

Mazera Walkthrough

Hans de Vreught

August 19, 2006



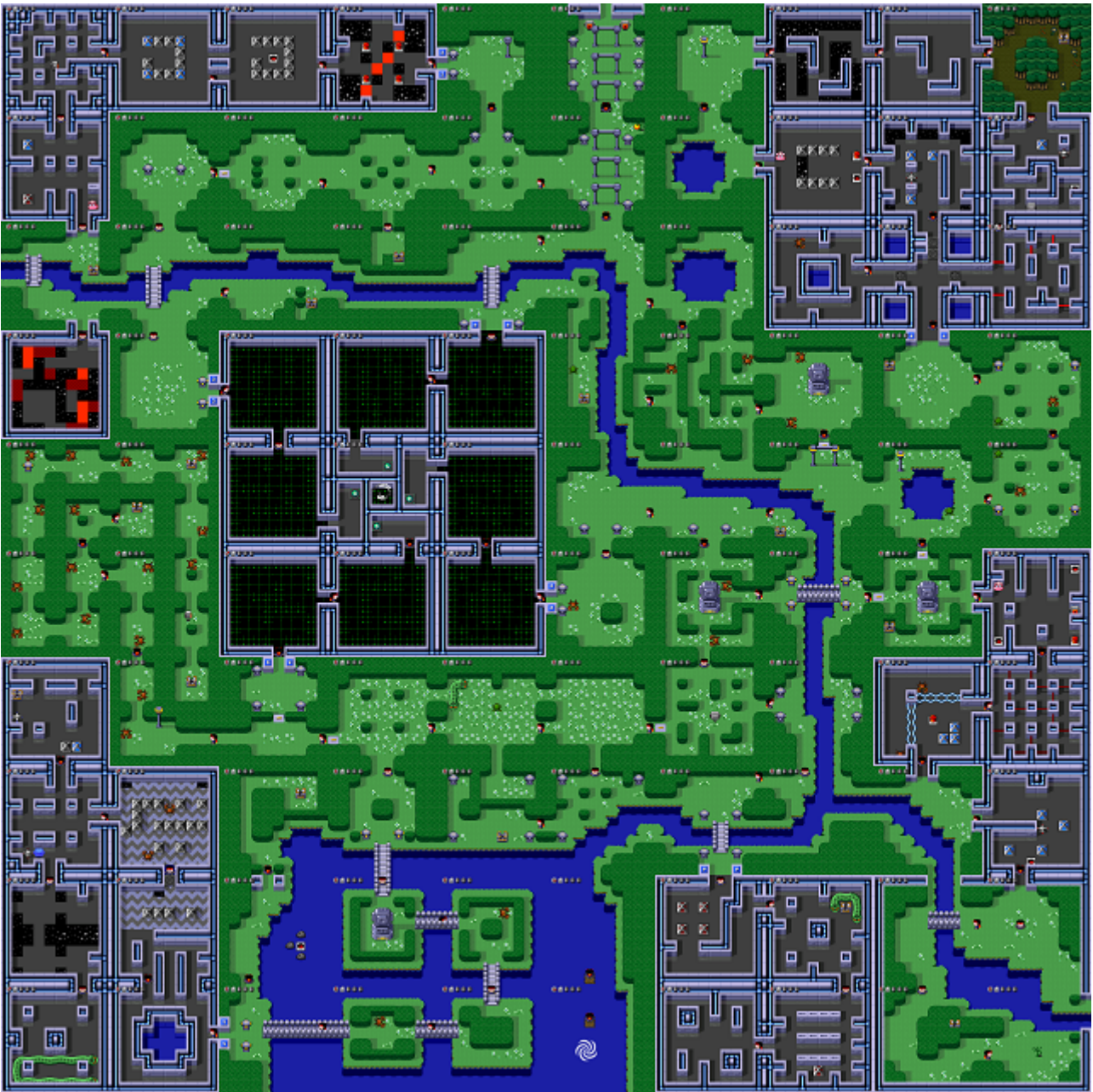
All composite pictures were made afterwards when all secrets were solved. So when you first visit a room it might look different. The levels are named after the first room you encounter in the level.

The pictures were made with Snap (a free BMP screendump program for Palm OS), then combined & carefully reduced in size with Paint, and finally converted to lossless PNG to save space. That was one hell of a job... The full maps are also available (handy to have those in a viewer while you play!).

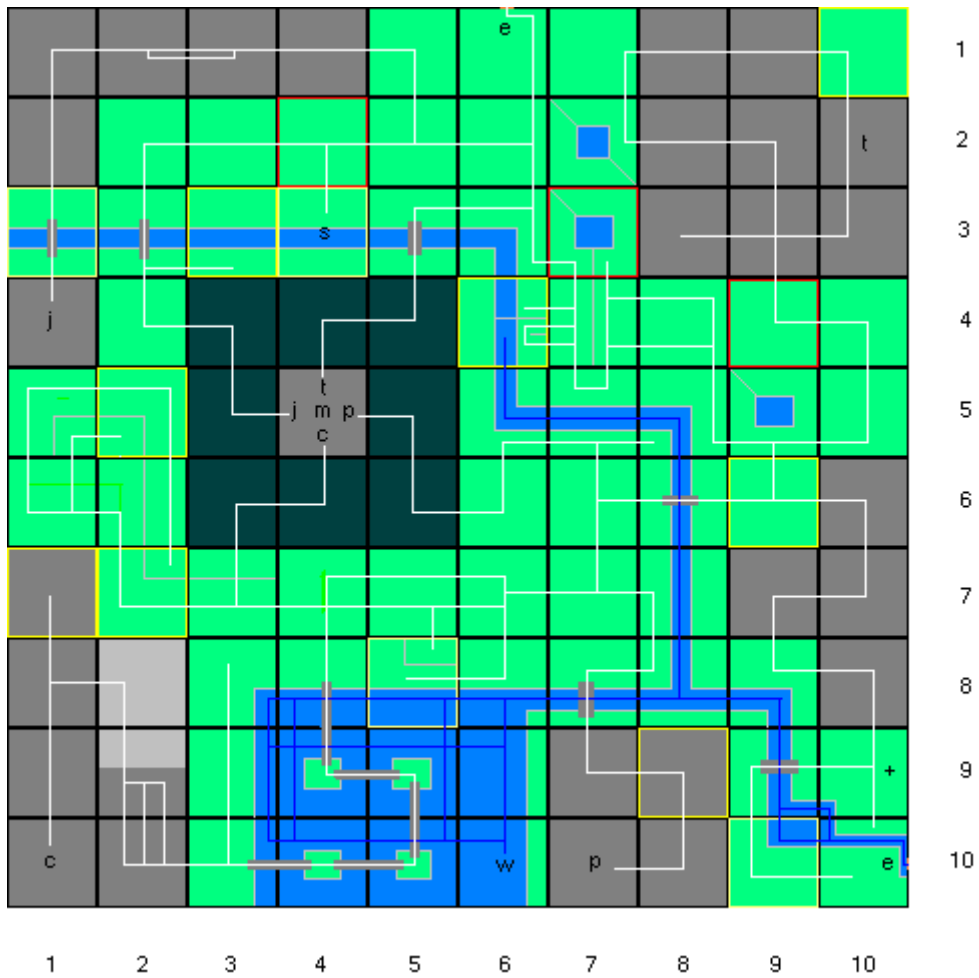
Composite pictures:

- The picture of the **Mazerian Cage** level is on page **2**.
- The picture of the **Southern Wildlands** level is on page **23**.
- The picture of the **East Forest** level is on page **31**.
- The picture of the **Snowy Valley** level is on page **48**.
- The picture of the **West Sphincter** level is on page **59**.
- The picture of the **Secret** level is on page **76**.

Mazerian Cage level



Composite picture



Legend:

- Yellow square: visible computer
- Red square: hidden computer or secret action
- +: starting place
- w: whirlpole to other level
- e: exit to other level
- m: master computer room
- t: t sphere
- p: p sphere
- c: c sphere
- j: j sphere

Grid (10, 9) Mazerian Cage

- Description: Starting position
- Water: South-west
- Exits: North electrified, south, west

Go west to (9, 9).

Grid (9, 9) Mazerian Cage

Description: Bridge in the middle
Water: North electrified, middle, south-east
Exits: East, south

Go south (9, 10).

Grid (9, 10) Mazerian Cage

Description: Bush with computer in the middle
Water: North-east
Exits: North, east

Enter bush from the left to the computer to get map piece. Go east (10, 10).

Grid (10, 10) Mazerian Cage

Description: Apple in the middle
Water: North-west, middle, east electrified
Exits: West

Eat apple to glow and go west, north, east back to (10, 9).

Grid (10,9) Mazerian Cage

Revisited

Go through electrified north to (10, 8).

Grid (10, 8) Mazerian Cage

Description: 4-sided laser gun, button, 4 blocks
Exits: South electrified, west

Push button to deelectrify south. Push 3 blocks so that they block the rays of the gun. Go west (9, 8).

Grid (9, 8) Mazerian Cage

Description: -
Water: South, middle, west
Exits: East, north

Go north (9, 7).

Grid (9, 7) Mazerian Cage

Description: 2 crabs, button, 3 blocks, and 2 electrified barriers
Exits: West electrified, south

Push the 3 blocks so that one is left of the button and two are right of the button but one place up (so the path is clear from the button to the electrified gate). When you push the button from the right

the crabs will come after you but if you do it right the blocks will stop them. The button also deelectrify everything.

Go east (10, 7).

Grid (10, 7) Mazerian Cage

Description: Laser room

Exits: North, west

Go north (10, 6) while avoiding the lasers.

Grid (10, 6) Mazerian Cage

Description: Laser robot Bob, pink uthi Fred behind electrified barrier, and 3 buttons (one down)

Exits: South, west electrified

Go to south-west button while avoiding the robot. Push the button when the robot is in the rightmost position. The robot will be trapped and the south-east button pops up (don't push it for it will release the robot). Go to the north-east button and push it to deelectrify the barrier. Go to the uthi. Give him some rome to deelectrify the west. Talk to the uthi to get the locations of the spheres.

Spheres: t (10, 2), j (1, 4), p (7, 10), c (1, 10)
The letters are for later reference.

Go west (9, 6).

Grid (9,6) East Garden

Description: Computer

Exits: North locked, west locked

Go to computer to get a key. Go north (9, 5).

Grid (9, 5) East Garden

Description: Slowing plant in south-east

Water: Middle

Exits: East, south, west

Wait for the glow to wear off. Go east (10, 5).

Grid (10, 5) East Garden

Description: Crab and slowing plant in north-west

Exits: West, north

Outrun the crab to the north (10, 4).

Grid (10, 4) East Garden

Description: Crab and slowing plant in south-west

Exits: South, west

Outrun the crab to west (9, 4).

Grid (9, 4) East Garden

Description: Entrance to sphere, magic circle in the middle

Exits: North, east

Ignore the circle for now and go north (9, 3).

Grid (9, 3) Northeast Sector

Description: Two plusses, two plus holes, and two disc holes

Exits: North two disc holes, east plus hole, south, west plus hole

Push the plusses in their holes. Go east (10, 3).

Grid (10, 3) Northeast Sector

Description: Laser room and disc

Exits: North electrified, west

Push disc through the west (9, 3) exit while avoiding the rays (the disc is immune to the rays). Go west (9, 3).

Grid (9, 3) Northeast Sector

Revisited

Don't push the disc in the hole! Push the disc through the south (9, 4) exit. Go south (9, 4).

Grid (9, 4) East Garden

Revisited

Push disc on magic square to unhide the computer. Go to the computer to get a map piece. Push the disc through the north (9, 3) exit. Go north (9, 3).

Grid (9, 3) Northeast Sector

Revisited

Push circle disc in circle hole. Go west (8, 3).

Grid (8, 3) Northeast Sector

Description: Crab and disc

Exits: East

Push disc through the east (9, 3) exit while avoiding the crab. Go east (9, 3).

Grid (9, 3) Northeast Sector

Revisited

Push circle disc in circle hole. Go north (9, 2).

Grid (9, 2) Northeast Sector

Description: Black burning coal, 4-sided laser gun, uthi Frank, and 3 blocks
Exits: South, west

Don't talk to the uthi yet! Push a block to the left and right side of the gun and push the last block in the north-west corner next to the coal. Before you talk to the uthi, you can get a peak at the room at the west and see how the buttons in (8, 2) work. When you would talk to the uthi he will try to go to the electrified gate in (8, 2) and you must make sure that he will avoid the coal. Go to the south-west of the uthi and talk to him. Don't let him go south! Follow the uthi closely to the west (8, 2).

Grid (8, 2) Northeast Sector

Description: two buttons (one down), barrier blocks, and black burning coal
Exits: East, west electrified

When the uthi is in the middle push the button so that the barriers and coal changes position. The other button will pop up. If the uthi is just turning around the top corner of the left barrier, push the button that popped up so that the barriers and coal change position again. The uthi will deelectrify the west gate. Say goodbye and go west (7, 2).

Grid (7, 2) Northeast Sector

Description: -
Water: Middle
Exits: North, east

Go north (7, 1).

Grid (7, 1) Northeast Sector

Description: -
Exits: East, south

Go east (8, 1).

Grid (8, 1) Northeast Sector

Description: Black burning coal
Exits: West, east

Study the path well because you have to follow it exactly the same in the next room where the coal is hidden! Go east (9, 1).

Grid (9, 1) Northeast Sector

Description: Hidden black burning coal
Exits: West, east

Follow the path of the previous room and go east (10, 1).

Grid (10, 1) Northeast Sector

Description: Computer
Exits: West, south

Go to the computer to get a key. Go south (10, 2).

Grid (10, 2) Northeast Sector

Description: Sphere that looks like a t, 4-sided laser gun, laser robot, button, and block
Exits: North, south electrified

Don't let the robot go to the button (it will follow you horizontally). Push the block left until it is at the corridor in the middle. Don't push it down. Lure the robot to you and let the gun fry him. Now push the block a little to the right and then down so that it blocks the ray and you can go to the sphere and then the button which will deelectrify the south gate. Go whole the way to (9, 6) by going south, west, south, east, south, west, and south.

Grid (9, 6) East Garden

Revisited

Go west (8, 6).

Grid (8, 6) East Garden

Description: Bridge in the middle
Water: North, middle, south
Exits: East, west

Go west (7, 6).

Grid (7, 6) South Garden

Description: Two crabs
Exits: North, east, south

Go north (7, 5) while avoiding the crabs.

Grid (7, 5) East Garden

Description: No bridge!
Water: East, middle, west
Exits: Two north, east, south, west

Go east (8, 5).

Grid (8, 5) East Garden

Description: Computer and no bridge!
Water: South, middle, west
Exits: North locked, east, west

Go to the computer to get a map piece. Go west, south to (7, 6).

Grid (7, 6) East Garden

Revisited

Go south (7, 7) while avoiding the crabs.

Grid (7, 7) South Garden

Description: laser robot
Exits: North, east, west locked

Go east (8, 7).

Grid (8, 7) South Garden

Description: -
Water: North, middle, south
Exits: South, west

Go south (8, 8).

Grid (8, 8) South Garden

Description: -
Water: North, middle, east, west
Exits: North, west

Go west (7, 8).

Grid (7, 8) South Garden

Description: Bridge and p sphere entrance
Water: East, middle, west
Exits: East, south

Go south (7, 9).

Grid (7, 9) Southeast Sector

Description: 4 exploding time trigger blocks and 4 explodable barrier blocks
Exits: North, east

Move the trigger block which is most south-west (it starts ticking when you touch it) to the first barrier and run from the explosion! Repeat the same procedure for the second barrier. If you run out

of trigger blocks just step out of the room at the north. Go east (8, 9).

Grid (8, 9) Southeast Sector

Description: Computer and snake
Exits: South, west

Go to the computer to get a key while avoiding the snake. Go south (8, 10).

Grid (8, 10) Southeast Sector

Description: Laser robot and exploding time trigger block
Exits: North, west

While avoiding the robot go down to the trigger block. It is a bit of timing but you must push the block to the left when the robot is at the top going down. Run from the blast which will fry the robot. Go west (7, 10).

Grid (7, 10) Southeast Sector

Description: Sphere that looks like a p
Exits: East

Go get the sphere. It will try to run from you away. Most often you can trap it in the south-east corner. Go east, north, west, north, east, north, west to (7, 7).

Grid (7, 7) South Garden

Revisited

Go west (6, 7) while avoiding the robot.

Grid (6, 7) South Garden

Description: -
Exits: South, two west

Go south (6, 8).

Grid (6, 8) South Garden

Description: Barrier block in the water
Water: East, middle, south-west
Exits: North, west

The barrier block is the entrance to the Secret Level. Ignore it and go west (5, 8).

Grid (5, 8) South Garden

Description: Computer and a dividing hedge
Water: East, middle, west
Exits: East, north

Go to the computer to get a map piece. Go east, north, west (top or bottom) to (5, 7).

Grid (5, 7) South Garden

Description: Slowing plant and snake
Exits: Two east, south, two west

The south gate is a dead end. Go west top or bottom (4, 7) while avoiding the snake.

Grid (4, 7) South Garden

Description: -
Exits: Two east, south, west locked

Go south (4, 8).

Grid (4, 8) South Garden

Description: Bridge in the middle
Water: East, middle, west
Exits: North, south

Go south (4, 9).

Grid (4, 9) South Garden

Description: Island with two bridges
Water: All around
Exits: North, east

Go east (5, 9).

Grid (5, 9) South Garden

Description: Crab and Island with two bridges
Water: All around
Exits: South, west

Go south (5, 10) while avoiding the crab.

Grid (5, 10) South Garden

Description: Island with two bridges
Water: All around
Exits: North, west

Go west (4, 10).

Grid (4, 10) South Garden

Description: Crab and Island with two bridges

Water: All around
Exits: East, west

Go south (3, 10) while avoiding the crab.

Grid (3, 10) South Garden

Description: Bridge and c sphere entrance
Water: Whole eastern side
Exits: North, east, west

Go west (2, 10). You can have a peek north, but you will need a raft to do something usefull.

Grid (2, 10) Southwest sector

Description: -
Exits: Three north, east

Go north in the middle to (2, 9).

Grid (2, 9) Southwest sector

Description: Disc, black burning coal, reversing floor, and barrier blocks
Exits: Three south, north with hole

Push the disc into the hole while avoiding the coal. You have to go to the room south twice to get another angle at the disc. When you are on the floor (Ix is glowing), your actions are reversed (annoying). Go north (2, 8).

Grid (2, 8) Southwest sector

Description: Two crabs, black burning coal, reversing floor, and barrier blocks
Exits: South, west

Go west (1, 8) while avoiding the crabs, coal, and reminding the floor.

Grid (1, 8) Southwest sector

Description: 4-sided laser gun
Exits: North, south

Go north (1, 7).

Grid (1, 7) Southwest sector

Description: Computer, 4-sided laser gun, laser robot, barrier block, and block
Exits: South

Lure the robot by hiding at the single cell compartment so the gun can shoot the robot with its right gun. Go to the computer from the right (otherwise you are toasted) to get a key. Slide the robot to the right against the two cell compartment. Be careful of the gun. Move the block to the right ray of the gun such that it is above and to the right of the one cell compartment. Move the robot down to

the little gap near the exit and the barrier block. Push it south through (1, 8) and follow the robot.

Grid (1, 8) Southwest sector

Revisited

Push the robot into the ray on the right. Go south (1, 9).

Grid (1, 9) Southwest sector

Description: Uthi Fabian and black burning coal

Exits: North, south electrified

Go to the uthi. The uthi will follow you (go to the electrified gate) but is a bit stupid: don't let him step on the coal. The uthi will deelectrify the gate. Go south (1, 10).

Grid (1, 10) Southwest sector

Description: Sphere that looks like a c and a snake

Exits: North

Get the sphere while avoiding the snake. Go north, north, east, south, south (any gate), east, east, east, north, west, north, north to (4, 7).

Grid (4, 7) South Garden

Revisited

Go west (3, 7).

Grid (3, 7) West Garden

Description: Lock in the middle and c master computer entrance

Exits: North, east, west

Go west (2, 7).

Grid (2, 7) West Garden

Description: Two crabs and a computer

Exits: Two north, east

The exit with the computer is unreachable but we will be getting there after a long way ahead. Go north (left gate) to (2, 6) avoiding the crabs.

Grid (2, 6) West Garden

Description: Three crabs and a laser robot in two vertical lanes

Exits: North, two south, west

Go west (1, 6) avoiding the crabs.

Grid (1, 6) West Garden

Description: Four crabs in a U-turn

Exits: Two north, east

Go north (right gate) to (1, 5) avoiding the crabs.

Grid (1, 5) West Garden

Description: Four crabs in two 'lanes'

Exits: Two east, two south

Go east (bottom gate) to (2, 5) avoiding the crab.

Grid (2, 5) West Garden

Description: Two computers and three crabs in two 'lanes'

Exits: South, two west

Go to the computer to get a key. Go west, south to (1, 6).

Grid (1, 6) West Garden

Revisited

Go north (left gate) to (1, 5) avoiding the crabs.

Grid (1, 5) West Garden

Revisited

Go east (top gate) to (2, 5) avoiding the crabs.

Grid (2, 5) West Garden

Revisited

Go to the computer to get a map piece while avoiding the crabs. You can just rest a bit in the middle part between the top crabs. Go south (2, 6) while avoiding the crabs.

Grid (2, 6) West Garden

Revisited

This is a nasty job but you have to go south (right gate) to (2, 7) while avoiding the crab and the robot.

Grid (2, 7) West Garden

Revisited

Go to the computer to get a key. Go north, north, west (top gate), south (left gate), east, south (left

gate), east to (3, 7) while avoiding the robot and the crabs.

Grid (3, 7) West Garden

Revisited

Go north (3, 6).

Grid (3, 6) Master Computer

Description: Black radar floor

Exits: East, south

Go east to (4, 6) while staying on the black.

Grid (4, 6) Master Computer

Description: Black radar floor

Exits: East, south

Go north to (4, 5) while staying on the black.

Grid (4, 5) Master Computer

Description: Master computer

North part: t

East part: p

South part: c

West part: j

Exits: North, east, south, west

Put the c sphere in place. Go south, west, south, east, east (top or bottom), east (top or bottom), east, north, north, west to (6, 5) while avoiding all the killing stuff.

Grid (6, 5) East Garden

Description: -

Water: North, middle, east

Exits: East, south

Go south (6, 6).

Grid (6, 6) East Garden

Description: Crab and p mater computer entrance

Exits: North, west

Go west (5, 6) while avoiding the crab.

Grid (5, 6) Master Computer

Description: Black radar floor

Exits: North, east

Go north (5, 5) while staying on the black. You can take the short way.

Grid (5, 5) Master Computer

Description: Black radar floor

Exits: South, west

Go west (4, 5) while staying on the black. You must take the long way.

Grid (4, 5) Master Computer

Revisited

You can place the p sphere. Go east, south, east, north, east, south, east, east, north to (9, 5).

Grid (9, 5) East Garden

Revisited

Go west (8, 5).

Grid (8, 5) East Garden

Revisited

Go north (8, 4).

Grid (8, 4) East Garden

Description: Two crabs

Exits: South, two west

Go west (top gate) to (7, 4) while avoiding the crabs.

Grid (7, 4) East Garden

Description: Two crabs in two 'lanes'

Exits: Two north, two east, two south, three west

Go north (right gate) to (7, 3).

Grid (7, 3) North Garden

Description: Pond with hidden map piece

Water: Middle

Exits: Two south, west

Go into the pond from the top. The map piece is at the left in the pond. Go south, south (right gate), north (left gate) to (7, 4).

Grid (7, 4) East Garden

Revisited

Go west (bottom gate) to (6, 4) while avoiding the crab.

Grid (6, 4) East Garden

Description: Computer, slowing plant, and no bridge.

Water: North, middle, south

Exits: North, three east

Go east (middle gate) to (7, 4).

Grid (7, 4) East Garden

Revisited

Go north (left gate) to (7, 3) while avoiding the crab. Just let him pass.

Grid (7, 3) North Garden

Revisited

Go west to (6, 3).

Grid (6, 3) North Garden

Description: No bridge

Water: South, middle, west

Exits: North, east, south, two west

Go west (5, 3).

Grid (5, 3) North Garden

Description: Bridge and t master computer entrance

Water: East, middle, west

Exits: Two east, south

Go east (bottom gate), south to (6, 4).

Grid (6, 4) East Garden

Revisited

Go to the computer to get a map piece. Go north, west (bottom gate) to (5, 3).

Grid (5, 3) North Garden

Revisited

Go south (5, 4).

Grid (5, 4) Master Computer

Description: Dark radar room

Exits: North, west

Go west (4, 4) while staying on the black. You can take the short way.

Grid (4, 4) Master Computer

Description: Dark radar room

Exits: East, south

Go south (4, 5) while staying on the black.

Grid (4, 5) Master Computer

Revisited

Place the t sphere. Go north, east, north, east (top gate) to (6, 3).

Grid (6, 3) North Garden

Revisited

Go north (6, 2).

Grid (6, 2) North Gate

Description: Three arcs (the entrance to the next level) and an apple

Exits: North, south, west

Note the name of the place. The actual gate is one room further north, but we will go there later (it is closed anyway). Ignore the apple and go west (5, 2).

Grid (5, 2) North Garden

Description: -

Exits: North, east, west

Go north (5, 1).

Grid (5, 1) North Garden

Description: Entrance for the j sphere

Exits: South, west

Go west (4, 1).

Grid (4, 1) Northwest Sector

Description: Black burning coal, four buttons, cold/tepid/burning floor
Exits: East, west electrified

This is a tricky one because you must push all the buttons down while not burning yourself. After a short while the buttons pop up again. Expect to get burned a lot. Once all buttons are down the gate is deelectrified. Go west (3, 1).

Grid (3, 1) Northwest Sector

Description: Button surrounded in black burning coal and barrier blocks
Exits: East, two west

Study the picture of the barrier blocks because you have to recreate it in the next room. Go west (top or bottom) to (2, 1).

Grid (2, 1) Northwest Sector

Description: Barrier blocks surround black burning coal and four blocks
Exits: Two east, west electrified

Push the four blocks in the position of the previous room. Go east (top or bottom) to (3, 1).

Grid (3, 1) Northwest Sector

Revisited

Push the button which will deelectrify the gate in the next room Go west (top or bottom) to (2, 1).

Grid (2, 1) Northwest Sector

Revisited

Go west to (1, 1).

Grid (1, 1) Northwest Sector

Description: Laser robot in a maze
Exits: East, south

Go south (1, 2) while avoiding the robot.

Grid (1, 2) Northwest Sector

Description: Uthi Fran, block, explodable barrier block and exploding time trigger block
Exits: North, south electrified

You must explode the barrier while protecting the uthi with the block. Place the block beneath the uthi but just a little bit to the left. Next push the trigger block as close to the barrier and run! Talk to the uthi after the explosion. Move the block so the uthi can pass to deelectrify the gate. Go south (1, 3).

Grid (1, 3) Northwest Sector

Description: Computer and bridge
Water: East, middle, west
Exits: North, south

Go to the computer to get a key. Go south (1, 4).

Grid (1, 4) Northwest Sector

Description: Sphere shaped like a j, black burning coal, and cold/tepid/burning floor
Exits: North

Get the sphere without burning yourself. Easier said than done: you get burned a lot. Go north, north, north, east, east (top or bottom), east, east, south to (5, 2).

Grid (5, 2) North Garden

Revisited

Go west (4, 2).

Grid (4, 2) North Garden

Description: Chasing hedge and secret entrance south to secret room at (4, 3)
Exits: East, west

Ignore the secret entrance. Out run the hedge to go west (3, 2).

Grid (3, 2) North Garden

Description: Chasing hedge
Exits: East, west locked

Go west (2, 2).

Grid (2, 2) North Garden

Description: -
Exits: East, south

Go south (2, 3).

Grid (2, 3) North Garden

Description: Bridge
Water: East, middle, west
Exits: North, east, south

Go south (2, 4).

Grid (2, 4) North Garden

Description: Entrance of j master computer
Exits: North, east

Go east (3, 4).

Grid (3, 4) Master Computer

Description: Dark radar room
Exits: South, west

Go south (3, 5) while staying on the black.

Grid (3, 5) Master Computer

Description: Dark radar room
Exits: North, east

Go east (4, 5) while staying on the black.

Grid (4, 5) Master Computer

Revisited

Place the j sphere. You can now go to the next level. Note that you haven't visited all rooms yet. Some will be available later. Go west, north, west, north to (2, 3).

Grid (2, 3) North Garden

Revisited

Go east (3, 3).

Grid (3, 3) North Garden

Description: Computer and two movable hedges
Water: East, middle, south
Exits: West

Move the hedges to get to the computer to get a map piece. Go west, north, east, east, east, east to (6, 2)

Grid (6, 2) North Gate

Revisited

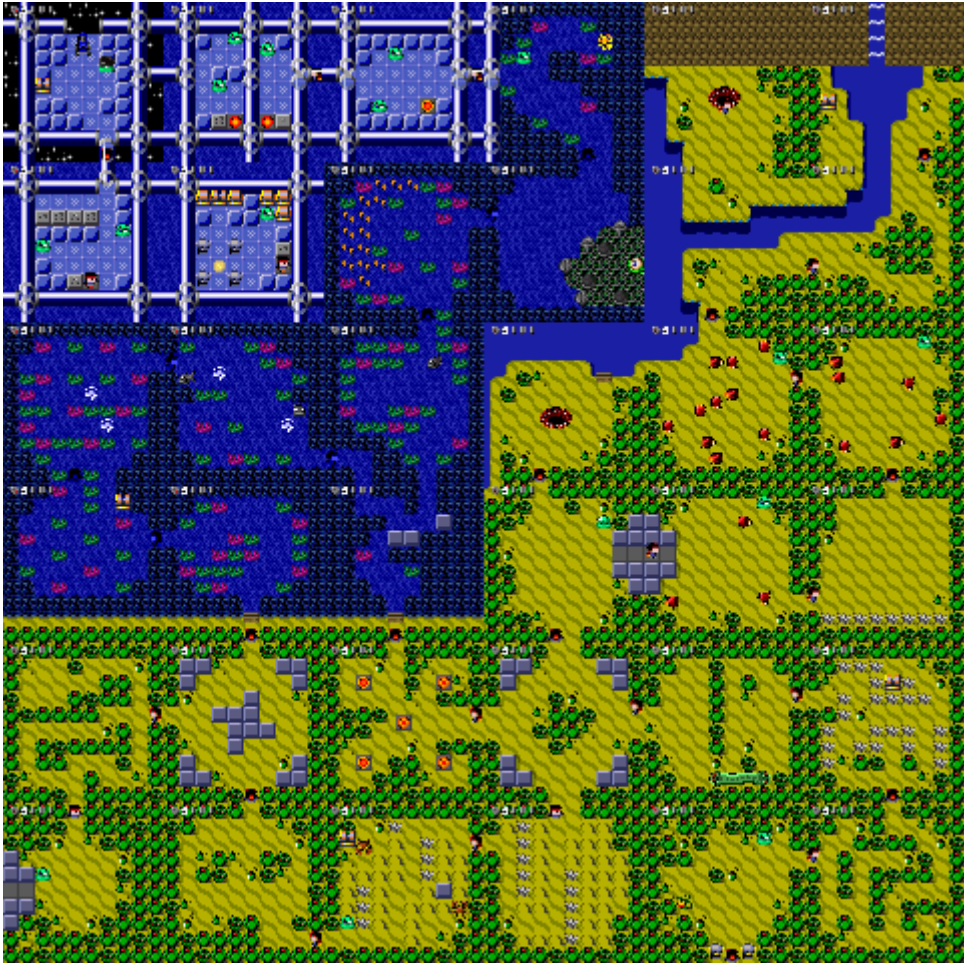
Eat the apple and run north (6, 1).

Grid (6, 1) North Garden

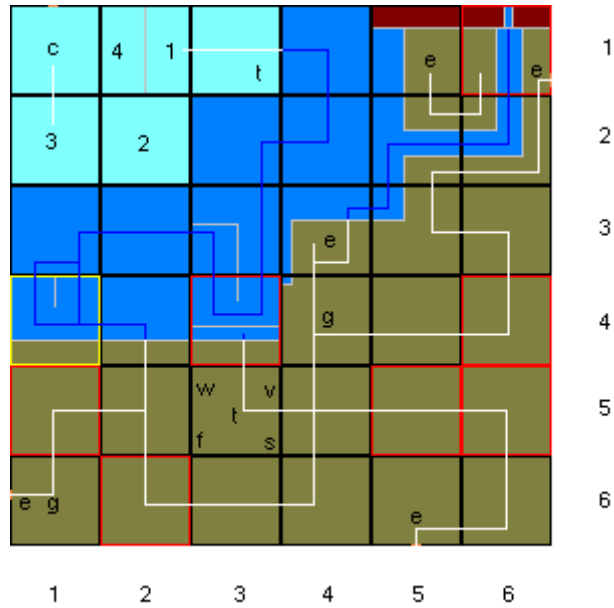
Description: Exit level Mazerian Cage and two laser robots
Exits: North (to next level), south

While glowing from the apple run north to the exit. While glowing, you won't get fried.

Southern Wildlands level



Composite picture



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (5, 6) Southern Wildlands

Description: Exit back to Mazerian Cage level, apple, and uthi Faris
 Exits: South (to previous level), east

Talk to the uthi. Go east (6, 6).

Grid (6, 6) Southern Wildlands

Description: Dunes
 Exits: North, west

Eat all the dunes away. Go north (5, 6).

Grid (5, 6) Southern Wildlands

Description: Dunes, killing thorns, and secret map piece
Exits: South, west

Carefully eat all the dunes away. Some thorns underneath. The secret map piece is at the top in the middle. Get the map piece. Go west (5, 5).

Grid (5, 5) Southern Wildlands

Description: Dunes and hidden snake
Exits: East, west

Go west (4, 5) while avoiding the snake that is circling under the dunes. Just eat the dune carefully to make the snake visible.

Grid (4, 5) Central Wildlands

Description: Crossroads
Exits: North, east, south, west

Go west (3, 5).

Grid (3, 5) Central Wildlands

Description: Five transporter pads (off)
Exits: East, north

Pads: top left to (3, 1)
top right to (6, 4) Snow Valley level
centre to (2, 5) Secret level
bottom left to (6, 1) East Forest level
bottom right to (3, 5) West Sphincter level

This is the room you will visit a lot since this is the quick way to other levels. However, the pads aren't working yet... Go north (3, 4).

Grid (3, 4) Lost Underwater

Description: Swimming water and movable blocks
Water: Top half
Exits: Two north, south

Go in the water and move block to the right. This is important! Later you will come from the top left and will move the other blocks. Go south, east to (4, 5).

Grid (4, 5) Central Wildlands

Revisited

Go south (4, 6).

Grid (4, 6) Central Wildlands

Description: Dunes, thorns, and uthi Farly
Exits: North, west

After you'll have the room at the west prepared, you will ask the uthi to remove the metal barrier over there. The uthi is a bit stupid so make sure he won't touch any thorns on his way west. Go west (3, 6) preparing the way for the uthi.

Grid (3, 6) Central Wildlands

Description: Two crabs, dunes, thorns, computer, metal barrier block and movable metal block
Exits: East, west blocked

You will let the uthi die probably the first time, so get to the computer to get a map piece. If you are lucky and you have the crabs cornered and have the block in the top right corner, go get the uthi. At least you get the map secured if you change rooms. Go east (4, 6).

Grid (4, 6) Central Wildlands

Revisited

Talk to the uthi and let him open the barrier in the next room. Go west (3, 6).

Grid (3, 6) Central Wildlands

Revisited

Talk to the uthi. Go west (2, 6).

Grid (2, 6) Central Wildlands

Description: Dunes, metal barrier block, and hidden explosive time trigger block
Exits: North blocked, east

The trigger block is in the south-west. Move it in the neighbourhood of the barrier and take cover. Go north (2, 5).

Grid (2, 5) Central Wildlands

Description: Movable blocks in the middle
Exits: North hidden, south, west

Unlock the north gate by moving the blocks clockwise. Go north (2, 4).

Grid (2, 4) Lost Underwater

Description: Swimming water
Water: Top half
Exits: South, west

Go west (1, 4).

Grid (1, 4) Lost Underwater

Description: Computer and chasing water plant
Water: Top half
Exits: Two north, east

The chasing plant is just left from the east gate! Ignore the computer and take a long way around the chasing plant to the north (left gate) to (1, 3). If you do it right, the plant stays in place.

Grid (1, 3) Lost Underwater

Description: Two pulsating jelly fishes and a chasing water plant
Water: Everywhere

If you touch the jelly fishes at a pulse, you're dead. Ignore the jelly fishes. Go south (right gate) to (1, 4).

Grid (1, 4) Lost Underwater

Revisited

Go to the computer to get a map piece and go back north (right gate) to (1, 3).

Grid (1, 3) Lost Underwater

Revisited

Push the first jelly fish out of the way. The chasing plant is the green left one at the top. It will stay there if you also move the second jelly fish and not take the short cut. Go east (2, 3).

Grid (2, 3) Lost Underwater

Description: Two jelly pulsating fishes and two patrolling predator fishes
Water: Everywhere
Exits: East, west

Block the predators using the jelly fishes. Be careful to let Ix be able to get to the east gate. Go east (3, 3).

Grid (3, 3) Lost Underwater

Description: Patrolling gold fish and patrolling predator fish in other 'lane'
Water: Everywhere
Exits: North, two south, west

Go south (left gate) to (3, 4).

Grid (3, 4) Lost Underwater

Revisited

Move the two blocks to open a path to the right north gate. Go north (3, 3).

Grid (3, 3) Lost Underwater

Revisited

Let the gold fish eat you. Go north (3, 2).

Grid (3, 2) Lost Underwater

Description: Patrolling predator and a school of little fishes.

Water: Everywhere

Exits: East, south

Eat the entire school and then the predator. Go east (4, 2).

Grid (4, 2) Lost Underwater

Description: 8-eyed monster with 4 tentacles

Water: Everywhere

Exits: North blocked, west

You must blind the four outer eyes of the monster without the tentacles touching you. The eye on top is hardest but if you notice rightmost tentacle jumps over a spot. From there you can get to the last eye. Expect to die a lot. After the fourth eye, the monster is dead and the block is cleared. Go north (4, 1).

Grid (4, 1) Lost Underwater

Description: Entrance underwater city, uthi Cornelius as guard, and pulsating jelly fish

Water: Right half

Exits: South, west guarded

As you talk to the guard it will say 'No fish allowed!', so kill the fish by making contact with the jelly fish. It will reappear. Talk to the uthi. Give him some room and go west (3, 1).

Grid (3, 1) Hidden Uthi City

Description: Entrance of underwater city, two uthis Fergus & Fala, and transporter pad (off)

Exits: East, west

Talk to the top uthi and to the bottom uthi. Go west (2, 1).

Grid (2, 1) Hidden Uthi City

Description: Split room with transporter pads and three uthis Flo, Fergus, & Flora

Exits: East, west

Talk to uthi to get 4 as second number. Step on the pad (the dice must say 4) to get to the left half of the room. Talk to the bottom uthi to get 1 as the third number. Talk to the top uthi to get 3 as the third number. So you get different answers for the third number. Step on the pad (the dice must say 3) to go south-west (1, 2).

Grid (1, 2) Hidden Uthi City

Description: Two uthis Fynn & , a transporter pad and four dices

Exits: North blocked

Talk to the left uthi and right uthi who will say the first number is 2 (after first saying 3). The right code is 2434. Go north (1, 1).

Grid (1, 1) Hidden Uthi City

Description: Captain blobshanks' place with rocket and computer

Exits: North (end of game), south

Don't touch the rocket! Talk to the captain. Go to the computer to get a map piece. Go south (1, 2).

Grid (1, 2) Hidden Uthi City

Revisited

Step on the pad (the dice must say 2) to go east (2, 2).

Grid (2, 2) Hidden Uthi City

Description: Supply center with uthi Filbert, ring of death, and transporter pad

Exits: -

Talk to the uthi. Then go to the ring of death. The pattern is incremented by one each time. Just write it down for reference. The pattern is random but after the sequence is 9 long, you're finished. You can talk to the uthi but he only wants you to play longer. Just go to the computer to get a security pass. Step on the pad (the dice must say 1) to go north (2, 1).

Grid (2, 1) Hidden Uthi City

Revisited

Go east (3, 1).

Grid (3, 1) Hidden Uthi City

Revisited

Step on the pad to go way south to (3, 5).

Grid (3, 5) Central Wildlands

Revisited

You're standing on the top left transporter pad (on): the way to the Hidden Uthi City (3, 1).

Go east, south, west, west, north to (2, 5).

Grid (2, 5) Central Wildlands

Revisited

Go west (1, 5).

Grid (1, 5) Central Wildlands

Description: Dunes, hidden explosive time trigger block, and metal barrier block

Exits: East, South blocked

This time the trigger block (located in the north-west) will follow you! First eat away all the dunes. Before you trigger the bomb and then lure the bomb down to the barrier. Go south (1, 6).

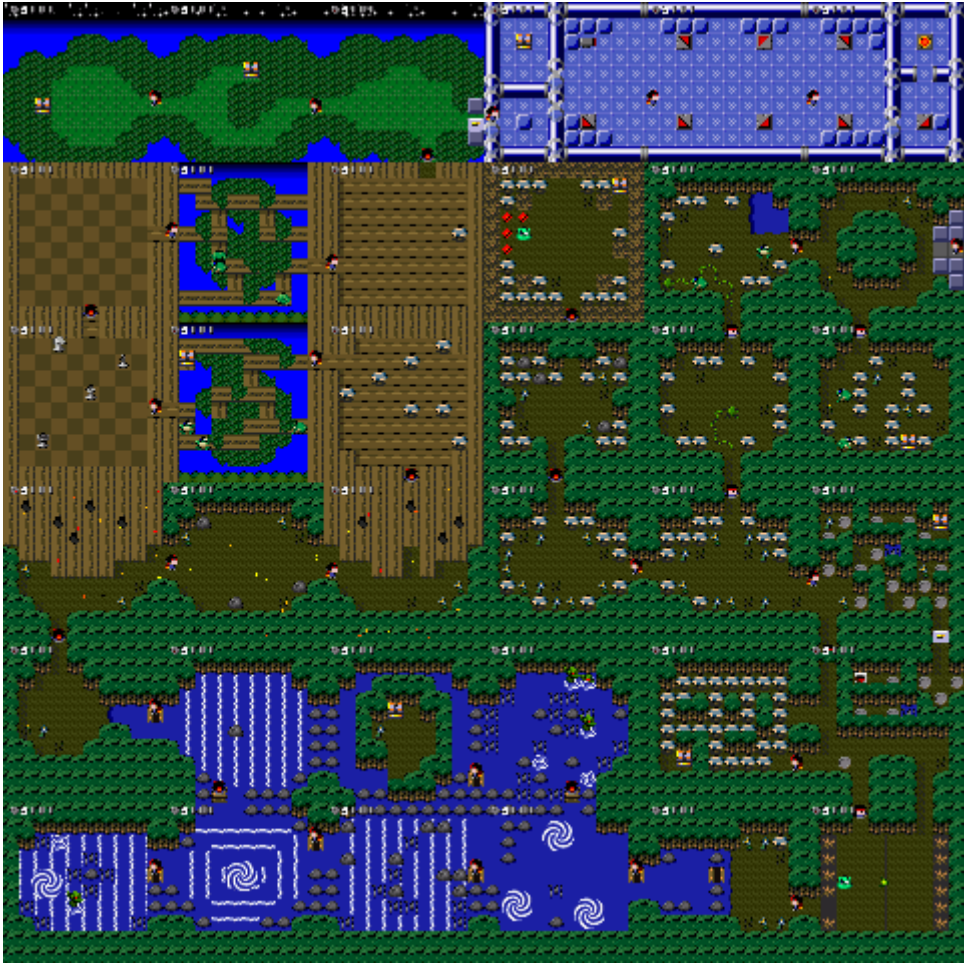
Grid (1, 6) Uthi Guard Station

Description: Uthi on guard

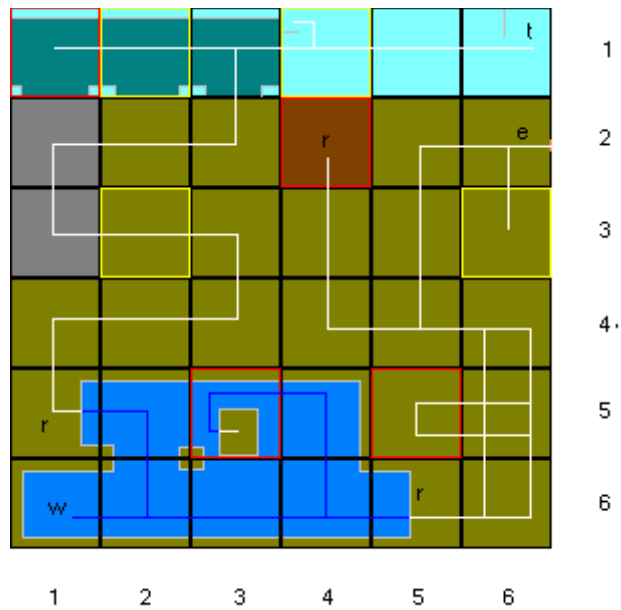
Exits: North, west garded (exit level to East Forest)

Talk to uthi. Give him some room. Go west to next level. Note that you haven't visited all rooms yet.

East Forest level



Composite picture



Legend:

- Yellow square: a computer
- Red square: a hidden computer or compass part
- e: exit to Southern Wildlands level (1, 6)
- t: transporter pad to Southern Wildlands level (3, 5)
- w: whirlpole to Mazerian Cage level (6, 10)
- r: raft residing places

Grid (6, 2) East Forest

Description: Exit back to wild lands and bushes in the middle
 Exits: East (back to previous level), south, west

Go south (6, 3).

Grid (6, 3) East Forest

Description: Computer and two killing frogs
 Exits: North

Get to the computer to get a map piece while avoiding the frog. They only jump horizontally or vertically at a time. Go north to (6, 2) while avoiding the frogs.

Grid (6, 2) East Forest

Revisited

Go west (5, 2).

Grid (5, 2) East Forest

Description: Two frogs, a power pond, and a growing plant
Exits: East, south blocked

The frogs will only jump horizontally or vertically at a turn. If they jump you, you're dead. You must transfer the power of the pond to the plant 5 times. Expect to die a lot. The plant will remove the block. Go south (5, 3).

Grid (5, 3) East Forest

Description: Growing plant and bugs
Exits: North, south blocked

Each time a bug touches the plant a piece dies. So get rid of the bug so that the plant can remove the block. Go south (5, 4).

Grid (5, 4) East Forest

Description: Red flower
Exits: North, east, west

Ignore the flower and go west (4, 4).

Grid (4, 4) East Forest

Description: Red flower
Exits: North, east

Ignore the flower and go north (4, 3).

Grid (4, 3) East Forest

Description: Entrance to Fenton's house and block
Exits: North closed, south

Move the block to the door to open it. Go north (4, 2).

Grid (4, 2) Fenton's House

Description: Fenton's house with uthi Fenton, red flower, a raft, a computer, and a hidden compass part
Exits: South

You'll will be returning several times because there is a lot and more than meets the eye (much later). Talk to the uthi to hear that he collects red flowers (which you will collect for him). Go to the computer to get a map piece. Ignore the raft for now (you get it when the uthi has four flowers). Go south, south to (4, 4)

Grid (4, 4) East Forest

Revisited

You must push the flower north, north to Fenton's House (4, 2).

Grid (4, 2) Fenton's House

Revisited

Push the flower to uthi. Go south, south, east to (5, 4).

Grid (5, 4) East Forest

Revisited

Push the flower west, north, north to Fenton's House (4, 2).

Grid (4, 2) Fenton's House

Revisited

Push the flower to uthi. Go south, south, east to (5, 4).

Grid (5, 4) East Forest

Revisited

Go east (6, 4).

Grid (6, 4) South Forest

Description: Jumping pads, a computer, and death spike in the middle

Exits: Two south (right locked), west

It is a matter of stepping on the right pads. Go up, down, right, down. Go to the computer to get a key. Go left. Go down and right, right, right. Go south (right gate) to (6, 5).

Grid (6, 5) South Forest

Description: Jumping pads, a button, death spike, and a hidden gate

Exits: Two north (left closed), two south (left hidden), two west

Same as before. Go down and right, right. Push button to open door. Go right and right. Go down and down. Go west (bottom or top) to (5, 5) avoiding the jumping pad.

Grid (5, 5) South Forest

Description: Mushrooms and hidden computer

Exits: East

Eat all the mushrooms but they reappear if you are not fast enough. A computer will appear in the south-west which will get you a map piece. Go east (6, 5).

Grid (6, 5) South Forest

Revisited

Go south (right gate, but the left one is still hidden) to (6, 6) avoiding the jumping pad.

Grid (6, 6) South Forest

Description: Bug pong with uthi Ed & bug and thorns

Exits: Two north (left hidden), west blocked

Talk to uthi to play ping pong with bug. It is best of five. If you loose, you die. When you win, the uthi will remove the block. Be careful of the thorns when you go west (5, 6).

Grid (5, 6) Put-in Spot

Description: Red flower and water for rafting

Water: Middle, west

Exits: East, west

Since you haven't have the raft yet, just get the flower pushed back to Felton's house. Go east, north, north (avoiding the jumping pad), west, west, north, north to (4, 2).

Grid (4, 2) Fenton's House

Revisited

Push the flower to the uthi. Talk to the uthi to get the raft. Push the raft all the way back to the water. Go south, south, east, east, south, south left gate (this one was hidden, with a little detour west to get a new pushing handle on the raft; don't push it down entirely otherwise you will get on the jumping pad), west to (5, 6).

Grid (5, 6) Put-in Spot

Revisited

Push the raft in the water and get onto it. Go west (4, 6).

Grid (4, 6) Forest Lake

Description: Three whirlpoles and a spike

Water: North, east, west, middle

Exits: North, east, west

Go north (4, 5) while avoiding the whirlpoles (they throw you back to (5, 6)).

Grid (4, 5) Forest Lake

Description: Spikes and popping up little sea monsters

Water: South, west, middle

Exits: South, west

Go west (3, 5) while avoiding the monsters and spikes. Expect to die a lot. Before the monsters appear you will see a little swirl in the water.

Grid (3, 5) Forest Lake

Description: Island with hidden computer
Water: East, middle
Exits: East

Get to the island (enter at the left side) and go to the computer in the north of the island to get a map piece. Get back on the raft. Go east, south to (4, 6).

Grid (4, 6) Forest Lake

Revisited

Go west (3, 6) while avoiding the whirlpoles and spike.

Grid (3, 6) Forest Lake

Description: Spikes and left to right current
Water: North, north-east, east, west, middle
Exits: East, west

Go west (2, 6) avoiding the spikes.

Grid (2, 6) Forest Lake

Description: Whirlpole and 4 current towards the whirlpole
Water: North, east, west, middle
Exits: North, east, west

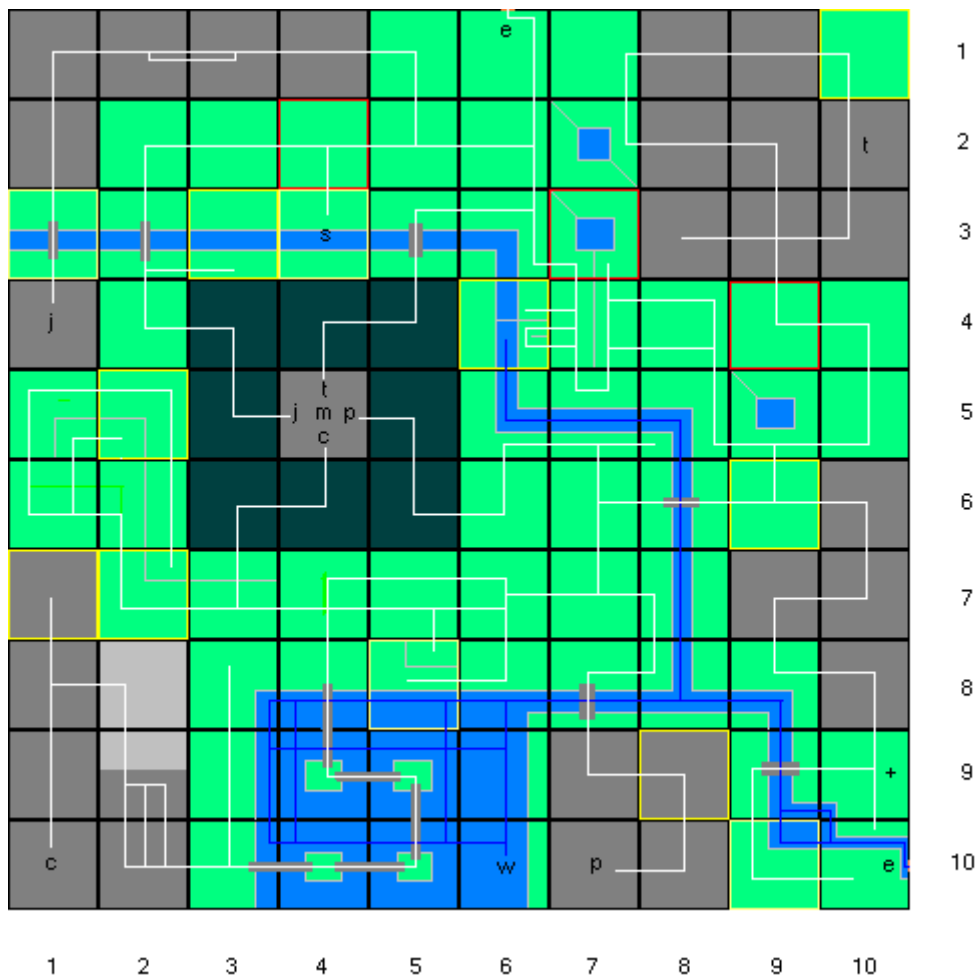
Go west (1, 6) avoiding the whirlpole (that would take you back to (5, 6)).

Grid (1, 6) Forest Lake

Description: Whirlpole, little sea monsters, spikes, and sort of right to left current
Water: East, middle
Exits: East

The whirlpole will transport you all the way back to the unvisited water of the starting level. Get to the whirlpole avoiding the monsters and spikes. The easier way is down.

Mazerian Cage level



Legend

White line:	path you can follow
Dark blue line:	path you can raft
Yellow square:	visible computer
Red square:	hidden computer or secret action
+:	starting place
w:	whirlpole to other level
e:	exit to other level
m:	master computer room
t:	t sphere
p:	p sphere
c:	c sphere
j:	j sphere

Grid (6, 10) South Garden

Description:	Whirlpole
Water:	Left half
Exits:	North, west

Go west, west, west to (3, 10).

Grid (3, 10) South Garden

Revisited

Go north (3, 9).

Grid (3, 9) South Garden

Description: Button in the water

Water: Right half

Exits: North electrified, south

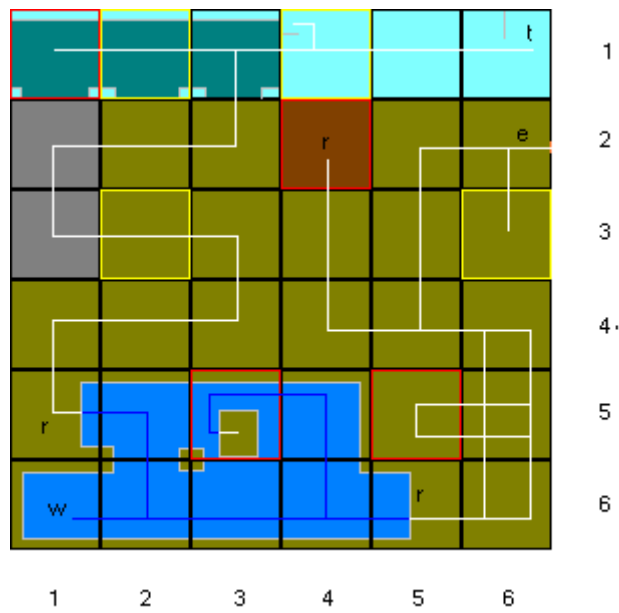
Push the button to deelectrify the gate. Although that gate leads to a computer, you can get on land (you can peek if you are curious). Go east, east, east, south (you can also take northerly route and do a bit of sightseeing) to (6, 10).

Grid (6, 10) South Garden

Revisited

Get back in the whirlpole to get back to the other level.

East Forest level



Legend:

Yellow square:	a computer
Red square:	a hidden computer or compass part
e:	exit to Southern Wildlands level (1, 6)
t:	transporter pad to Southern Wildlands level (3, 5)
w:	whirlpole to Mazerian Cage level (6, 10)
r:	raft residing places

Grid (1, 6) Forest Lake

Revisited

Go east (2, 6) while avoiding the monsters and spikes.

Grid (2, 6) Forest Lake

Revisited

Go north (2, 5) avoiding the whirlpole.

Grid (2, 5) Forest Lake

Description: Key in the water and right to left current

Water: East, south, west, middle

Exits: South, west locked

Push the key in the lock and go west (1, 5).

Grid (1, 5) Landing Spot

Description: Landing zone for raft
Water: East
Exits: North, east

Get to land and go north (1, 4).

Grid (1, 4) Giant Feet

Description: Strips of woods and lots of fireflies
Exits: East, south

Go east (2, 4).

Grid (2, 4) Giant Feet

Description: lots of fireflies
Exits: East, west

Go east (3, 4).

Grid (3, 4) Giant Feet

Description: Strips of wood with a door and lots of fireflies
Exits: North closed, west

Go north (3, 3) crawling through the door.

Grid (3, 3) Giant Body

Description: Woodworm
Exits: South, west closed

Start eating the tail of the worm (last two segments at a time) till the door opens. Go west (2, 3).

Grid (2, 3) Giant Arms

Description: Computer and three killing frogs
Exits: East, west

Go to the computer to get a map piece. Expect to die a few times. Go west (1, 3).

Grid (1, 3) Giant Body

Description: Chess with king, bishop, knight, and rook
Exits: East, north

You move faster in this room! Don't let them hit you. Go north (1, 2).

Grid (1, 2) Giant Body

Description: Chess with black king, black and white rook, two white knights, and a white bishop
Exits: East, south

You move faster in this room! You play with black. Hit all the white pieces. Go east (2, 2).

Grid (2, 2) Giant Arms

Description: Three killing frogs
Exits: West, east

Go east (3, 2) while avoiding the frogs.

Grid (3, 2) Giant Body

Description: Two woodworms
Exits: North closed, west

Start eating the tails of the woodworms till the door opens. Go north (3, 1).

Grid (3, 1) Treetops

Description: Treetops
Exits: East locked, south, west

Go west (2, 1).

Grid (2, 1) Treetops

Description: Treetops with computer
Exits: East, west

Go to computer to get a map piece. We will go to the compass part at Fenton's House later. Go west (1, 1).

Grid (1, 1) Treetops

Description: Jigsaw puzzle of captain Blobshanks and hidden computer
Exits: East

Solve the puzzles so the hidden computer appears. Go there and get a key. Go east, east to (3, 1).

Grid (3, 1) Treetops

Revisited

Go east (4, 1).

Grid (4, 1) Treetop Lab

Description: Computer, barrier block, laser (off), turnable mirror
Exits: East, west

This room and the two on the right need some preparation of putting the mirrors right before firing up the laser. You want the mirrors first to burn the barrier in this room. Go east (5, 1).

Grid (5, 1) Treetop Lab

Description: Four turnable mirrors

Exits: East, west

The laser will hit the top left mirror, deflect it down, right, up, and right. Go east (6, 1).

Grid (6, 1) Treetop Lab

Description: Three movable and turnable mirrors, a barrier block, and a transporter pad (off).

Exits: West

The laser will come from the left at the second row and should be deflected to the left at the fourth row. Arrange the mirrors. Go west, west to (4, 1).

Grid (4, 1) Treetop Lab

Revisited

Fire up the laser from the bottom. Turn off the laser and crunch the barrier. Go to the computer to get a ship part. Go east, east to (6, 1).

Grid (6, 1) Treetop Lab

Revisited

Adjust the bottom mirror so the barrier can be burned. The laser will come from the left at the second row. Go west, west to (4, 1).

Grid (4, 1) Treetop Lab

Revisited

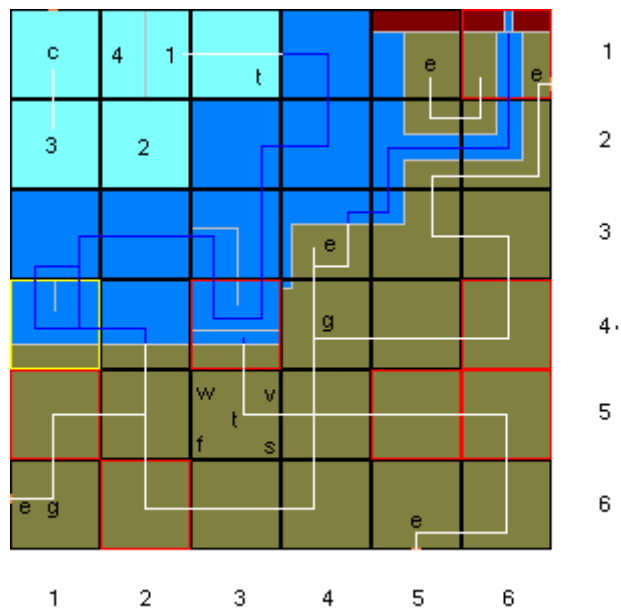
Fire up the laser from the bottom. Turn off the laser. Go east, east to (6, 1).

Grid (6, 1) Treetop Lab

Revisited

Crunch the barrier and get on the transporter pad to get back to Southern Wildlands (3, 5).

Southern Wildlands level



Legend:

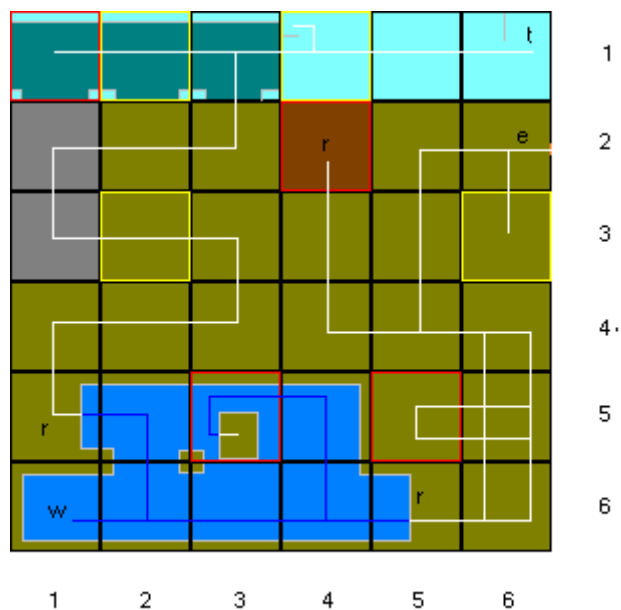
- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (3, 5) Central Wildlands

Revisited

You're on the left bottom transporter pad which brings you to East Forest (6, 1). We have to go back to Felton's house in the East Forest. It is easier to walk through the Southern Wildlands to the East Forest. Go east, south, west, west, north, west, south, west (leaving this level), west, south, south, west, north, north to (4, 2) in the East Forest.

East Forest level



Legend:

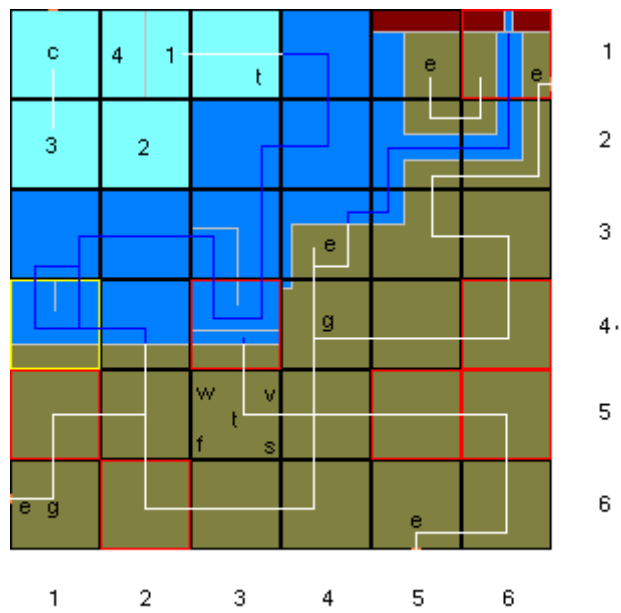
- Yellow square: a computer
- Red square: a hidden computer or compass part
- e: exit to Southern Wildlands level (1, 6)
- t: transporter pad to Southern Wildlands level (3, 5)
- w: whirlpole to Mazerian Cage level (6, 10)
- r: raft residing places

Grid (4, 2) Fenton's House

Revisited

Get the compass part at the top mushroom in the south-east corner. Go back to the Southern Wildlands to the room east of the transporter pads. Go south, south, east, north, north, east, east (leaving this level), north, east, south, east, east, north to (4, 5).

Southern Wildlands level



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (4, 5) Central Wildlands

Revisited

Go north (4, 4).

Grid (4, 4) Uthi Guard Station

- Description: Sleeping uthi as guard
- Water: North-west
- Exits: North, east guarded, south

Push the uthi out of the way and go east (5, 4).

Grid (5, 4) Northern Wildlands

Description: Uthi Faris, three beetles, and barrier block
Exits: East blocked, west

Talk to uthi to know that you squish the bugs head on. Start debugging the place. After the last bug the barrier is cleared. Go east (6, 4).

Grid (6, 4) Northern Wildlands

Description: Bug squash against a barrier wall and thorns
Exits: North blocked, west

Play squash with the bug against the wall. Eventually the north gate will be open. There is a secret computer in the north-west hidden in the bushes that will give you a map. Let the bug die and go north (6, 3).

Grid (6, 3) Northern Wildlands

Description: Uthi Fern, 6 beetles, and barrier block
Exits: South, west blocked

Talk to the uthi to know to kill the bugs by kicking them in the butt. Go debugging and after the last one the barrier opens. Go west (5, 3).

Grid (5, 3) Northern Wildlands

Description: Uthi Feye, 10 beetles, and barrier block
Water: North-west
Exits: East, north blocked

Talk to the uthi to know you must kick them on the side. Go debugging (you can take a break at the room east when they are all coming at you). After the last is gone the barrier opens. Go north (5, 2).

Grid (5, 2) Northern Wildlands

Description: No bridge
Water: Left half, middle, east
Exits: North, two east, south

Go east (bottom) to (6, 2).

Grid (6, 2) Northern Wildlands

Description: No bridge
Water: North, middle, west
Exits: Two north, two west

Go north (right) to (6, 1).

Grid (6, 1) Northern Wildlands

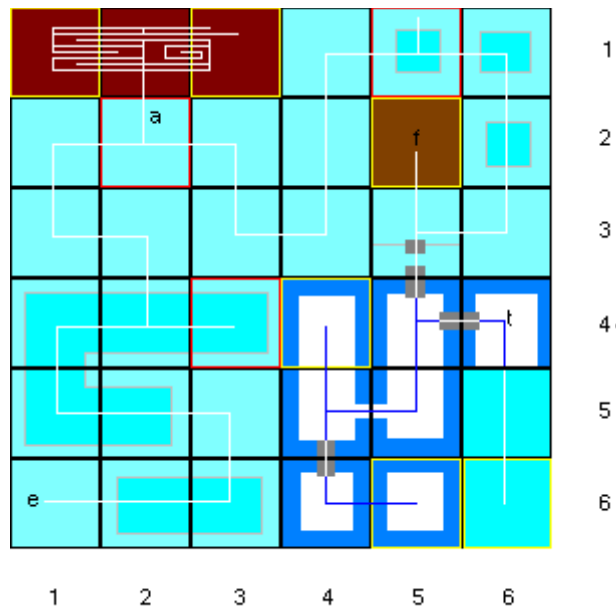
Description: Exit level, waterfall, computer, and a hidden compass part
Exits: East, south, west

Ignore the computer and go east leaving this level. This is a one way exit.

Snowy Valley level



Composite picture



Legend:

- Yellow square: a computer
- Red square: a hidden computer or hidden compass part
- e: exit to other level
- t: transporter pad
- a: entrance of Ant Nest
- f: Fuller's Cave

Grid (1, 6) Snowy Valley

Description: -
 Exits: East

Note that there is no exit west! Go east (2, 6).

Grid (2, 6) Frozen Lake

Description: Ice with icy spikes
 Ice: East, middle
 Exits: East, west

Go skating east (3, 6) avoiding spikes.

Grid (3, 6) Frozen Lake

Description: Ice with icy spikes
 Ice: West, middle
 Exits: North, west

Go skating north (3, 5) avoiding spikes

Grid (3, 5) Snowy Valley

Description: Dropping ice needles from above
Exits: South, west

Go west (2, 5) while avoiding needles.

Grid (2, 5) Frozen Lake

Description: Ice with icy spikes and dropping ice needles from above
Ice: West, middle
Exits: East, west

Go skating west (1, 5) while avoiding spikes and needles.

Grid (1, 5) Frozen Lake

Description: Ice with icy spikes and barrier blocks.
Ice: North, east, middle
Exits: North blocked, east

Use Ix as a demolition ball to break the barrier. Go gently avoiding the spikes. After the barrier is cleared, go north (1, 4).

Grid (1, 4) Frozen Lake

Description: Ice with icy spikes and barrier blocks.
Ice: East, south, middle
Exits: East blocked, south

Use Ix as a demolition ball to break the barrier. Go gently avoiding the spikes. The ice is thin and holes can occur when you skate too slow. After the barrier is cleared, go east (2, 4).

Grid (2, 4) Mountain Gate

Description: Ice with icy spikes, quare hole, square ice sheet, and barrier block.
Ice: East, west, middle
Exits: North blocked, east, west

Shove the sheet in the hole to clear the barrier. Go east (3, 4).

Grid (3, 4) Frozen Lake

Description: Ice with icy spikes, mushrooms, and hidden computer
Ice: West, middle
Exits: West

Chop all the mushrooms before they pop up again. If all are cleared the computer appears in the north-east. Expect to die a couple of times. Go there for a map piece. Go west (2, 4).

Grid (2, 4) Mountain Gate

Revisited

Go north (2, 3).

Grid (2, 3) West Mountain

Description: Movable stone

Exits: South, west

Push the stone west to (1, 3) and go there as well. You'll need the stone to crush ants.

Grid (1, 3) West Mountain

Description: Four ants and a barrier block

Exits: North blocked, east

Crush the ants with the stone to clear the barrier. Push the stone north (1, 2) and go there as well.

Grid (1, 2) West Mountain

Description: Three ants and barrier wall

Exits: East blocked, south

Crush the ants with the stone. Crush the barrier with the stone. Go east (2, 2).

Grid (2, 2) West Mountain

Description: Entrance for the ant nest in the north

Exits: East, west

Ignore the entrance (you're too big to fit in the tiny hole). Go east (3, 2).

Grid (3, 2) West Mountain

Description: Pulsating little rock and barrier block

Exits: South blocked, west

Move the rock to the barrier to clear it. Go south (3, 3)

Grid (3, 3) West Mountain

Description: Pulsating little rock, barrier block and ice needles from the bottom

Exits: North, east blocked

The rock must be as far as possible from the barrier (at the green stone and the tree) to clear it. Expect to die a lot. Go east (4, 3).

Grid (4, 3) East Mountain

Description: Barrier block and falling little rocks

Exits: North blocked, west

Collect enough rocks to clear the barrier. Rocks explode uncollected. Go north (4, 2).

Grid (4, 2) East Mountain

Description: Barrier block, falling little rocks, and ice needles

Exits: North blocked, south

Collect enough rocks to clear the barrier. Rocks explode uncollected. Go north (4, 1).

Grid (4, 1) East Mountain

Description: -

Exits: East, south

Go east (5, 1).

Grid (5, 1) East Mountain

Description: Sliding ice sheets and hidden compass part

Exits: East, west

Remove a path of the ice (not the ice sheets!) to clear the way to the other side. The clear space just sweeps up. Go east (6, 1).

Grid (6, 1) East Mountain

Description: Ice with icy spikes

Ice: Middle

Exits: South, west

The snow surrounding the ice pond can be traversed when you are small (a few rooms further). Go skate south (6, 2) gently avoiding the spikes.

Grid (6, 2) East Mountain

Description: Sliding ice sheets

Exits: North, south

Remove a path of the ice (not the ice sheets!) to clear the way to the other side. It is just like battle star Galactica... Each row is a little faster. It is easier to go right first before going to the next row. Go south (6, 3).

Grid (6, 3) East Mountain

Description: -

Exits: North, west

Go west (5, 3).

Grid (5, 3) Cloud Gate

Description: Broken bridge and a jumping pad

Exits: North, east, south broken

Go north (5, 2).

Grid (5, 2) Fuller's Cave

Description: Fuller's Cave with uthi Fuller, a computer and two red flowers

Exits: South

Talk to uthi, go to computer to get map piece, and eat flower to become a dwarf. Go south, east, north, north, west, west, south, south, west, north, west to the ant hole entrance at (2, 2).

Grid (2, 2) West Mountain

Revisited

Crawl through the hole in the north (2, 1) to get to the ant nest.

Grid (2, 1) Ant Nest

Description: Middle of the ant nest

Exits: East, south, west

It is a maze but take the third row at the bottom to the left. Go west (1, 1).

Grid (1, 1) Ant Nest

Description: Left of the ant nest with computer

Exits: Right

Go to the computer and go to the third row from the bottom to the east (2, 1),

Grid (2, 1) Ant Nest

Revisited

Go to the fourth row from the top and go west and return at the second row from the top. Go east (3, 1) on the second row from the top.

Grid (3, 1) Ant Nest

Description: The right of the ant nest with computer

Exits: West

Go to the computer to get a battery pack. Go west (2, 1) by taking the second row from the top.

Grid (2, 1) Ant Nest

Revisited

Get out of the ant nest at the south to (2, 2).

Grid (2, 2) West Mountain

Revisited

Go east, south, east, north, north, east, east, south, south, west, north to Fuller's Cave at (5, 2)

Grid (5, 2) Fuller's Cave

Revisited

Talk to uthi to grow and get further instructions. Go south (5, 3).

Grid (5, 3) Cloud Gate

Revisites

Step on the jumping pad. Go south (5, 4).

Grid (5, 4) Clouds

Description: In the clouds, jumping pad, and black circle is 4
Exits: North, east locked, south

Go south (5, 5).

Grid (5, 5) Clouds

Description: In the clouds, tiny clouds, and barrier block
Exits: North, west blocked

Walk over the tiny clouds such that you visit them almost all. The little clouds disappear when you leave them. After many clouds the barrier opens and all the tiny clouds reappear. Go west (4, 5).

Grid (4, 5) Clouds

Description: In the clouds and open square is 3
Exits: North, east, south

Go north (4, 4).

Grid (4, 4) Clouds

Description: In the clouds with computer and moving little clouds
Exits: South

Walk over the clouds to the computer to get a map piece and walk back. Expect to die a lot on the trip back. Walk via the right permanent little cloud in both directions. Go south (4, 5).

Grid (4, 5) Clouds

Revisited

Go south (4, 6).

Grid (4, 6) Clouds

Description: In the clouds with jumping pad and combs is 1

Exits: North

Set the dices to 33 and tep on the jumping pad to go east (5, 6).

Grid (5, 6) Clouds

Description: In the clouds with jumping pad and computer

Exits: -

Go to the computer to get a key and step on the pad to go west, north, east, north to (5, 4).

Grid (5, 4) Clouds

Revisited

Go east (6, 4).

Grid (6,4) Clouds

Description: In the clouds with transporter pad (off), barrier block, dices and black triangle is 2

Exits: South blocked, west

The code you have to enter is 24314 to clear the barrier. Go south (6, 5).

Grid (6, 5) Cloud Lab

Description: Three movable robots, three buttons, three operating pads, and barrier block

Exits: North, south blocked

The left pad operates the top left robot, the middle pad operates the bottom left robot, and the right pad the right robot. You operate the robots by stepping on the pads. You can only get of the pad if the robot is back in place. Go push the three button and operate the middle pad last. After all buttons are pressed, the barrier is open. Send the bottom left robot south (6, 6).

Grid (6, 6) Cloud Lab

Description: Four robots, six buttons, three barrier block, 3 operating pads, and a computer

Exits: North

You remotely operate the three robots that were already there by the robot you have sent over. Left pad is for robot in the middle left, the middle pad is for the bottom robot, and the right pad for the right robot. The middle left robot should push the bottom button, the right robot the right button, and the bottom robot the right button. The barrier is cleared and you can send the bottom robot to the computer to get a ship part. Return the bottom robot to its place. Send your remote control robot back north (6, 5).

Grid (6, 5) Cloud Lab

Revisited

Put the robot back in place. Go north (6, 4).

Grid (6, 4) Clouds

Revisited

Don't step on the transporter pad yet! Go west (5, 4).

Grid (5, 4) Clouds

Revisited

Step on the jumping pad to go north (5, 3).

Grid (5, 3) Cloud Gate

Revisited

Go east, north, north, west to (5, 1).

Grid (5, 1) East Mountain

Revisited

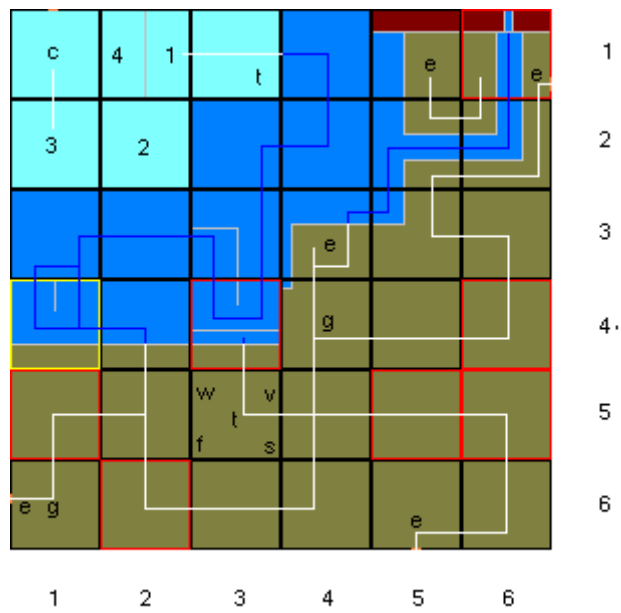
The compass part is in the top middle black stuff. Get it. Go east, south, south, west, south (jumping pad), east to (6, 4).

Grid (6, 4) Clouds

Revisited

Now you can step on the transporter pad to get back to Southern Wildlands (3, 5) to report back to the captain.

Southern Wildlands level



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (3, 5) Central Wildlands

Revisited

You're standing on the top right transporter pad that will lead you to Snowy Vally (6, 4). Step on the top left pad to go to (3, 1) to see the captain.

Grid (3, 1) Hidden Uthi City

Revisited

Go west (2, 1).

Grid (2, 1) Hidden Uthi City

Revisited

Set the dice on 3 and step on the pad to go to (1, 2).

Grid (1, 2) Hidden Uthi City

Revisited

Go north (1, 1).

Grid (1, 1) Hidden Uthi City

Revisited

Don't touch the rocket because then it is game over and you get home. Talk to the captain. Go south, transport to 1, go east, transport to (3, 5), go east, north to (4, 4).

Grid (4, 4) Uthi Guard Station

Revisited

Go north (4, 3).

Grid (4, 3) Curious Flower

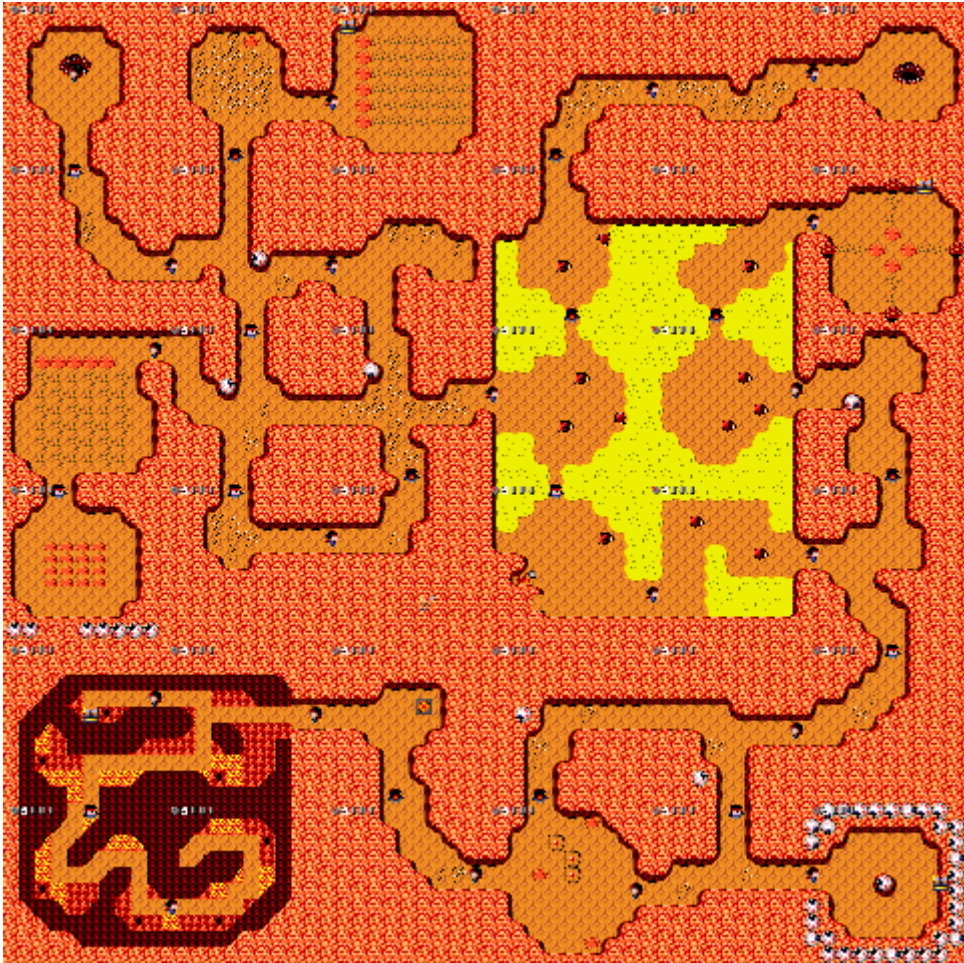
Description: Exit to next level, beetle and pink flower/monster

Water: North, north-east, south-west, west, north-west

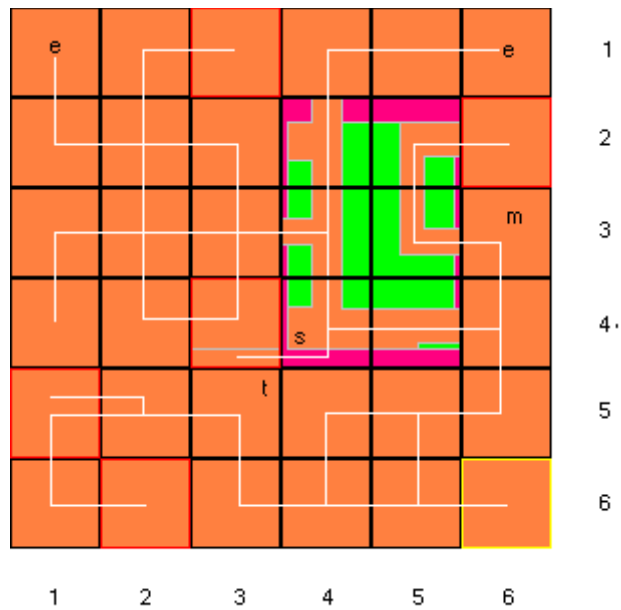
Exits: South

Don't touch the flower because it is a monster. Feed it the beetle which you can push from the sides. The monster will keep its sphincter wide open so you can jump into the next level!

West Sphincter level



Composite picture



Legend:

- Yellow square: a computer
- Red square: a (semi-) hidden computer or ship part
- e: exit to Southern Wildlands level (4, 3) and (4, 1)
- t: transporter pad to Southern Wildlands level (3, 5)
- m: morsel
- s: Scruffy's Domain

Grid (1, 1) West Sphincter

Description: Exit to Souther Wildlands with open sphincter
 Exits: South

Go south (1, 2) while avoiding the toxic walls.

Grid (1, 2) Worm Tunnels

Description: Pulling hairs
 Exits: North, east

The hairs pull je into a direction (often the walls :-). Go east (2, 2).

Grid (2, 2) Worm Tunnels

Description: Stairing eye and pulling hair
 Exits: North, east, south, west

Go north (2, 1).

Grid (2, 1) Worm Tunnels

Description: Pulling hair, a red pimple, and a hidden gate

Exits: East hidden, south

Push the pimple to open the gate. Go east (3, 1).

Grid (3, 1) North Bladder

Description: Six red pimples, a firing eye, and hidden computer

Exits: West

You can use the pimples to fire at the eye. First they multiply but after you shoot enough of them they die. Don't fire when they are too close because they fire back immediately. After the eyes die a computer appears. Go there to get a map piece. Go west, south (2, 2).

Grid (2, 2) Worm Tunnels

Revisited

Go east (3, 2).

Grid (3, 2) Worm Tunnels

Description: Pulling hairs

Exits: South, west

Go south (3, 3).

Grid (3, 3) Worm Tunnels

Description: Stairing eye and pulling hair

Exits: North, south, west

Go west (2, 3).

Grid (2, 3) Worm Tunnels

Description: Stairing eye and pulling hair

Exits: North, east, south, west

Go west (1, 3).

Grid (1, 3) Worm Tunnels

Description: Six red pimples, a firing eye, and hidden computer

Exits: West, south

You can use the pimples to fire at the eye. First they multiply but after you shoot enough of them they die. Don't fire when they are too close because they fire back immediately. After they have all died a pimple disappears so you can go south (1, 4).

Grid (1, 4) South Bladder

Description: Game of memory and hidden red pimple

Exits: North

You are only allowed 4 mistakes! You have to do the game twice! Expect to die a couple of times. Make notes of the game to minimize your losses. After you win the second game a hidden pimple appears, push it. You here something opening elsewhere. Go north, east to (2, 3).

Grid (2, 3) Worm Tunnels

Revisited

Go south (2, 4).

Grid (2, 4) Worm Tunnels

Description: Pulling hair

Exits: North, east

Go east (3, 4).

Grid (3, 4) Worm Tunnels

Description: Semi hidden computer and pulling hair

Exits: North, west

Ignore the computer for now and go north (3, 3).

Grid (3, 3) Worm Tunnels

Revisited

Go east (4, 3).

Grid (4, 3) Worm Stomach

Description: Three beetles and two hidden gates

Exits: North hidden, south hidden, west

Push the beetles on their side into the green stuff. After all have died, the gates open. Go north (4, 2).

Grid (4, 2) Worm Stomach

Description: Two beetles

Exits: North, south

Push the beetles on their side into the green stuff. Go north (4, 1).

Grid (4, 1) Worm Tunnels

Description: Pulling hair

Exits: East, south

Go east (5, 1).

Grid (5, 1) Worm Tunnels

Description: Pulling hair

Exits: East, west

Go east (6, 1).

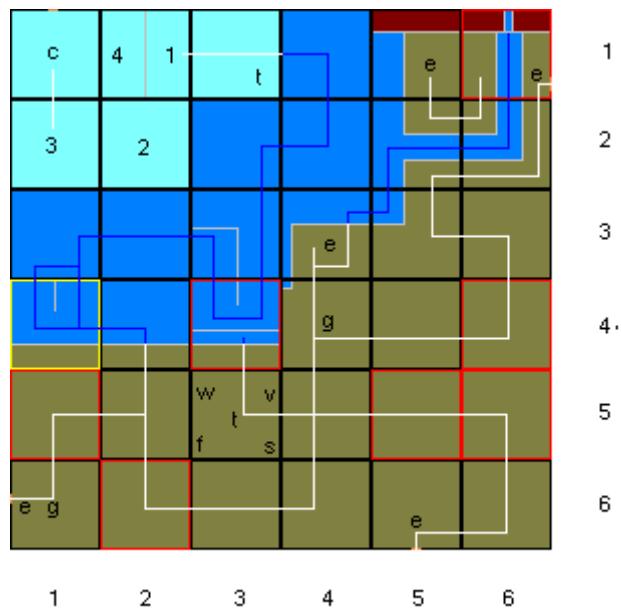
Grid (6, 1) North Sphincter

Description: Exit to Southern Wildlands to the unreachable parts and open sphincter

Exits: West

Jump into the sphincter to get to the Souther Wildlands (5, 1).

Southern Wildlands level



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (5, 1) Northern Wildlands

Description: Exit to West Sphincter (6, 1) and open sphincter
 Water: South-west, west
 Exits: South

Go south, east (top), north (left) to (6, 1).

Grid (6, 1) Northern Wildlands

Revisited

Go to the computer to get a map piece. The compass part is in the water but you can't get there yet.

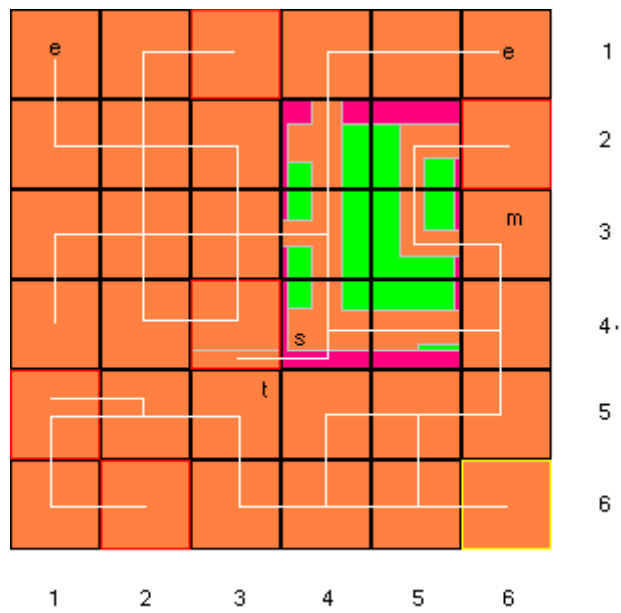
Go south, west, north to (5, 1).

Grid (5, 1) Northern Wildlands

Revisited

Jump in the sphincter to go to West Sphincter (6, 1).

West Sphincter level



Legend:

- Yellow square: a computer
- Red square: a (semi-) hidden computer or ship part
- e: exit to Southern Wildlands level (4, 3) and (4, 1)
- t: transporter pad to Southern Wildlands level (3, 5)
- m: morsel
- s: Scruffy's Domain

Grid (6, 1) North Sphincter

Revisited

Go west, west, south, south to (4, 3).

Grid (4, 3) Worm Stomach

Revisited

Go south (4, 4).

Grid (4, 4) Scruffy's Domain

Description: Uthi Scruffy, red pimpel, beetle, and hidden gate

Exits: North, east, west hidden

Talk to the uthi to know that you must push a morsel to him. Kill the beetle by pushing it at its side into the green. Go east (5, 4).

Grid (5, 4) Worm Stomach

Description: Two beetles
Exits: East, west

Kill the beetles by pushing them at their sides into the green. Go east (6, 4).

Grid (6, 4) Worm Tunnels

Description: -
Exits: North, south hidden, west

Go north (6, 3).

Grid (6, 3) Worm Tunnels

Description: Stairing eye and morsel
Exits: South, west

Ignore the morsel for now and go west (5, 3).

Grid (5, 3) Worm Stomach

Description: Three beetles and hidden gate
Exits: North hidden, east

Kill the beetles by pushing them at their sides into the green. The hidden gate appears. Go north (5, 2).

Grid (5, 2) Worm Stomach

Description: Beetle
Exits: East, south

Kill the beetle by pushing it at its side into the green. Go east (6, 2).

Grid (6, 2) Worm Tunnels

Description: Game of four eyes with four red pimples and hidden computer
Exits: West

Stand in the middle to shoot any eye that looks at you. Gradually the computer becomes visible. Go to the computer to get a map piece. Go west, south, east, south, west, west to (4, 4). Although you could bring the morsel with you, it will be killed by the beetles. So you're going to kill all the beetles whenever you can in (5, 4) and (4, 4).

Grid (4, 4) Scruffy's Domain

Revisited

While going back to the morsel kill all beetles. Go east, east, north to (6, 3).

Grid (6, 3) Worm Tunnels

Revisited

Push the morsel all the way to the uthi: south, west, west to (4, 4). The morsel is afraid of the green stuff so keep him exactly in the middle of the path when both sides are green.

Grid (4, 4) Scruffy's Domain

Revisited

Push the morsel to the uthi. The uthi will not eat the morsel but the other way round. Push the pimpel with the morsel. Go east, east to (6, 4).

Grid (6, 4) Worm Tunnels

Revisited

The hidden gate has been opened. Go south (6, 5).

Grid (6, 5) Worm Tunnels

Description: Pulling hair
Exits: North, west

Go west (5, 5).

Grid (5, 5) Worm Tunnels

Description: Pulling hair and stairing eye
Exits: East, south, west

Go south (5, 6).

Grid (5, 6) Worm Tunnels

Description: Pulling hair
Exits: North, east, west

Go east (6, 6).

Grid (6, 6) Worm Tunnels

Description: Block our leader with eyes and computer
Exits: West

Rush to the computer and back to get a map piece. Each eye you touch becomes a barricade. Go west (5, 6).

Grid (5, 6) Worm Tunnels

Revisited

Go west (4, 6).

Grid (4, 6) Worm Tunnels

Description: Three eggs sunny side up, three red pimples, and a hidden gate

Exits: North, east, west hidden

Push the right eggs to the pimples, if you do it wrong, you'll get egg on your face from the blast. The top egg goes to the bottom, the middle egg to the middle, and the bottom egg to the top. The hidden gate will open. Go north (4, 5) to have a peek.

Grid (4, 5) Worm Tunnels

Description: Stairing eye and pulling hair

Exits: East, south

There is nothing interesting here, but you did want to see all rooms, didn't you. Go south, west to (3, 6).

Grid (3, 6) Worm Tunnels

Description: pulling hair

Exits: North, east

Go north (3, 5).

Grid (3, 5) Worm Tunnels

Description: Transporter pad (off)

Exits: South, west

Go west (2, 5).

Grid (2, 5) Worm Brain

Description: Deadly brainwaves

Exits: East, two west

Eat the bright red avoiding the yellow brainwaves (you can't eat the source). Go west (top gate) to (1, 5).

Grid (1, 5) Worm Brain

Description: Deadly brainwaves and hidden computer

Exits: Two east, south

Eat the bright red avoiding the yellow brainwaves (you can't eat the source). Eat a way till you get to the hidden computer left of the top source. It will give you a map piece and the location of the compass part. Go east (top gate), west (bottom gate) to the bottom half. Start eatingsouth to (1, 6).

Grid (1, 6) Worm Brain

Description: Deadly brainwaves

Exits: North, east

Eat the bright red avoiding the yellow brainwaves to the east (2, 6).

Grid (2, 6) Worm Brain

Description: Deadly brainwaves

Exits: North, east

Eat the bright red avoiding the yellow brainwaves till you get to the north-west end where you uncover the hidden ship part. Go west, north, east (bottom), east, south, east, east, north, east, north, west, west to (4, 4).

Grid (4, 4) Scruffy's Domain

Revisited

A hidden gate has open. Go west (3, 4).

Grid (3, 4) Worm Tunnels

Revisited

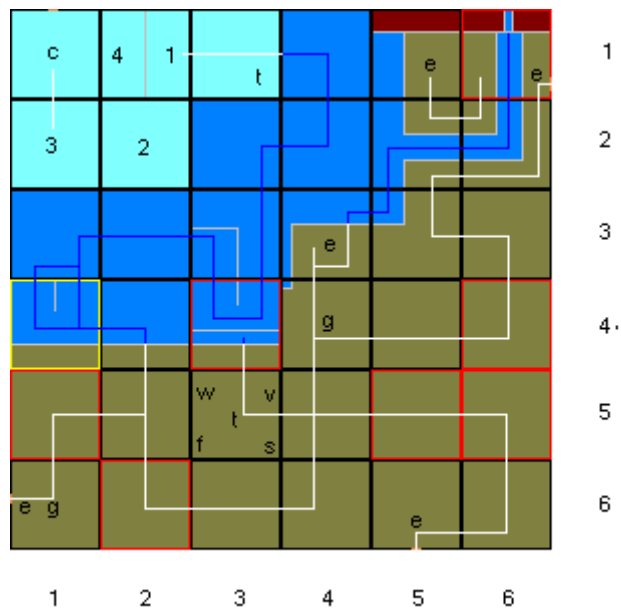
Get to the computer to get a compass part. Now it is time to get back to the transporter pad. Go east, east. East, south, west, south, west, west, north to (3, 5).

Grid (3, 5) Worm Tunnels

Revisited

The transporter pad is on so step on in to get back to the Southern Wildlands (3, 5).

Southern Wildlands level



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (3, 5) Central Wildlands

Revisited

You're standing on the bottom right transport pad to West Sphincter (3, 5). Time to get the last compass part. Go east, north, north to (4, 3).

Grid (4, 3) Curius Flower

Revisited

Take a swim from the peer that has appeared and go east, north, east, north to (6, 1).

Grid (6, 1) Northern Wildlands

Revisited

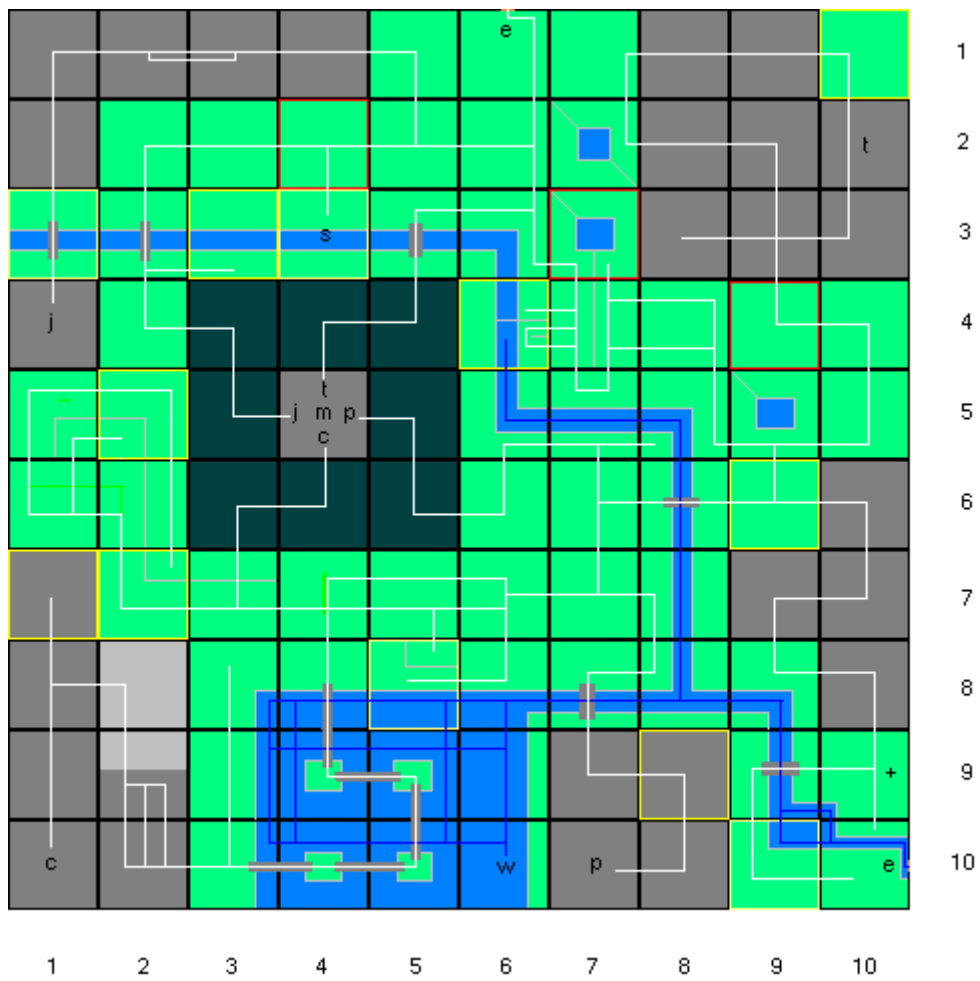
The compass part is at the waterfall. It is time to solve the rest of the Mazerian Cage level. Go south, west, south, west, south, south, east, east (snake!), south (thorns!), west to (5, 6).

Grid (5, 6) Southern Wildlands

Revisited

Eat the apple and rush down to the starting level (kill robots waiting at the starting level).

Mazerian Cage level



Legend:

- White line: path you can follow
- Dark blue line: path you can raft
- Yellow square: visible computer
- Red square: hidden computer or secret action
- +: starting place
- w: whirlpole to other level
- e: exit to other level
- m: master computer room
- t: t sphere
- p: p sphere
- c: c sphere
- j: j sphere

Grid (6, 1) North Garden

Revisited

A long time ago we pushed a button in the water, so now it is time to see the result. Go south, south, east, south, west (crab!), east, south, east, north, east, south, east, south, west, west, south, west, west (top or bottom), west (top or bottom), south, south, east, south, west, west, north to (3, 9).

Grid (3, 9) South Garden

Revisited

The gate was deelectricified, so go north (3, 8).

Grid (3, 8) South Garden

Description: Computer
Water: South-east
Exits: South

Go to the computer to get a map piece. Now it is back to the secret room. Go south, south, east, east, north, west, north, north, east (top or bottom), east (top or bottom), east, north, east, east, north, west, north, west, south (right), north (left), west (any for crab!), east, north, west, north, west, west to (4, 2).

Grid (4, 2) North Garden

Revisited

You should be able to push the crack down south (4, 3).

Grid (4, 3) North Garden

Description: Secret room with computer
Water: East, middle, west
Exits: North

Go to the computer to get the compass needle. Also the blocking stone in the water at (6, 8) is cleared. You are set for the secret level for which you need your raft in the East Forest (1, 5). Go north, east, east, north (apple!), north, east, north, west (thorns!), west (snake), west to (3, 5) in the Southern Wildlands where you take the bottom left transporter pad to the East Forest (6, 1). Go west, west, west, south, west, west, south, east, east, south, west, west, south to (1, 5) where you get on your raft. Go east, south, west to (1, 6) and take the big Whirlpole to Mazerian Cage (6, 10).

Grid (6, 10) South Garden

Revisited

Although you can go exploring in this level there is not much to see. Go north, north to (6, 8).

Grid (6, 8) South Garden

Revisited

The stone is cleared from the river, go east, east to (8, 8).

Grid (8, 8) South Garden

Revisited

The river branches. You can follow the left branch up to (6, 4) by going north, north, north, west, west, north but then you have to return because the raft is too large to continue (go south, east, south, south, south). The right branch leads to the secret level, so go east, south, south, east to (10, 10).

Grid (10, 10) Mazerian Cage

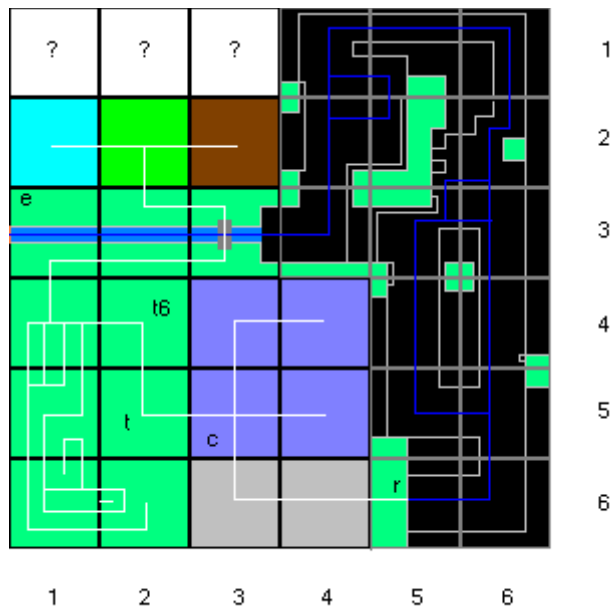
Revisited

The east gate is deelectrified and is the entrance of the secret level. Go east to the Secret Level.

Secret Level



Composite picture (3 top left are unreachable and are filled up with the opening screen and the two final screens)



Legend:

- e: exit to Mazerian Cage level (10, 10)
- r: raft landing zone
- c: computer to read your score and compass heading
- t: transporter pad to Southern Wildlands level (3, 5)
- t6: transporter pads to games
- ?: unreachable?

Actually, this is the most boaring level of all: an anticlimax to a great game. There ara no secrets in the secret level! There are no maps, so you go in the blind. It is probably a debugging aid for the programmers.

Grid (1, 3)

Description: -
 Water: East, west, middle
 Exits: East

West is the starting level, so go east (2, 3).

Grid (2, 3)

Description: -
 Water: East, west, middle
 Exits: North, teo east, west

Go east (3, 3).

Grid (3, 3)

Description: Bridge and start of Black Sea

Water: East, west, middle
Exits: Two west

Go east (4, 3)

Grid (4, 3)

Description: Black sea with black burning coal and pieces of land at the borders
Water: Top half, west
Exits: -

Go north (4, 2).

Grid (4, 2)

Description: Black sea straight with land and black burning coal
Water: North, north-east, south, middle
Exits: -

Go north (4, 1).

Grid (4, 1)

Description: Land at the south-west, Black sea with black burning coal
Water: Everywhere except south-west
Exits: -

Go east (bottom passage) to (5, 1).

Grid (5, 1)

Description: Land south, Black sea with black burning coal
Water: Everywhere except south
Exits: South

Go south (5, 2).

Grid (5, 2)

Description: Land from north, middle, and south-west, Black sea with black burning coal
Water: Everywhere except north, middle, and south-west
Exits: -

Go north, west (bottom passage), east (top passage) to (5, 1)

Grid (5, 1)

Revisited

Go east (6, 1).

Grid (6, 1)

Description: Black sea with black burning coal
Water: Everywhere
Exits: -

Go south (6, 2).

Grid (6, 2)

Description: Island in Black sea with black burning coal
Water: Everywhere
Exits: -

Go south (6, 3).

Grid (6, 3)

Description: Black sea with black burning coal and little piece of land
Water: Everywhere except south-east
Exits: -

Go west (5, 3).

Grid (5, 3)

Description: Three land corners (except north-east) and Black sea with black burning
Water: North, north-east, east, south, west
Exits: -

Go east, south (6, 4).

Grid (6, 4)

Description: Black sea straight with black burning coal
Water: Everywhere except south-east, north-west
Exits: -

Go south (6, 5).

Grid (6, 5)

Description: Black sea straight with black burning coal
Water: Everywhere except north-east

Go south (6, 6).

Grid (6, 6)

Description: Black sea with black burning coal
Water: Everywhere

Go north, west to (5, 5).

Grid (5, 5)

Description: Black sea straight with black burning coal
Water: Everywhere except south-west

Go north (5, 4).

Grid (5, 4)

Description: Black sea straight with black burning coal
Water: Everywhere except top corners

Go south, east, south, west to (5, 6).

Grid (5, 6)

Description: Land Ahoi!
Water: Right half
Exits: North, west

You can finally land the raft and go west (4, 6).

Grid (4, 6)

Description: Parking lot
Exits: East, west

The climax will be stupid... Go west (3, 6).

Grid (3, 6)

Description: Parking lot
Exits: North, east

The climax will be stupid... Go north (3, 5).

Grid (3, 5)

Description: School
Exits: North, east, south, west

Go east (4, 5).

Grid (4, 5)

Description: School
Exits: West

Go west, north to (3, 4).

Grid (3, 4)

Description: School
Exits: East, south

Go east (4, 4).

Grid (4, 4)

Description: School
Exits: West

Go west, south, west to (2, 5).

Grid (2, 5)

Description: Transporter pad
Exits: North, east

The transporter pad would take you to Souther Wildlands (3, 5). We do that later. Go north (2, 4).

Grid (2, 4)

Description: Six transporter pads to all games
Exits: South, west
Clockwise: East Forest (6, 6) bug bong, West Sphincter (1, 4) memory, West Sphincter (6, 2) shooting staring eyes, West Sphincter (6, 4) bug squash, West Sphincter (1, 3) shooting jumping eyes, and Southern Wildlands (2, 2) ring of death.

Go west (1, 4).

Grid (1, 4)

Description: Maze
Exits: North, four south

Go south (second left) to (1, 5).

Grid (1, 5)

Description: Maze
Exits: Four north, four south

Go south (leftmost) to (1, 6).

Grid (1, 6)

Description: Maze
Exits: Four north, three east

Go east (bottom) to (2, 6).

Grid (2, 6)

Description: Maze and lasar cooked block
Exits: Three west

If you though the block, you will get a different shape. Go west, north, north, north (bottom) to (1, 3).

Grid (1, 3)

Revisited

This was the entry room of this level. Go east, east (bottom), west (top), north to (2, 2).

Grid (2, 2)

Description: Walkable snake
Exits: East, west

Go east (3, 2).

Grid (3, 2)

Description: Spaceprobe Spirit on Mars
Exits: West

Go west, west to (1, 2).

Grid (1, 2)

Description: All music
Exits: East

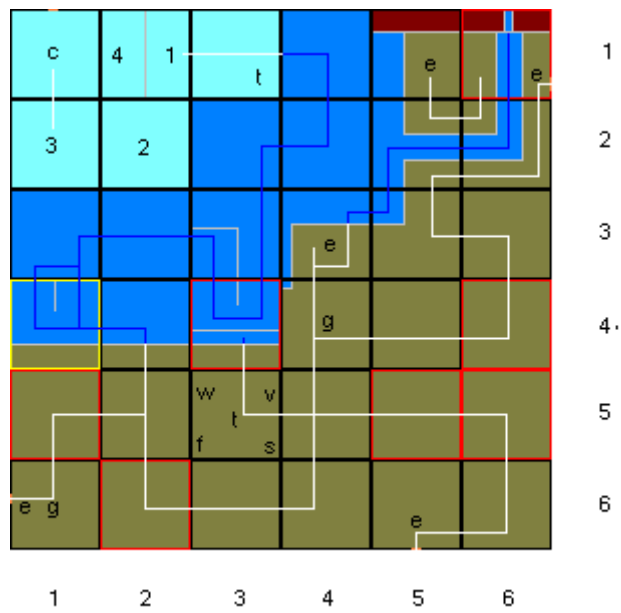
Push a button for a tone. Go east, south, east (top), west (bottom), west, south, east to transporter pad at (2, 5).

Grid (2, 5)

Revisited

Note that you are not able to visit (1, 1), (2, 1) and (3, 1). Step on the pad to goto the Souther Wildlands (3, 5).

Souther Wildlands level



Legend:

- Yellow square: a computer
- Red square: a hidden computer, a hidden killer, or a hidden compass part
- e: exit to other level
- c: captain Blobshanks
- g: uthi guard
- t: transporter pads (middle to (2, 5) Secret level)
- w: transporter pad to (3, 1) Southern Wildlands level
- v: transporter pad to (6, 4) Snowy Valley level
- s: transporter pad to (3, 5) Est Sphincter level
- f: transporter pad to (6, 1) East Forest level
- 1: transport room 1
- 2: transport room 2
- 3: transport room 3
- 4: transport room 4

Grid (3, 5) Central Wildlands

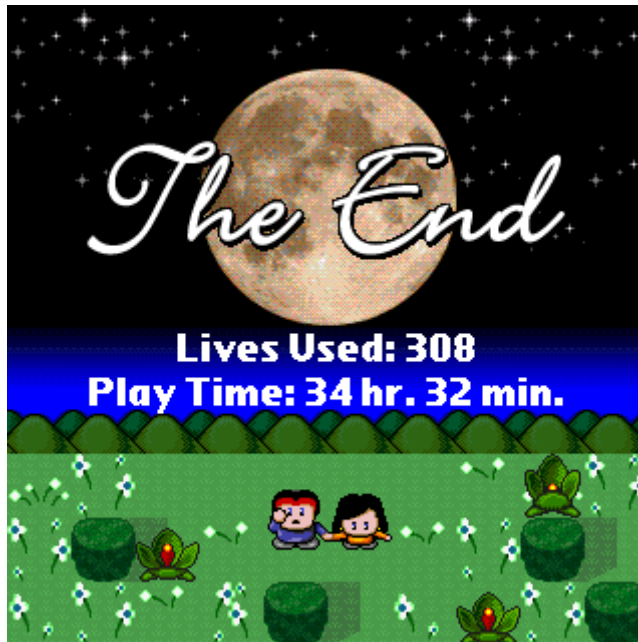
Revisited

You're standing on the middle transporter pad to the Secret Level (2, 5). Visit the captain by taking the top left pad, go west, pad with dice on 3, north to (1, 1).

Grid (1, 1)

Revisited

Talk to the captain and take the rocket home. You will go a screen through space ending to be reunited with his girl friend on Ixus.



The number of lives is a bit high for I had to do some extra work for writing this walkthrough. The play time is way too high (that is due to writing this walkthrough). Normally it takes about 10 hours.

The end.