move the yellow Brainie right and down. Move the left red Brainie right and down. Move the left blue Brainie right. Now move the left red Brainie up and left. To finish the stage, move the left blue Brainie up.

Stage 24 [ST24]
1 $\qquad$
| | G3Rb|rv $\quad$ | |
$||2----r||$
| | yv -B ||
||-Y---T ||
$||Y-Y<2||$
| | $\qquad$ $R|\mid$
$\qquad$

Begin by moving the right red Brainie up. Now move the blue Brainie right. Follow this by moving the green Brainie down, right, right, up, left, and up. Now move the right red Brainie down, left, and up. Move the left red Brainie left, down, right, right, and up. Move the blue Brainie back to the right. Move the left red Brainie down (your red Brainies should now both be on their exits). Move the left yellow Brainie down, right, up, left, and down. Move the right yellow Brainie down, down, right, and up. Finally, move the blue Brainie left, up, left, left, and right to win.

Stage 25 [ST25]

Move the green Brainie right. Move the left red Brainie up. Now move the green Brainie left and down. Move the left red Brainie down. Move the green Brainie left and down. Move the yellow Brainie up and left. Move the left red Brainie left and up. Move the yellow Brainie up, right, up, and left. Move the blue Brainie down, left, up, and right. Finally, move the right red Brainie down, right, up, left, up, right, up, left, and right.

Stage 26 [ST26]

| $\|\|y\|$ | J2 |
| :---: | :---: |
| \| $\mid$ b\|r |  |
| \| 11 | 4 | $\mathrm{Y}-3<1$ |
| \| 4 ------ | Y |
| \|| > y | | -B |
| \| |23_GR| |  |
|  |  |

Move the green Brainie left and up. Move the red Brainie left and up. Move
the green Brainie left. Move the red Brainie down. Move the upper yellow Brainie right, up, left, and up. Move the green Brainie right, down, right, up, down, and right. Move the lower yellow Brainie up. Lastly, move the blue Brainie up, down, left, and up to win.

Stage 27 [ST27]
$1|-|2 y| G r| \mid$
||>r|4 ----13||
$||1<|\quad \mathrm{B}| T 4 \mathrm{~b}||$
||> | Y ----||
|| |R- ||
$\qquad$
I___

This one is actually rather simple. Start by moving the green Brainie down, down, and left. Next move the blue Brainie down, left, down, left, and right. After that move the lower red Brainie left, up, and up. Switch to the upper red Brainie and move up and right. Finally, move the yellow Brainie right, down, and right to finish the stage.

Stage 28 [ST28]

Another simple one. Move the yellow Brainie up, left, right, down, and right. Move the green Brainie down and up. Move the red Brainie left and up. Move the left blue Brainie up and right. Move the red Brainie left and up. Move the left blue Brainie right, up, and right. Move the right blue Brainie left, up, and down.

Stage 29 [ST29]
$\left\lvert\, \begin{array}{lll} \\ \mid 1 & \\ \text { r } 3 & |J|\end{array}\right.$
|| | >> 2 | ||
||2|B-4 |4|1||
||1|3 y -| --||
||> gb|G ||
$\qquad$
$\qquad$ R__I
$\qquad$ I

Move the yellow Brainie down and right. Move the blue Brainie down, left, down, right, and up. Move the green Brainie up, left, down, up, and down. Move the yellow Brainie left, up, up, left, and down. Finally, move the red Brainie up.

Stage 30 [ST30]

$\qquad$ G $\qquad$ $1|\mid$
| $\qquad$
This stage introduces the bumper. If a Brainie hits the bumper, they will bounce back the way they came (but not necessarily to the same spot). Bumpers are represented by 'O' in this guide. To complete it, move the red Brainie right, left, and right. Now move the yellow Brainie left, left, left, and down. Go back to the red Brainie and move up, left, left, left, up, left, down, and right. Move the yellow Brainie right. Move the blue Brainie up. Again use the red Brainie and move up and left. Move the green Brainie up and left. To end, move the red Brainie right and up.

Stage 31 [ST31]

This one isn't too bad. Move the yellow Brainie left. Now move the red Brainie up, down, right, down, and left to get him to his exit. Move the upper green Brainie right, down, left, and up. Move the lower green Brainie up, right down, left, up, right, and up. Switch to the yellow Brainie and move left, up, left, up, right, down, right, up, right, and down for the win.

Stage 32 [ST32]

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\(\mid \overline{R 4| | \mid} \quad\) r \(\mid\)
||R4||| gr||
||----- v - B||
||b|YO|- G-||
|| | 2| ^ 43||
|| ---- < ||
||302__y__H__|
I
```

This one is really easy and all the Brainies can be done independently of each other. The solution I'm listing is the fastest $I$ was able to find. Begin by moving the yellow Brainie down, right, up, left, left, down, right, and down. Now move the red Brainie right, down, left, up, up, right, and right. For the blue Brainie, move left, down, right, and up. For the green Brainie, move down, right, up, and left.

Stage 33 [ST33]


Move the green Brainie left, up, left, left, up, and left. Move red Brainie up, left, down, and left. Move the yellow Brainie down. Move the blue Brainie down, left, and down. Move the yellow Brainie up, left, right, and down.
| $\qquad$
||y4 V 1 R||
||G |g1 | ||
||B -|---|- ||
|| v|G r|3 ||
||3 |O 4| Y||
| | b $\qquad$ Og 11
I $\qquad$
Move the blue Brainie down and left. Move the yellow Brainie left, down, left, up, and left. Move the lower green Brainie right, down, left, up, right, right, and down. Move the red Brainie down, left, down, left, and up. Move the upper green Brainie right, up, right, right, up, and left.

Stage 35 [ST35]

। $\qquad$ 1
$||y| R \quad V \quad| B|\mid$
$||G| \quad 3| 2|\mid$
||2| 1g |4||
||1|b<H- |Y||
||-|0 - |3||

$\qquad$ - 1

Move the green Brainie down and left. Move the yellow Brainie up. Move the blue Brainie down, right, down, left, and up. Move the green Brainie right, up, and left. Lastly, move the red Brainie right, right, down, left, and down.

Stage 36 [ST36]

Move the lower green Brainie either left or right (doesn't matter which).
Move the yellow Brainie down. Move the red Brainie up. Move the blue Brainie right and up. Move the upper green Brainie up, left, and down. Move the yellow Brainie right, up, left, and down.

Stage 37 [ST37]
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It's the bumper revenge! Move the yellow Brainie down. Move the blue Brainie right, right, and down. Move the red Brainie up, right, right, and right once more. Now move the green Brainie up, right, down, and right.

Stage 38 [ST38]
$\qquad$

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|| < Vv GO\|
||> v-^ < ||
||v B O v ||
\(||\gg 3 \mathrm{v}|\)
\(||g 1 T 1 \ll||\)
||_b_>___H3||
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$\qquad$

Only two Brainies to deal with here and it's actually not too tricky. Simply move the green Brainie left for starters. Now move the blue Brainie down, left, and down. See, simple.

Stage 39 [ST39]


Move the green Brainie left, up, right, down, left, up, and down. Move the red Brainie up, left, and up. Move the lower yellow Brainie up. Move the upper yellow Brainie down and left.

Cutscene 2 [CS2]
A green Brainie is ice-skating across a frozen lake. As it nears the middle a killer wave bursts through the ice and eats it. Betcha didn't see that one coming!

Stage 40 [ST40]

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___ I
||Y v |b ||
\| \|G vo T\||
||B> --||
||R -1 \(1 \quad-r| |\)
||-- ^2 ||
|ly2^
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$\qquad$

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|
``` \(\qquad\) I
Schrub hedges distinguish the next ten levels. Move the red Brainie right, up, right, right, and up. Move the yellow Brainie right, right, up, and left. Move the blue Brainie right, up, right, down, up, and left. Move the green Brainie up and right.

Stage 41 [ST41]
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Move the yellow Brainie up, right, down, left, down, left, left, and left. Move the left red Brainie left, left, left, and up. Move the right red Brainie left twice. Move the yellow Brainie up. Move the green Brainie right twice. Move the blue Brainie up, right, and left.
\(\qquad\)

Move the left yellow Brainie up, left, right, up, right, and up. Move the green Brainie right, right, left, and left. Move the blue Brainie left twice. Move the red Brainie right three times. Lastly move the right yellow Brainie down, left, up, and right.

Stage 43 [ST43]
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Move the yellow Brainie up, right, and down. Move the blue Brainie down, left, up, and right. Move the red Brainie right. Move the green Brainie left, up, right, down, right, and up.

Stage 44 [ST44]
\(\qquad\)

Move the green Brainie down. Move the right red Brainie right and down. Move the yellow Brainie left twice. Move the left red Brainie up, right, and down. Move the blue Brainie down and right. Move the left red Brainie left twice.

Stage 45 [ST45]
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—__ |
$1 \mid$ b2 rr 0||
|| 1 - 4||
||------ ||
||B1v2 -3 ^ ||
||Y<43-r <||
| | RRRG-O_g__y|

```
\(\qquad\)

Move the green Braine up. Move the right red Brainie right, up, left, up, left, down, right, down, right, up, and up. Move the middle red Brainie right, up, left, up, left, down, right, up, up, and left. Move the left red Brainie right, up, left, up, left, down, right, up, and down. Move the yellow Brainie down and right. Move the green Brainie left. Move the blue Brainie right, right, left, down, right, up, up, and left. Move the middle red Brainie up and right. Move the blue Brainie up. Move the left red Brainie
right and up. Move the yellow Brainie up, right, down, right, down, and right. Move the green Brainie left, up, right, and down.

Stage 46 [ST46]
\(\qquad\)
||GB1|3v Rv-Y||
||3^ |r ||
||J---> 2 b||
||-|y g- ||
||2|T O 1 ||
| | H | R ^ \(\qquad\) I

Move the green Brainie down. Move the blue Brainie left and down. Move the yellow Brainie down, left, down, and down. Move the upper red Brainie right, right, up, left, up, and left. Move the green Brainie up, right, down, left, and left. Move the lower red Brainie up, right, down, and right. Move the green Brainie up and right. Move the yellow Brainie up, left, left, and up.

Stage 47 [ST47]
| \(\qquad\) |
|| |RY |OJ ||
||3|2<y|---- ||
||-|4--|g-1| ||
||g|--3|G2 |1||
||G|bT4----| ||
||T|B__r---|O||
\(\qquad\) I
Move the left green down and up. Move the right green right, up, left, down, left, and up. Move the blue Brainie up, right, and left. Move the yellow Brainie right and down. Move the red Brainie down and right.

Stage 48 [ST48]
\(\qquad\)

Move the yellow Brainie down, right, up, down, left, and up. Move the red Brainie down, down, left, up, right, down, right, and left. Move the blue Brainie down, right, down, right, and up. Move the green Brainie right, up, up, right, and down.

Stage 49 [ST49]
I
||yG|H |B G||
|lr | gl gl|
|| | 1 | YR||
|| | |4--||
|| | 1-4||
\(\qquad\)
bl \(\qquad\) 1

Move the right green Brainie down. Move the yellow Brainie left, down, left, up, and left. Move the left green Brainie down, right, up, and right. Move
the yellow Brainie down, left, and up. Move the red Brainie left, down, up, left, down, left, up, and left. Move the yellow Brainie left. Move the blue Brainie down, left, up, left, and down.

Stage 50 [ST50]


You're halfway through the game, congratulations! You're also now in the sand levels, so a nice change of scenery awaits you here. This level introduces the Lock. The Lock is color-coded, meaning you need to pass a Brainie of the given color through it to make it disappear. Once you do this it is gone for the duration of the level. Locks are designated by a 'L' on the maps in this guide, with the color explained in the stage description. In this stage, the top Lock is green and the lower Lock is yellow. To beat it, move the yellow Brainie right, up, right, right, down, left, and up. Move the blue Brainie right. Move the red Brainie right, up, left, right, left, and right. Move the green Brainie right, right, up, left, up, left, left, left, down, right, down, and left. Move the blue Brainie right, up, left, up, left, left, left, and down. Move the green Brainie up to win.

Stage 51 [ST51]
\(\qquad\)

Now you've got three Locks to deal with. The left Lock is yellow, the middle is red, and the right is green. Move the blue Brainie down for starters. Now move the red Brainie up, right, down, and up. Next move the green Brainie up, right, right, down, and up. Switch to the yellow Brainie and move left, down, left, up, left, up, and right. Move the blue Brainie left. Move the yellow Brainie down. Move the blue Brainie down, right, up, right, left, down, left, and up.

Stage 52 [ST52]


The far left Lock is blue, the one in the middle is red, and the one on the right is blue. Move the blue Brainie down, left, up, left, right, up, left, and down. Move the green Brainie up, right, and down. Move the red Brainie down, right, up, right, up, and right. Move the yellow Brainie up, left, and down. Move the red Brainie left. Move the yellow Brainie right and down.
। \(\qquad\)
||y 3 Y ||
||4 - ||
||L|B- < L\|
\(\left||B|^{\wedge} R--L\right| \mid\)
||B| L --b ||
\(\left||r| 4 \_\right.\)__3Lbb_||
\(\qquad\) I

Move the yellow Brainie right and down to take out the yellow Lock. Now move the yellow Brainie left, up, and left. Move the rightmost blue Brainie up and down. Move the red Brainie left, right, down, left, down, up, right, and down. Move the blue Brainie you've already used right. Move the red Brainie up, right, down, right, and down. Now move the blue Brainies down into the blue exit area through the opening you've created. I'm not giving specific moves on how to do this because by now it should be no problem for you to do this. Once all the blue Brainies are in place, move the red Brainie up, left, right, left, and down.

Stage 54 [ST54]
। \(\qquad\)
||34LRb|OJ 1y||
||--------- ||
\(||Y| T \quad 1| T|\mid\)
|lb L L \(\quad\) ||
||B --------^||
| | 2 \(2 \mid\) B2L3|rG4||
I
Move the left blue Brainie up and right. Move the yellow Brainie down, right, left, up, and right. Move the left blue Brainie up, left, down, and left. Move the yellow Brainie right and up. Move the right blue Brainie right and left. Move the green Brainie up, left, up, right, left, down, right, up, left, and down. Move the red Brainie left. Move the the right blue Brainie right.

Stage 55 [ST55]


Move the upper green Brainie up. Move the red Brainie down and left. Move the upper green Brainie down and right. Move the lower green Brainie up, left, down, left, up, left, right, down, right, up, right, and down. Move the yellow Brainie up. Move the red Brainie right and down. Move the yellow Brainie right. Move the red Brainie up, left, and left. Move the blue Brainie down, left, down, and left. Finally move the lower green Brainie up, left, down, and left.
```

|| G|2 3LY-rR||
||HL------b34||
||> LT1 L L ||
|| <--L|4| J||
|| |2 |T| ||
||g|y--O|^ B|

```
\(\qquad\)
``` -
```

The programmers gave everyone a break with this level. Move the green Brainie left and down. Move the red Brainie down and left. Move the blue Brainie up, down, left, right, and left. Move the yellow Brainie left and down.

Stage 57 [ST57]

```
-___
||b|TR Bgr||
||B| ---||
||L|y 2|g||
||32L 4 b|4||
||---L |L||
||3_GYLT_|G||
```

$\qquad$ I
Move the left blue Brainie up. Move the right blue Brainie left and down. Move the red Brainie down, right, down, up, and right. Move the right blue Brainie up and left. Move the yellow Brainie right, up, left, and right. Move the right green Brainie up. Move the left green Brainie right and up. Move the right blue Brainie down, right, down, right, and up. Move the left green Brainie left, up, and right.

Stage 58 [ST58]

```
1 ___
|lr 3 L 1||
|| | L---- ||
|| |1BYB| ||
|| |3YRG|H 4||
||L ------ 2||
||4L_g|by_2by||
I
```

$\qquad$ |
At this point in the game I'm going to assume anyone reading this can manage a couple of things on their own. Rotate the Brainies in a circle (this will result in moving the one of the blue Brainie out of the middle via the teleporter) until you get the green Brainie through the green teleporter. Once this happens, move the green Brainie either left to the green Lock, or manipulate him through the teleporter again until you can get him through the Lock (this is a lot easier than it sounds). From there move one of the blue Brainies down to the bottom-right Locks. Eliminate these and then move the green Brainie to his exit. Move whichever blue Brainie you have by the Locks around to the blue exit right through the wall of the green exit. From here, getting to the other exits shouldn't be too much trouble for someone whose played the previous fifty-seven levels.

Stage 59 [ST59]

$\qquad$
Honestly, this level is more of a speed challenge than anything else. If you need help, move the blue Brainie down, left, up, left, and right. Move the green Brainie down, left, up, right, right, and down. Move the blue Brainie right and down. Move the red Brainie down and up.

Cutscene 3 [CS3]
A blue Brainie climbs a sand hill in the middle of the desert. At the top is a spicket he quickly turns, but instead of getting water it activates a huge geyser of oil.

Stage 60 [ST60]

You've made it to the metal stages and have been introduced to yet another new item on the stage map. The Bombs are introduced here. Touching one that matches the color of the Brainie you're controlling will result in the death of said Brainie. If you do this, you cannot beat the level. Strangely you do not instantly lose, but instead must wait for the timer to run out. It's annoying, but that's the way the game operates. If you're smart, the Bombs here ('7' is yellow, '8' is blue) won't even be a problem. To beat this stage, move the yellow Brainie up. Move the green Brainie down and right. Move the blue Brainie left. Move the green Brainie up, right, down, up, left, down, and right. Move the blue Brainie up. Move the red Brainie up, right, right, up, left, and down. Move the yellow Brainie left, down, right, and up.

Stage 61 [ST61]
I
| $\mid$ RO | $3|\quad \mathrm{~g}| \mid$
|| >L 1- 2 ||
| $|\mathrm{b}<1 \quad-14 \quad| \mid$
| | 3 | $\quad y^{-}<1 \mid$
||------- ||
$\left|\left|r Y L \_24\right| B \_G\right| \mid$
$\qquad$

Move the green Brainie up, up, left, down, left, and up. Move the blue Brainie up, left, up, right, up, right, and up. Move the red Brainie down, right, up, right, down, right, up, left, down, left, and right. Move the yellow Brainie right. Move the red Brainie left. Move the yellow Brainie down, up, left, down, right, left, up, left, down, and right.

Stage 62 [ST62]

This level is all about getting out of the middle area. You need to rotate
the Brainies like you did in Stage 58. Once that is done, utilizing the teleporters and getting to the exits shouldn't be any trouble. This level will give you practice on how to avoid the Bombs, a skill you'll need to master.

Stage 63 [ST63]

```
\(|\overline{2 L L y G}| \quad 2<J| |\)
|14LYR|r
|14-YR|r
|----------L-||
|| T|>r|y |
||3 | 3|>R g||
| | 8b | B4 |___1_|
```

$\qquad$

This is another very straightforward level. With the large amount of time granted for this level, you shouldn't have too much trouble getting through it without any help. The only thing I caution you on is to make sure that you don't hit the blue Bomb with the blue Brainie. (To avoid this, move the blue Brainie right, up, right, and down.) And, yes, while there are two yellow exits, you only need to have the yellow Brainie on one of them to win.

Stage 64 [ST64]
$\qquad$
Move the green Brainie right, left, up, and down. Move the red Brainie down, right, and up. Move the left yellow Brainie up, left, and up. Move the blue Brainie right, up, and down. Move the right yellow Brainie up, up, left, right, down, right, and right. Now move the red Brainie down and the green Brainie right to win.

Stage 65 [ST65]


Move the left yellow Brainie left, down, and up. Move the blue Brainie down, left, left, up, and right. Move the red Brainie up, right, and down. Move the blue Brainie left, down, and up. Move the red Brainie up and right. Move the blue Brainie right and down. Move the yellow Brainie up and right. Move the green Brainie up and right. Move the blue Brainie right, down, left, left, up, and right. Move the yellow Brainie down, left, and up. Move the green Brainie down, right, down, and left. Move the right yellow Brainie up and left.
$\qquad$
||y1L 7 LG24||
|| 6| ^2 |YR1||
|| J|O| |-- ||
|| --L|--| v||
||B|4 | $\mathrm{g} \mid \mathrm{T}$ ||
| | bL_r__L_^||
$\qquad$
Move the blue Brainie up, right, and down. Move the red Brainie right and up. Move the yellow Brainie right, up, left, left, down, right, left, and up. Move the green Brainie right, down, left, down, right, and up. Move the red Brainie right and down. Move the blue Brainie left and down.

Stage 67 [ST67]

Move the blue Brainie right, right, left, down, up, right, up, right, and down. Move the yellow Brainie left, up, right, up, right, down, and down. Move the green Brainie up, left, right, and left. Move the blue Brainie up. Move the yellow Brainie left, up, left, right, and up. Move the green Brainie right. Move the red Brainie left, down, and right. Move the green Brainie left and down. Move the red Brainie up, right, right, right, up, and right. Move the blue Brainie right and down. Move the red Brainie up, right, down, down, and left. Move the blue Brainie up. Move the green Brainie up, left, and down.

Stage 68 [ST68]

$\qquad$
Move the left blue Brainie down, right, left, down, up, down, and up to the exit. Move the red Brainie left and down. Move the yellow Brainie right, left, and down. Move the red Brainie up. Move the yellow Brainie right. Move the green Brainie right, down, down, right, down, left, and down. Move the red Brainie up and left. Move the yellow Brainie up. Move the red Brainie up, up, left, and right. Move the yellow Brainie down. Move the right blue Brainie right, up, and left. Move the red Brainie left.

Stage 69 [ST69]


This one should be fairly easy. Just get rid of all the Locks and getting each Brainie to its exit should be a piece of cake.

Stage 70 [ST70]


We're now in a moon-like environment. Begin by moving the green left Brainie left, left, and right. Move the yellow Brainie right twice. Move the blue Brainie down, right, right, down, and right. Move the yellow Brainie right, up, and left. Move the blue Brainie right. Move the yellow Brainie down and left. Move the blue Brainie up, down, and right. Move the green Brainie right and down. Move the blue Brainie right, down, right, and up. Move the yellow Brainie down and left. Move the left green Brainie left. Move the yellow Brainie up. Move the red Brainie down and right. Move the left green Brainie right and up. Move the yellow Brainie left and up to win.

Stage 71 [ST71]


Move the green Brainie down and right. Move the blue Brainie down, down, right, up, right, left, left, and down. Move the green Brainie up, right, left, left, up, and down. Move the yellow Brainie down and right. Move the green Brainie right. Move the blue Brainie up, left, right, and down. Move the yellow Brainie left, up, left, right, and down. Move the red Brainie right, down, right, and up. Move the green Brainie left, left, up, left, down, down, and left. Move the red Brainie down, left, left, up, left, down, down, right, up, right, and down. Move the green Brainie up. Move the red Brainie left to the exit. Move the blue Brainie right, left, up, and left. Move the green Brainie down, right, up, right, down, right, left, up, and left. Move the blue Brainie down, down, right, up, right, down, right, left, and up. Move the green Brainie right to the exit. Move the yellow Brainie down. Move the blue Brainie down, left, and down to the exit. Move the yellow Brainie left, up, and left to the exit.

Stage 72 [ST72]

$\qquad$
There is no reason for you to try and get through all those Locks on the right side. You get points for each one you unlock, so if that's your thing
go for it. Otherwise just ignore them. With that in mind, this level should pose no serious problem and can be done in a variety of ways. Enjoy the small reprieve while you can...

Stage 73 [ST73]
। $\qquad$
| |rb2|21L 6GR||
||J- | 7 >8vL4||
$\left||6 y 1| Y>^{\wedge} 3 L \ll\right| \mid$

$|\lg 38| T<\wedge<| |$
$||R| 4 r| H_{-}^{8} \quad J| |$
$\qquad$
Move the right red Brainie down and right. Move the left red Brainie up, up, right, and up. Move the blue Brainie down, left, and up. Move the yellow Brainie up, down, and left. (Since you got the Joker already, the Brainie will pass through unscathed.) Move the green Brainie down, left, down, and left. Move the blue Brainie up, right, down, up, right, up, and left. Move the yellow Brainie down and up.

Stage 74 [ST74]
$||\overline{Y 7 \text { |gHL } \mid \quad \text { r }}|$
|| 4 |601| 4 ||
|| JR|T83|> b||
||01 |b-6|3B ||
|| J-----y< ||
||2G8LLLLLB72||
$\qquad$ I

Move the green Brainie up and down. Move the left blue Brainie up. Move the right blue Brainie right, down, left, and up. Move the red Brainie left. Move the top blue Brainie left and down. Move the yellow Brainie down, and right. Move the red Brainie right and down. Move the yellow Brainie down, left, down, up, and down. Move the green Brainie up. Move the red Brainie left, up, right, and down. Move the green Brainie down. Move the blue Brainie not on its exit down. Move the red Brainie left. Move the yellow Brainie right, left, up, and left. Move the red Brainie right and up. Move the yellow Brainie right and down. Move the remaining blue Brainie right, up, left, and down to complete this complex stage.

Stage 75 [ST75]


Move the red Brainie down, right, and left. Move the green Brainie left and up. Move the red Brainie right, up, and left. Move the yellow Brainie right and left. Move the green Brainie down, right, up, left, and up. Move the blue Brainie right. Move the green Brainie right, left, down, and left. Move the red Brainie down, left, up, and right. Move the green Brainie up. Move the yellow Brainie down twice. Move the red Brainie up, right, and down. Move the green Brainie up and left. Move the yellow Brainie up. Move the blue Brainie down and left. Move the red Brainie up, left, down, left, and down.

Move the yellow Brainie right. Move the red Brainie right. Move the green Brainie down, down, right, up, left, and up. Move the yellow Brainie up, left, down, and down. Move the red Brainie right.

Stage 76 [ST76]

Move the left blue Brainie down and up. Move the yellow Brainie up and left. Move the right blue Brainie down twice. Move the green Brainie up, right, down, down, down, left, and down. Move the red Brainie down. Move the green Brainie left, up, left, up, left, down, left, right, down, and up. Move the right blue Brainie left, up, and left. Move the yellow Brainie right, up, right, down, down, down, left, down, up, and left. Move the left blue Brainie down, left, and up. Move the right blue Brainie right, down, and right. Move the left blue Brainie up. Move the yellow Brainie up twice (you'll not be killed by the yellow Bomb). Move the right blue Brainie right. Move the red Brainie right, up, up, down, up, and left. Move the left blue Brainie down. Move the yellow Brainie down and up to win.

Stage 77 [ST77]

Since this is a puzzle game, and since everyone reading this guide should have a good grasp of the basics of this game, from here on out (with a few exceptions) I will only be providing hints for each stage and not complete solutions. I think that is keeping in line with the spirit of the game. Extremely difficult puzzles will be exempted, but all other superfluous levels will be displayed in this manner. so for this stage I suggest eliminating the Locks on the left side first, the right side second, and the middle third. You will need to block Teleporters in order to unlock those in the middle. You will also, at one point, need to send the red Brainie through the red Bomb, but only do so after you have gotten the Joker.

Stage 78 [ST78]

After the last few stages, this one is surprisingly easy. Some key things to keep in mind here: the order you do this is important, as always. However
you essentially have two seperate puzzles here. The Brainies on the right and the red Brainie operate almost completely seperate from the other Brainies. You will unlock all the Locks here except the central green Lock (in fact, do not unlock it). This stage should not pose much of a problem really, so just keep this ideas in mind and you should do fine.

Stage 79 [ST79]
$\left|-\frac{-}{3 r}\right|$
|| vY --- 3 r||
||G 4-YL4-JLL||
||> 3L--rb RT||
||J2 L11-2 B<||
|| Lg- LO R L||
||byL9-OBL_Ty||
I $\qquad$ I

Another fairly simple stage. Use the Locks to your advantage as stoppers; you do not need to unlock all of them. This stage is essentially about how well you can do that and little more.

Cutscene 4 [CS4]
A green astronaut Brainie is jumping across a brown moon when a space lander suddenly drops on him and sends his green guts everywhere. Just a little bloody.

Stage 80 [ST80]

I'm not quite sure exactly what these ten levels are all about. They're a brownish hue and look kinda like dirt. As for the contents of the stage, just open all the Locks and you'll have no trouble finishing this place with plenty of time.

Stage 81 [ST81]
। $\qquad$
||72vJYT|23LY||
||L 4G7B--OL-||
|| rg--H 6LGb||
||RJ- LL 164||
|| -b1 JB <||
||L9_yy__2g_T||
$\qquad$
To complete this stage, you need to unlock all the Locks. From there it's just trial-and-error until you get the Brainies positioned so you can get to each of the exits. You have so much time in this stage that it really shouldn't even be a factor.

Stage 82 [ST82]
।
$\overline{|\overline{13} \mathrm{G}| 7 \quad \mathrm{Y} 3 \mathrm{H} \mid} \mid$
||640-- --- 1||
|| |924L |>r||
||LL| 6 R| ||
||L2J ----6<||
\| \| $\mathrm{B}^{\wedge \wedge} \mathrm{yg}$ $\qquad$ bJ।।
$\qquad$
This is another stage where getting rid of all the Locks is key. Do this, then do the usual arranging to get to the exits. Also take advantage of "blocking" teleporters by placing a Brainie on the opposite end of one.

Stage 83 [ST83]
1 ___
||7JbB yvgJT ||
| | $\mathrm{g}_{\mathrm{G}}^{\mathrm{G}-\mathrm{R}^{\wedge} \mathrm{b}--L| |}$
||-LL------1 ||
||7LL-G -7Y ||
||L2LL -y<|>6||
| | YLLL17r2|B8||
| -------7--- |
| $\qquad$ I

You'll need both of those Jokers. Get them, then start taking out the Locks from the top-left side, working your way down. From there, you'll need to take out two of the yellow Bombs in order to complete this stage.

Stage 84 [ST84]
I
| |RvL J y ||
| _|b L748LL<||
||Gr L J1 yl|
||b2J4OY-2Y-B||
|| 13-67---|- |
||T_gH_3L7B| |
I $\qquad$ I

Again you're going to need all three of those Jokers. You'll be using them mostly because of the teleporters. Once you clear some of the junk off the field it will be a lot easier to see what needs to be done. When I did it, I elmiminated all of the Locks except the uppermost red one. That one turned out to be a needed stopper.

Stage 85 [ST85]
$\qquad$
||YvOy 7|rg R||
|| -14vb 4L ||
|| 3L2b 1BO ||
||>J LOT36L J।|
|| 2 LL <B ||
$\left||6 \mathrm{~L}| \ldots{ }^{\mathrm{HJ}}{ }^{\text {_ }}{ }^{\text {G }}\right|$
$\qquad$ I
You can eliminate all three Bombs here with the Jokers, but it really isn't necessary. The only one you really need to get is the leftmost blue one. Move the yellow Brainie right at the very beginning, then get a blue Brainie to the leftmost exit. From there everything will fall into place.

Stage 86 [ST86]


```
||TO2 -_-6B-L||
| |rR<| |>Gb||
||> L| |4J<||
||y8<| |> 2||
||_4Y2| |g138||
```

$\qquad$

```
Aside from sending the red Brainie through the teleporter to take out the red Lock on the right, both of these sides are totally independent of each other in their solutions. Remember that sometimes seemingly obvious solutions are actually the right course of action.
```

Stage 87 [ST87]

```
\(1 \quad-\)
|
```

$\qquad$

``` | 2 |
``` \(\qquad\)
```

||3 Yb| <|v yl|
|| T7-1>J-Y> ||
||8--3L --4J||
||J 1-GL4-4 <||
|| OB -R-B G2||
||_8gLy-_Lg_b||
|

``` \(\qquad\)

Your Jokers will be used to get the right blue Brainie to the right blue exit, so don't even bother trying to find a way around that. Again both sides are fairly indepedent, although you will need to move the Brainies in the middle to one side or the other. The exception here is that you need to move the right yellow Brainie into the middle to unlock the yellow Lock.

Stage 88 [ST88]
```

|
|| |Y 1b Yy|
|| |L|L2T2<|_
|| J |grJLL y||
||RG --L--4 3||
||> 9Y7---L|
||_BL_T314y|_|
I

```
\(\qquad\)

This one is really easy and I don't think any hints are needed.

Stage 89 [ST89]
। \(\qquad\)
||4 Rv8| Lr||
||B |Y36LG|LH||
|| 1|BJ2L-|-L||
|| -|-LJ1y| 3|
||LR|bL2LL|y9|
||4_Trg|L9TbL|
I |
Opening the right Locks in the right order is the key to success here. That, and making sure you don't get a red Brainie stuck in an endless loop on the far left. To avoid this, when you get to that point, move the left red Brainie down and left to gte him on the red teleporter, but in such a way that he can sit there. Next move the green Brainie to the upper left corner, then cover its teleporter with the blue Brainie. Slide the green Brainie past the green teleporter, then move the blue Brainie through the blue Lock and atop the red teleporter. Move the green Brainie into place, then bring the red Brainie down past the lue Brainie, but leave an opening so the blue Brainie can slid into place first. Then simply move the red Brainie into its
exit.

Stage 90 [ST90]

You're in the homestretch and it looks like the next ten levels resemble a lava field of some kind. Surprisingly, they're going easy on everyone with the first level of this set. This shouldn't pose any trouble for anyone who has gotten this far already.

Stage 91 [ST91]


Another really easy one. With all the exits along double ledges, this stage needs no hints to figure out.

Stage 92 [ST92]
\(\qquad\) I
||BL r|6J G||
||BLLJ2|1 TJ ||
| |yL943|--L--||
||--L--|34LLR||
||b \(2 \mid 1 \mathrm{~L}\) b||
||Y8J_r|_LR6g||
| \(\qquad\) I
You're killing me Titus! These levels are much easier than the last batch. This one requires some interesting manuevering, but with all the Jokers you should have no fear of trial-and-error here.

Stage 93 [ST93]


Yet another easy-off. Makes you wonder if they're building up to something really big...

Stage 94 [ST94]
\(\qquad\) |
|| LJY | yl|
||31R|96 |2Jr||
||----- T| ^||
||b1LLL3 |>8 ||
||24--- ---L||
| \(\mid\) gB|4_J__G_L||
\(\qquad\) I
Damn, another no-Brainer. Seriously, I'm guessing the programmers just got sick of this whole project and wanted to get it over with.

Stage 95 [ST95]
\(\qquad\) I
||06 JL rg|6b||
||Y 9 | 6 |27||
||-L-----L| 3||
|| 3 TL Y2G R||
||6 O7|J--- ||
| \(\left.\left|y y_{-}\right|\right|^{\wedge} \_<\)B||
।
No comment.

Stage 96 [ST96]

This one has some tricky manuevering, but again this is nothing you cannot handle in the \(400+\) seconds you have to complete this stage.

Stage 97 [ST97]
\(\qquad\)
This oblong stage is actually quite difficult, so I'm providing a full solution for those reading here. Begin by moving the right green Brainie down. Now move the right red Brainie up. Move the left green Brainie up, right, down, right, left, and up. Move the right red Brainie left, up, and left. Move the left green Brainie left, up, right, down, left, down, up, right, up, left, down, right, up, and left. Move the right green Brainie left, down, right, up, left, and down. Move the left green Brainie right. Move the right red Brainie right, up, left, down, right, up, and right. Move the left red Brainie right, up, left, up, and right. Move the right green Brainie left and up.
\(\qquad\)
| |GLLrJ8yv03b||
||RLO L ||
||Y2L^Jg T1 ||
||BL8Y6-^4 H||
||RL-> 1 -y ||
| |G6_4>3r_g27|
| \(\qquad\) -
Another tough one. Move the right yellow Brainie right, up, right, and left. Move the blue Brainie right, up, and left. Move the upper green Brainie right and left. Move the left yellow Brainie down, right, up, right, down, and right. Move the upper red Brainie down, right, up, and left. Move the upper green Brainie down, right, down, right, and down. Move the upper red Brainie right and down. Move the upper green Brainie up, right, down, and right. Do the same with the lower red Brainie and the lower green Brainie. Move the upper red Brainie right to the red exit. Move what is now the lefttmost green Brainie down. Move the rightmost yellow Brainie to its exit as well. Move rightmost green Brainie down, left, up, right, down, and right. Move the rightmost green Brainie right and up. Move what is now the rightmost red Brainie down, right, up, and right. Move what is now the upper yellow Brainie left and down. Move what is now the upper red Brainie right twice. Move the yellow Brainie you just moved up. Do the same with the now upper red Brainie. Move the other red Brainie right. Circle the far right yellow Brainie and the two green Brainies until you have one of each color on the right exits. Move the remaining green Brainie through the right green teleporter from the right side so he comes out the left side on the other teleporter. Move the upper red Brainie right off his exit and move the green Brainie up and right. Move the displaced red Brainie right, down, up, right, up, right, and down. Move the right yellow Brainie right. Move the blue Brainie down. Move the red Brainie left, up, right, down, and left. Move the upper green Brainie down. Move the yellow Brainie left. Move the blue Brainie back up. Give yourself a pat on the back for completing the most complex stage of the game.

Stage 99 [ST99]

I \(\qquad\)
||YRLgb2 4yy||
||6L83 <0 2B||
||-> L r-L||
||>8L9 L^ 4 ||
||RBLbL 3v7L||
||LGL >^9r8LY||
\(\qquad\) -
Almost done. This stage is pretty tough, I won't lie. It is not impossible, however, and offers you your real final challenge in the game. Good luck!

Cutscene 5 [CS5]
'The End' appears on the screen, but quickly a '?' falls beside it. Then an old man appears and speaks: "I am master of the game! Who are you to wake me up? So you think you are good? So prove it!"

Stage 100 [ST100]

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}

For some time now I had thought this level impossible, but Omagaminion sent me a link to his youtube video of the solution. You can find the video yourself, with the ending, at https://www.youtube.com/watch?v=8_ndn93RO-8 I recommend watching the video for the solution, but for completeness sake I will describe what to do. Move the top green Brainie left. Next move the top yellow one down. Next move the green one again up, left, and then down. Move the yellow one to the right. Move the top red one left, down, and then right. Go back to the green one from before and move up and then left. Go to the other green one and move right. Return to the upper red one and move down and left. Go to the top blue one and go up, right, down, left, up, down, and then left. Select the bottom red one and go right and up. Go back to blue and move down, right, left, up, right, down, left, up, down, and then left. Go to bottom yellow and go left and then back to the right. Move blue down and then send bottom yellow to the left. Move the letthand red down and then move blue left and then down. Go back to bottom red and go right, up, right, and down. Go to the other red and go up twice, left, down, and up. Select the righthand green and go right. Now take the bottom yellow and go left and then back to the right. Send bottom green to the right. Send top green left now, follow by up. Go back to bottom green and go left, right, left, and down. Go to top red and go up. Send top green right and then send top red left, down, and then up. Go to bottom red and go left and up twice. Take the other red down before returning to this red again and going down. Have upper green go up, left, up, and left. Send the lefthand yellow to the left and then send top green down, left, and then to the right. Send yellow back to the right. Send lefthand red up and then righthand red down and then up. Send the now righthand red up and then go back to the other red and send him right. Send righthand green up and then send top red left. Send the other red up and then send green right, down, left, right, and then down. Send top red left, down, and right. Send the other red down and up. Send righthand green up, left, right, and the left. Send righthand red down and then righthand green down. Send lefthand red up, left, right, down, up, and then down. Send bottom red left and up. Now send lefthand green up. Go back to lefthand red and send him left. Send righthand red left, down, up, down, left, up, left, and then up. Send bottom green up, down, left, right, and down. Send lefthand red right, down, and up. Send bottom green up, left, right, left, up, and down. Go back to red and go down and left. Go back to green and go up, left, right, and down. Send red back right. Send green up, left, right, up, left, and down. Send lefthand yellow right, send top green down, and then send the yellow back right to finish.

Cutscene 6 [CS6]
A series of scenes follow. First we see a red Brainie farmer under a tree who gets struck by a bull. Next is a green Brainie skating on some ice when a killer whale bursts through and eats him. We then go to a desert where a blue Brainie is crawling on a dune. He finds a faucet and tries to use it, but only oil comes out. We now move to the a planet surface in space with the moon in the background. A green Brainie astronaut hops around only to be crushed by a lander. We then return to the legs from the very beginning and then see a shoulder. Lights come on and reveal the same Brainie from before, only this time one of his maracas has a female shoulder on it. At last the old man from the last scene appears and asks if he may call you master? The credits then follow.
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'-। |-' \ \ \/ASSWORDS
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On the password screen, accessed by pressing Select on the title screen, input the following Brainie combinations to access these stages. To get a password on a stage you need to fail, thus prompting the game to give you the needed password to return you there. Passwords unlock every fifth stage, not every individual stage, so if you fail Stage 32 you will get the password for Stage 30. Below are all the available passwords for The Brainies. To view a cutscene, input the password for the level immediately after the cutscene you wish to see. Thus if you want to the see Cutscene 4 input the password for Stage 80.

Stage 00
Red-Green-Yellow-Red-Green-Blue

Stage 05
Blue-Yellow-Red-Green-Yellow-Red

Stage 10
Red-Green-Red-Red-Red-Yellow

Stage 15
Yellow-Yellow-Blue-Yellow-Green-Red

Stage 20
Yellow-Yellow-Green-Yellow-Green-Red

Stage 25
Red-Blue-Green-Red-Red-Yellow

Stage 30
Green-Blue-Yellow-Green-Red-Red

Stage 35
Blue-Red-Green-Blue-Yellow-Blue

Stage 40
Blue-Red-Red-Yellow-Yellow-Red

Stage 45
Green-Blue-Red-Yellow-Blue-Green

Stage 50
Yellow-Green-Red-Blue-Green-Green

Stage 55
Yellow-Green-Yellow-Blue-Red-Blue

Stage 60
Blue-Yellow-Green-Red-Yellow-Red

Stage 65
Red-Yellow-Green-Red-Blue-Blue

Stage 70
Yellow-Green-Green-Yellow-Blue-Yellow
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Stage
75
Green-Blue-Blue-Red-Blue-Blue
Stage 80
Red-Blue-Red-Yellow-Blue-Green
Stage 85
Yellow-Yellow-Red-Red-Green-Red
Stage 90
Green-Green-Yellow-Green-Yellow-Green
Stage 95
Red-Yellow-Yellow-Green-Blue-Green
Stage 100
Yellow-Blue-Green-Blue-Green-Red

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The Brainies is (c) Titus

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