



Rayman 2 the great escape walkthrough

of my tutorial! Here, you'll see the guidance of the whole game. It can be quite frustrating sometimes, but once you spend time with it, you end up successfully!! I know that, because I've experienced it before. It actually took me almost a year to win the whole game, pick up the whole hell out and clear all the cages. The fraction in brackets next to the headers and subheadings shows its difficulty. For every level you complete, you'll be more skilled! Imagine that every time you complete a level, you have 10 points. You may find the next level quite difficult if all the points you have added so far have not quite reached the difficulty of the level. If you've added more points than the next step's straw, you might find it a little easier! For example, to understand how I would do in the swamps of awakening, I first have to calculate how many points and them to 10 how I would do in the swamps of awakening, I first have to calculate how many points I have. The forest of light may have given me... Say 3 points and the next step's straw, you might find it a little easier! For example, to understand how I would do in the swamps of awakening, I first have to calculate how many points I have. points. I get 18 points, and the level difficulty, itself is 20/100 and my 18 points aren't quite there yet, So I might have some difficulties... ----------- controls ---go left arrow - go right up arrow - go right up arrow - go right up Arrow - Go Down Arrow Forward - Go Back Ctrl - Fighting (Change Camera View) O - Change Camera View Z - Dive (Swim Deeper) J - On/off Mode --------- These -------- are the davs when I used to complete all this tutorial! I spent all my free time in those days writing the tutorial and, of course, playing Rayman 2, itself, to make the article more detailed and accurate, while making more images of the environment for each level. Wednesday October 16, 2002 - Completed content, controls and levels 1 and 2. Thursday, October 17, 2002 - Stage 3 and 1 of Level 4 is completed. Friday October 18, 2002 - Levels completed 4, 5, Zones 1-3 level 6 (Part 1) and Level 7. Saturday 19 October 2002 - Levels completed 8-9 and in the middle of Zone 1 of Level 10. Monday 21 October 2002 - Back to school from the holidays! End the 1-2 zone (left) of level 10. Tuesday 22 October 2002 - Finished Zone 3 of Level 10. Wednesday 23 October 2002 - Finished Zone 2. Friday, October 25, 2002 - Finished Zone 2 on the 11th floor and the alternative entrance to the Fairy Ice Cream. Saturday 26 October 2002 - Finished level 11 and zone 1 of level 12. Area 2 is almost complete. Sunday, October 27, 2002 - Finishes stage 12, 13 and 1 of level 14. In the middle of Zone 3. Tuesday, October 29, 2002 - Finishes stage 14. I'm almost done with Area 1 of level 15. Wednesday 30 October 2002 - Finished level 15 and zones 1-2 of level 16. I just started in Zone 3. Thursday, October 31, 2002 - Finishes stage 16. I just started in Area 1 of the 17th floor. Friday 1 November 2002 - Finishes zone 1 of level 17. Sunday 3 November 2002 - Finished level 17. Saturday 2 November 2002 - Finished levels 18-19 and bonus levels. All training complete! Beyond Sunday November 3, 2002 - regular updates - still tracks any gram or spelling mistakes. ----------- training ------------ here's all the tutorial! ----------- Level 1: Forest of Light (5/100) --- No. Lums's: 5 no. Cages: 2 Special: Meet Globox, get 1 lom money, meet the baby Globoxes, meet the youth zone 1 (1/30) when you start playing, select a new game from the menu and give it a name. Press the Enter key and the first level will load. Use this first level to get used to the controls and meet some friends you need to know. Water, from spare us... O.... Oh help! After you see Globox caught by pirates, he'll give you a silver lom that Ley (the fairy) gave him. Now you can hit with your first goal is to save Lee, captured by a group of pirates (the bad guys). When you get control, try not to crash into the laser! If you do, a little bar your life will be emptied away. Try to get away from it. Shoot the rusty net on the wall and slide down a steep passageway. Hopefully, you'll collect some red Lums to fill your life bar after all the energy you've lost. When you get to the bottom, Fat Globox doesn't stop in time and pushes you down from what it looks like the altitude from the sky... Zone 2 (2/30) No, you're not dead! You'll see Ryman landed safely on the ground but he was separated from his friend, Globox. Rumor has it you'll see him again by the time you call it...) will approach. He's Murf and he's friendly. He will, from now on, give you advice throughout the game. Whenever you need help, either hold F1 or just stand next to a stone of thoughts, where Morph introduces you now. Once he's gone, follow the cage twice to open it. Your first yellow lom should pop out. Before you get it, Ryman will go back and Morfy should show up to talk to you again, this time about cage parching. When he's gone, come back and just jump up and touch the yellow lym to get it. Once you have it, a door on the ground should open. Jump down the waterfall. Walk through the waterfall. Then, climb the highest cliff you can stand on and jump on the opposite cliff using your helicopter. Be patient: It takes some practice. On the other side, you meet Baby Globox. Once you make them cry (poor babies!) walk along the path into a wide, open space. If you're standing in the thought stone ear to your left, again, Murphy shows up and teaches you how to climb between the two walls. On both walls, press A until it is very high, and then press it again. Repeat this process several times. Once you reach the summit, shoot open the cage hanging under the shelter to free four teenagers. It might be hard for you to talk to them because they've forgotten whose king it is! Try your best to understand the conversation and at the end, if you have all five yellow blocks, you will jump into your first magic door! --------- Level 2: Fairy Glide - Main (24/100) ------entrance here, which means you can't get all the yellow graduates or release all the cages at this level yet... This is one of the longest levels in the game. In the Hall of Doors, jump to the next level. You seem to see a beautiful environment that surrounds you, but make no mistake: this level may be fatal later on. Walk over the little bridge on a pink mushroom (if you fall into the water, you can swim). It's going to act like a trampoline and you're going to jump up and hold some vines. Follow the vine path and jump when you reach the end. Go through the little tunnel and get a green lom, which gives you a checkpoint. You'll then meet your first enemy, a leaping shark, called piranha. See that sign with a picture of Piranha? This means that Not recommended (as Reserved says). If you fall into the water, you die, and appear at the beginning of the plateau again (a bit of your life bar will be lost). Jump on a lily cushion away, use your power punch and keep shooting until you kill the piranha by your teeth. Jump on another and then jump inland. From there, look behind you and you'll see some platforms sticking out of the cliff. Jump on them, followed by two more, then again on land. Go through the trail and get into the branch you cling to before to get another yellow Lums and at the end, shoot the cage to reveal another yellow Lums. Then jump and land in the water. Swim (on the surface) to the dark area then hold Z while holding the up arrow and swim down, collecting blue Lums on your way to fill the air bar. It takes a lot of time and patience to get it right (I've died many times) but once you get to a sea cave, shoot the cage to reveal a few more yellow Lums and swim back to where you were. Re-surface then climb onto a platform leading to the door you just opened by firing the switch (Rayman didn't seem to get wet, did you?). Walk through the path until you gather a green lom. Go down the waterfall. Go to a network and into a tunnel (you can't change the camera display). Go all the way to the end of it then jump as far as you can using your helicopter and you will land on a metal boat. As it progresses, try not to jump on the bridge, jump on the docks bouncing up on the platform and into the net and tunnel again. This time, at the end of the bridge, jump on another, and jump on the docks bouncing up and down after you collect the red lom. After you manage to jump on the bottom, try jumping one higher into the tunnel to the next area. It takes some practice, but it's easy once you get the timing right. Zone 2 (4/30) Now, you'll meet some very scary-looking caterpillar. But there's no need to fight them. Just pick up a red lom and climb the vines on the tree and climb up. If you fall, you'll have to start over, and try not to get hit by the larvae by shooting at them or avoiding them. Once you reach the summit, jump on flat ground and down the waterfall, collecting as many red Lums as you can. At the bottom, look at the right cliff and see some vines. Climb them, avoid the pyrenees and pick up a lom along the way. At the end, jump on land and collect another yellow lom and enter the next area. Zone 3 (6/30) You will reach an open area and you will see a pirate throwing exploding barrels (barrels) at you. Stand on what looks like a hole in the grass (the one with a big plaster on it) and Until the pirate throws another barrel at you. Once it's about to land on you and explode, jump out of the hole to prevent it and it'll break the platform underground. Don't come in yet. Back to the wide, open area, head forward and into a tunnel to the left. There, jump on the lily pads while collecting yellow Lums. Kill the pyrenees and jump on the last lily pillow. You may accidentally fall into the water and die (I've done it many times!) but spending time and effort on it will work (if you die, the yellow Lums you picked up will be taken permanently, so you don't have to go back and get it again). When you're done there, jump back to the first surface of roses and climb the small cliffs, pick up the mum the same way. At the end, cross the narrow bridge (if you fall, run your helicopter and land safely on an lily cushion or on land and start over) and fire the cage. You'll see a cage behind some bars you couldn't break but don't bother figuring out how to break it; You couldn't release all the cages at this level yet. You'll have to wait a lot longer when you reach level 11 and get an alternative entrance to fairy land. Back after the cage fertility, collect another yellow lom and return to the wide, open, grassy area where the pirate throws exploding barrels at you. Jump into the hole and collect a green lom. Using your helicopter, jump on boxes, collect red Lums your way and avoid falling into the toxic water. When you get to the end, climb up the internet and avoid the barrels (it's a little frustrating, I know) going to you. When you reach the top, quickly jump to your left to the platform. Shoot the plaster to break down the door. Go to the pirate sauna and turn left. Walk along the path until Murfy talks to you about how to kill the pirates. As soon as he leaves, go on. Kill the pirate by holding down the Ctrl key and avoiding his shots. Keep shooting him until he's dead. Pick up Red Lom and enter the room. Take a barrel and throw it at the old pirate and kill him all at once. Have another barrel and come back. Throw it into a door with a Band-Aid on it to break it down. Now go to a narrow passage until you see a cage. Break it down and take a super yellow lom, which is 5 times stronger than a normal lom. When it's over there, go back to the room. Climb the metal bars to the ceiling. From there, see a hole? Climb in there and jump in, using your helicopter. You'll see a laser and when you are in the air, shoot at the switch. Enter another hole. Avoiding lasers, go to the hallway and you'll see another old pirate. If you shoot him or come near him, he'll wake up. Kill him and press the switch to stop the laser underneath you. Jump down and into the aisle where the laser stopped. Zone 4 (7/30) is the hardest Of the highlands. Avoid lasers by jumping and moving around and when you get to where the trail ends, fall to your left and collect a few more yellow Lums. At the bottom, you show me, and she asks for help (if you try to contact her, you'll be electrifying to get hurt). Go to the tunnel until you get to the dish. Grab him and then walk towards the machine. When a flying bomb approaches you, drop the barrel by pressing A and then shoot to break the flying bomb, and grab your barrel again. Keep doing that until you get to the end. At the end, throw the barrel on one of the plasters. Repeat two more times until you can breach the machine and Tyman runs to meet Lee. Then I'd tell you a few things about polocus and his four masks and then she'd give you the silver loom that lets you hold on to a purple bloom! When My failure disappears, she'll leave behind a purple lom. Now climb the net and back to the end of the path. Shoot purple Bloom and swing back and forth. When you're closer to the other side, press A again and land on the other side. Climb between the two metal pipes while collecting two more yellow Lums. When you get to the top, Ryman will go to the end of a metal pipe for you. Zone 5 (5/30) jump from the metal pipe, using your helicopter. Collect the yellow alumni as you go and land on a metal pipe whenever you can. If you land on a metal pipe with a pirate on it, kill it then release cage 5. Jump down, avoiding contact with the vile dripping liquid. When you land on a wooden bridge, go on and Morfy will explain what you need to do next. Stand inside the current and run your helicopter, collecting yellow Lums as you go. Next, go into another, then more and so on, until you see a purple lom in the distance. Shoot it and swing to a wooden platform. Hit the cage next to him to loosen up a little. He says if you uncover more cages, you'll be less vulnerable. He meant that every time you release 10 cages, your life bar grows a little bigger and fills up to the max. Anyway, follow him and before he creates a magic door, you dance with him acrobatically. Then jump in and return to the Hall of Doors. Well, you just completed your first real level. That wasn't very difficult, was it? Still, we'll have to come back later on the 11th floor through the alternate entrance to Fiera forward. Walk over the wooden bridge and collect a yellow lom. Jump on an lily cushion and look very left (change Show if necessary). You'll see a little strip of lane. Using your helicopter, jump on it and collect a yellow lom. Now, don't go further (there's a bad dream cave guard waiting for you there, and if only you know the password, he's given you a

way...). Turn around and go back to where you came from, to the lify cushion. Jump on another, then to a distant one. Take the red loom, then jump to a wooden bridge. Take the green loom and shoot the cage to free it. Sessam would come out and as soon as he talked to you a little bit, shoot his scarf (or neck). Go! Now you'll go water skiing to the rest of the plateau! If you want to go faster, hold Ctrl. Move the big axe, swinging and jump to your very right and collect a super yellow lom and if you can, run on the switch to activate it. If it is turned on, you will see a row of red Lums later. Now, the harder part. Avoid zombie chickens by pressing Ctrl to go faster. I've died here many times, but once you get through this, you'll see some floating boxes. Either avoid them by jumping over or dodging them by going right. Now, Sessam will walk around a small rocky island three times, and while he's at it, try running on three cages to free them. Each one contains a super yellow lom, and if you collect them all before Ssam leaves the area, you're a genius! After three rounds, Sessam will swim to the tunnel, avoid the flying bomb by going right. Then, jump very left on some wooden bridges that will collapse if you step on them. You will lose contact with Ssam for a moment, but never mind, just run through the bridges and collect yellow lom surrounded by five flying bombs. To get it, hold down Ctrl and zoom in on them and collect the Lum as you go. Now, you get to the part where you'll have to dodge some b pillars and avoid piranha from biting you. On top of a pole, there's another super-yellow lom. To get it, jump high while avoiding crashing into the pole. Dodge a few more, go through a big rock and head straight to the kind of pirate fisherman who spits fireballs at you. Just at the end of his pole, try catching a super yellow lom. Then dodge a few pages and get the super yellow lom behind a flying bomb. Dodge more pages and pyrenees. In the end, Ryman will jump on land and after a few romantic scenes, Sessam will leave you. Note: If you jump in the water and die, you Again at the beginning of Part 2 again, so don't even try it (unless you want to pick up the Lums you missed). Shoot a hanging cage from above to loosen a little. Again, you dance and then jump in. If you've collected all the lyms and released all the cages at this level, you'll enter a bonus level. ... Lums's: 50 no. Of Cages: 7 Special: An alternative entrance to life trip Zone 1 (7/30) before the highlands, you'll see a pirate introduction to Razorbeard getting so angry that he ate a yellow lom! Now, your collection will be out of 999! When you appear through the magic door and follow the path to the left, you can open an entrance to the walk of life if you have 60 or more yellow Lums. The walk of life allows you to compete in Ly and whether you win or not, your life bar will go to maximum if you manage to make it to the end! Have fun! Now, we're back to normal. Jump off the ground you're standing on a metal boat. As it begins to hover away, fire on any flying bombs that approach you. When the boat stops, quickly jump to land before sinking! From there, look to your left and you can see a road leading to the cage. Go over there and shoot it open, to release more Lums. Then go back to where you're coming from and jump into another metal pot. Shoot to destroy all flying bombs fired from pirate airships and jump on land when the small boat stops and sinks. Enter the cave and climb the rope while collecting some yellow Lums. Upstairs, a green lom will come to you. Go to the end of the wooden straw and pick up another lom. From there, take a look to your right and a go. Click it to create another bridge. Now, the hard part. Using your helicopter, jump on the bridge and it should start swinging. Don't use your helicopter now, just run to it! Run as fast as you can across the unstable bridges and at the end, jump on some of the flavor from level 12, where the airship fires cannons at the bridge you're standing on! Without jumping, run as fast as you can through them and climb a rope to reach another green loom. Kill the old pirate (for some reason, Ryman shouts yes! when he hits him) and hits a cage hanging over him to release a purple lom. It's a little harder. Use Lum to swing to a metal dinge and shoot at any zombie chickens that get in your way. In the end, jump into the branch before the boat sinks. From there, get some red Lums and try to shoot a cage that hangs under the branch you're standing on. Once you do, walk along the branch and use your helicopter, jump as far as you can while collecting a row of yellow Lums and green lum, but just don't jump on the metal Below your level! As you land on a wooden bridge, run as fast as you can through the bridges before the airship manages to make them collapse! At the end, get on solid ground to pick up a few more yellow Lums. See that purple loom on your left? Swing at him to get to the tree with a cage underneath him. Release it and three yellow Lums will go directly to you. Use the purple bloom to go back to where you were to the solid plank again. Jump on another and follow it, collecting yellow Lums like you do. At the end, jump and land at the entrance to the cave. Before you go in, look behind you and you'll see a cage swinging under a plank. Destroy it to release two yellow Lums to come to you. Now go to the cave. Zone 2 (8/30) jump on the trunk and go all the way. After taking a yellow lom, shoot to kill the piranha then jump forward, slightly to the right to collect another lom. As you go on, collecting another yellow lom, the camera changes its display and seems to have two directions to go. They're both the same, but I think pressing left is easier, because it's wider. Jump across the swamp carefully and at the end, you meet a pirate Kill it with around 5 shots then press the switch to your right. Press the switch to expand the metal bridge a bit. This part is pretty tough but straight forward. Walk over the metal bridge, collect the green lom then jump through the gap between the planks. Keep jumping to avoid getting flattened by rolling barrels (shooting at them is useless). If you can, jump on them one at a time and pick up a red lom. If you can't, you'll have to land between the barrels. At the end of the corridor, you reach flat land again and take a green lom. This is where the hardest part of the plateau comes in. Jump on the ground where the rolling aggravation rolls. Be sure to keep your timing right, or you get flattened by it. After that, walk down the path and this look looks a lot worse. You'll have to repeat what you've done for three more times while collecting as many yellow Lums as you do. When you get through this alive, you'll reach the edge of a cliff. Follow a short path to your left and collect a yellow lom. Fire the switch and the metal bridge will expand. Go all the way, purple lom hit. As you swing across to the edge of the cliff and then jump, using your helicopter. The monkey pirate then foolishly fall and die (hehe...). If it looks very difficult, just run through the monkey pirate to get hurt a little bit. He'll stop chasing you when you go a certain distance. Continue into the tree and press the red button to stop the laser at the end of the room. Now, the barrels are rolling again. This time, it's very easy. Just run along the path and jump over a barrel that looks like it's going to sling at you. Almost at the end, turn left. The camera changes to the bird's eye, but before you go trampolines with pirate face painted on them, walk to the edge of the cliff and walk the path to the cage. Shoot it to reveal another yellow Lums then repeat the trampolines. When you're bouncing very high, shoot the cage to your right to loosen up a little. Continue bouncing the trampolines while collecting yellow Lums. At the end, you dance, then jump into the same bonus level as before, but it just gets harder. Every time you've collected all the lyms, released all the cages and walked through the last magic door at the levels ahead, it'll be the same bonus level, but it gets harder every time.------ 5: The Shelter of Water and Ice (42/100) ---- No. Lums's: 50 no. Of Cages: 2 Special: Meet Axl, get the mask area 1 (6/30) you appear in the council room of the teens. They'll let you pass if you only have 100 or more yellow Lums. Prepare yourself to discover a new world... Ryman looks back. Come on, don't be shy! He opens the door... You show up through a magic door near a beach. Walk along the sand until you see a wooden bridge. You'll see cancer on but you can't kill it. The best way to avoid it is to jump over it. Now go along the bridge until you see the first cage. Shoot it open and then bring the super-yellow lom. Now, avoiding the cancer, go back along the bridge. As you progress and go through cancer, you meet an advanced version of Pirate. Every time you hit him, he digs somewhere else. Kill it using the Ctrl button while shooting everywhere (many of your shots will go stupid crab) then go up to the cave while collecting yellow and red Lums. You're entering an area where there's a deep bay. Swim in it and you'll pick up some super blue Lums and Yellow Lum your way. Follow the water tunnel and you'll also see some red Lums. When you get back to resurface of the water, you'll see a cage. Open it up and three yellow people will come to you. Now swim back to resurface of the water, you'll see a cage. Open it up and three yellow people will come to you. glowing pirate pyramids. Kill him, then make your way to the lighthouse. Bring the super-yellow lom and then bring a barrel. Bring it to the gypsum door on the other side of the lighthouse and then drop it to open it. Inside, and Maraffe will talk to you about the magic bullet. Once he's gone, take the golden magic bullet like you did with the dig and put it on the golden pyramid you've seen before. Then grab another barrel and bring it to the other kitchen door near the Silver Pyramid. Blow it open and the giant door of the temple will open. Enter then before you go straight to the next area, turn to the path on the left (or right, if you want to do it the other way). After collecting all the yellow blocks on the path, you can now move on to the next area. Zone 2 (14/30) slid down the lane and pick up the Red Lums. This sliding area is very, very complicated, but once you try again and again, you know you just have to jump once or twice. Another thing is you can't operate your helicopter while you're surfing. Take the yellow lyme and turn to the right. Get more yellow Lums your way. Here, you just have to let Ryman jump over the big gap, slide down to meet your first, real enemy, Axl. Axl can be pretty tricky to win, especially if it's your first time. You're going to have to drop the iceberg on his head to kill him and you're going to have to put him back in it. You can't shoot it or go up the slope ('because it's too steep!) to make it into this. Instead, try swinging at the purple lyum in front of you and you'll see someone else comes to see. If his icicles he shoots to hit you, you'll be sent from the purple shock you're on and you'll have to start over. The best way to avoid his shots is to move a little bit on a purple lom and once you dodge his offense, aim next, then repeat the process. When you get to the first mask. When you hit it and got to the other side of the battlefield, go left (or right, if you like) and pick up the last yellow lom and pass through the little waterfall and on a platform where you'll see Ryman get the first mask. He'll bring it to poulcus. This guy's going to talk to you in his dreams. After he's created a magic door for you, you go back to the Hall of Doors and the next level is unlocked! ----- Level 6: Menir Hills - Part 1 (44/100) ---- No. Lums's: 35 no. Cages: 5 Special: Ride on a walking shell, meet Clark Zone 1 (7/30) Let me tell you something first. You can't complete this whole level yet. You're going to have to wait a little longer until you have the life potion for Clark. Anyway, when you appear at this level, Murphy displays To the walking envelope. After he leaves, look behind Manir and follow the passage into dirty but shallow water and look at a cage. Shoot to open it and out comes a super yellow lom. After taking it, return and climb to the Internet back into the open area. Then, switch to the mode where you are facing the walking shell until it starts chasing you. Now go back and run in a straight line back to the wall and stop there. Now wait for the walking shell to stop and sleep suddenly. Quickly get on his back before he wakes up and chases you again! When you go on, go! Steer it to run across the little lava pit. At the end, aim for the door to reveal a cage. Before you go and free him, Morph talks to you more about walking oysters. When he's gone, shoot open the cage to release a super yellow lom. Jump over the small type of fence into a house and collect the green lom. Kill the two sleeping pirates and then enter another room between their seats and you'll see another cage. Shoot it open and another super yellow lom will come out. Now, go back, turn left into the next area. Zone 2 (12/30) jump on the fungus to drop you off to another fungus on the tree. Bounce that, too, and shoot purple Bloom. With a little practice, you can use it to jump into a small tree house. There, you can get a yellow lom and if you look around you, you'll see a cage in a separate house (you can't step on it). Beat it to release three more yellow Lums, then jump back into open space. Let the walking envelope chase you a little and then when it stops and sleeps, quickly get on it. You take off, and that part of the shell now. Enter the cave and avoid three brambleds while collecting more yellow Lums. Then you get to the bridge. If you want to try something harder, go left. There's a gap in the bridge there, and press it, click an area to go faster. So you get a red lom in return. If that sounds weird, just stay on the right bridge and get to another cave. That part's pretty frustrating. I've crashed many times. You have to get used to dodging brambleds and that requires a good response. Another tip is to follow the yellow lym accordingly. At the end of the cave, get the row of red lom (if you can) and the green lom then jump out of the shell to make it crash into the covered door up the slope. If not, take a barrel. You're probably wondering, how do I cross? The answer is simple. You'll do more than that later at level 11 but why not have an early workout? Take a barrel and then take it into the hole. See that torch? Get into it and you just lit up the holiday! You're going to fly to the other side! Remember, the controls are pretty complicated, and it takes a while to get used to. If you press the up arrow, relax, and if you click the down arrow, go up instead! Anyway, at the end, press A to jump and land on the wooden surface. Take another barrel and turn it on. Go back to the other side and walk down the slope. Kill the pirate and go to the end of the hall. Press the switch to open the door. Now go in Area 3 - before (0/30) you flesh clark and although he beat many pirates, he swallowed something bad for him. He tells you the password you'll need to get a life potion to cure it, so you're going out at that level for now... ---- Level 7: Cave of Bad Dreams (54/100) ------ No. Lums's: 50 no. Cages: 0 Special: Meet the keeper of the Cave of Bad Dreams, get a life potion for The Clark Area 1 (12/30) from the Hall of Doors, return to the swamps of awakening. Switch the wooden jumper to an lily surface and then to the branch to your left. Walk through the path, and after killing two disgusting zombie chickens and some piranahs, you meet the keeper of the Cave of Bad Dreams. He reads your thoughts and knows you know the password. And then you walk into a magic door in the scariest way ever... Once you get level, let me promise you won't play at this level at night, because it really gives you nightmares! Go to the other side. Jump on another platform to get a green lom. Now, the hard part. Jump on the floating skulls before they sink. Then, jump on the bones on the wall and get some red and yellow Lums. Jump on two more skulls to get to the dock. Jump to another, then to a big one. Get the green lym then shoot the giant hand (it's the same hand as the guard's...). After receiving a yellow lom, use another purple lom and hoist on the bones and get another yellow lom. Jump on a bridge, take another lom, then fly to the bone stand. Quickly, before the pillar sinks, climb up and shoot the purple bloom. Swing to another drowning pole, and then, with your helicopter, jump to the last one. Climb to the top, then to flat dry land. Grab the... Lom entered the corridor of big hands. Keep shooting at them to paralyze them for a moment and then at the end, wait until the two walls are separate. As they slide to each other again, climbing between them quickly, collecting a yellow lom almost at the top. Up, jump on a high platform and catch two red loms on both sides. Now, use your helicopter to fly to a much lower platform and kill three of the one-eyed creatures (perhaps they are the children of the Guardian...). They're shooting explosions at you, like the guardian will do to you later. After killing them, grab the three yellow blocks and place the golden magic ball atop the pyramid rises, you'll fall into the pit. Zone 2 (15/30) Look at your back and you'll see a super yellow lom. Take this, then go on your way to a wide, open area of the giant larvae you've seen in the fairy glad. Don't bother killing them. Every time one dies, one shows up. So climb to the platform on the left and take the green lym. This is where the trail is adsmway. I always like to go left first, so I'll tell you what to do there first. Jump on a floating skull (it doesn't sink in) and then be another. Wait until it goes up and when the end of the spinning platform is close enough to you, jump on it (it's highly recommended to use a helicopter). When it takes you close enough to flat to land, jump to get a red lom. Jump to another rotating platform and use it to reach flat ground. Grab a green lom and a silver snout. This is where the hard part comes in. Throw the magic ball into a spinning platform. If you miss, it should reappear from where it was before it was thrown. Grab him, and try again until you can get him on the spinning platform. Jump in there yourself and grab it again. Throw it on another rotating platform and repeat the process, until you manage to get the magic ball and yourself to the other side. Grab the three yellow alumni and throw the magic ball to the cave entrance. Using your helicopter, fly there and catch it. Carry it, go ahead and take the green home. Turn right and throw the magic ball to the silver pyramid (remember that the giant larvae are still there...). Now, go back to where the trail will exercise and get the green loom. Turn right and swing on the purple loom to reach another yellow lom and then hit a purple loom. Jump on the skull, then wait for it to take you to the other side. Take another yellow lom and get the green lom. Jump on the skull, then wait for it to take you to the other side. next part of the ground and use the skull as an elevator to the other side. Shoot at the two giant larvae to kill them (if you stay there, they won't come to you). Jump on the rising skull and once it holds you, jump on the other side to get the green home. Grab the golden magic ball and then throw it to the other side. Jump to the other side then catch the magic bullet again. Throw it to the next dock and jump in there. Did you realize you were walking around the room in a circle? Anyway, when you carry the magic bullet and bring the green loom, turn left and put it on its pyramid. You open a door. Come in and get a red and yellow t. Now, shoot the glass and fall into the hole for the next area. Zone 3 (14/30) When you go on the green glass and collecting super yellow Lums as you go. Be sure to jump through all the gaps on the slide. Good luck, I hope they don't eat you! When you're done, you go into a dark tunnel... Zone 4 (18/30) And of course, you have to challenge the guard before the finish level! As a guardian, it's kind of weird. In the first few rounds, he fires some explosions of fire at you and then he starts making skulls. When a skull reaches roughly the distance level to Ryman's head, shoot to make it spin and stop (it will fall about 8 seconds later) and wait for another to be balanced with Ryman's head and shoot him. Jump on it and then repeat, using its skulls to bridge, until you reach the other side. Note: Skulls fall off when another makes contact with it. After collecting some red Lums and Green Lom while avoiding explosions of his fire, repeat the process. Once you get back to the other side, he's going to throw fire explosions at you incessantly. Cling to a purple loom and swing to the other side, collecting some red loom. Climb the bones to the top of the page and then use his skulls again to cross over. While avoiding his explosions of fire, jump on the pillars, one by one (on one, he lom super yellow) until you jump on a large, wide platform to make him jump back. It's the trickiest and deadest part countless times here (keep getting the two red Lums on each side of the platform to fill your life bar). All you have to do is shoot his skulls, jump on them, wait for another one, shoot him and so on, until you get to the other side There, a wonderful treasure will be waiting... After you beat him (he should stay alive) go on the way to a little cave and... Look at the wonderful treasure! When it comes to your choice, first choose that you will take the treasure (for fun!) and you will see Ryman, as fat as ever, isolated on a small island with quite a bit of treasure left. The end? There's no way! Ryman was just dreaming a day! The game then allows you to choose again, whether to take the treasure or not. If Choose Yes again, the same thing will happen, so you have to say no to the Treasury. You will return to the swamps of awakening through this terrible magic door and the Guardian will give you the life potion. Now, you can give it to Clark and you can finish all the Menir Hills! --- 6: Menir Hills - Part 2 (45/100) ------- No. Lums's: 15 no. Of Cages: 3 Special: Drive on a walking shell, give Clark a life potion zone 3 - after (3/30) play through Zone 1 and Area 2 of the Menhir Hills until you reach Zone 3. Clark drinks the life potion and recovers. Now, you can team up with him and get through that part of the level together! He'll run through the massy hole he made. Run down the path while Clark follows you into a room with a box and some purple lom. Either stand on the box or he has to hit a purple lom. Once you follow three of them, don't jump on the hallway just yet. Instead, look at your back and you'll see another purple lom. Use it to swing across a cage and beat it open to release three yellow Lums. Now, use some purple Lums to get to the hallway. Jump through a small hole and into the next room. Press the switch to open the gate to allow Clark to pass. Then let him run into the wall and go through the terrible hole he made. Make your way down a small slope to the next area. Clark won't follow you. Zone 4 (16/30) When you reach the open area, continue firing on a walking shell while walking directly to the tunnel behind it. Quickly climb the vines up, collecting yellow Lums as you go, then up, jump to land and freedom cage where two more yellow Lums will pop out. Jump down, avoiding the walking envelope again by shooting it or running away from it. Jump and climb the final cage at this level. Two more yellow people will come to you. Now, let the walking shell chase you a little bit and when he stops and sleeps, get on it quickly and go to the tunnel. Avoid the men rising by the way of the yellow loom. When you exit the tunnel, turn a little to the left to prevent the menhirs and collecting a few more yellow Lums, you walk into a short tunnel and watch as the walking --- No. Lums's: 50 no. Of Cages: 4 Special: Globox Rescue, Get 3 Silver Lom Zone 1 envelope stops while Ryman looks around. The walking side will go in circles and carry Ryman, he dives into a magic door across the water. ------- Level 8: The Canopy (40/100) --(9/30) Difficulty Of some of the previous levels higher than 40/100, and since the difficulty of this level is only 40/100, it shouldn't be giving you much trouble. As you appear at this level, you are in a small tunnel. When you go a little forward, a spider would jump off its web. Don't let it come after you. Just kill it in the tunnel (and get hurt a little bit if you're not that professional). Now, get out of the tunnel and climb along the net, collecting yellow Lums and red well-being as you go. At the end, jump on another tunnel and before you enter, look at your back and swing on a purple lom. Using your helicopter, hit the cage and out broke out two more yellow Lums. Land back into the tunnel where you fight a spider and climb along the net again. At the end, land on the tunnel above it and get a red lom. Before jumping over the hole, shoot another cage to release two yellow Lums. Now jump over with your chopper and climb the internet. Go on and fall into the hole. Zone 2 (8/30) and now... The fun part's about to start. Walk along a thin bridge to your left and get the yellow loom (and don't fall!). At the end, kill the pirate and press a switch across the gap to free your friend, Globox! Now, just like you did with Clark, you're going to shut up and help each other cross the gap to free your friend, Globox approaches, it will do a strange rain dance to stop the laser (does it even make sense?). Anyway, after collecting a yellow lom, fall into another pit into a new area, into one of the most fun parts of the highlands. Zone 3 (6/30) Take the green loom and after receiving two yellow Lums, lead Globox to the factory and he will do a rain dance. A floating flower will bloom. Get on it and jump to get to another yellow lom. Now wait until it moves you to the other side and allows you to take two yellow loms. Jump in and get the yellow loms. Jump in and get the yellow lom. Now wait until it moves you to take two yellow loms. So Fat Globox will run into you carefully but foolishly. Go ahead and get another yellow lom. Get in the tunnel and make sure you don't do too fast or Glubox to the Big Fire and he'll do a rain dance and turn it off (it's starting to make sense now...). Then follow the path to a green lom (be careful not to fall). Now, be careful not to fall). Now, be careful not to fall of the path to a green lom (be careful not to fall). Globox is a frightened cat and runs to hide (hear the singleting voices of its teeth?). Protect him by killing the pirate and once you calm him down, he'll remember something he promised me to do. He'll take a precious lom of money out of his big mouth and give it to you. Now, you can match the strength of your fist! The longer you last, the longer Button, the stronger the shot will be! If you hold it without letting go, you create an electric ball and for a period of time, it releases the injection automatically. Anyway, get out of the cave to the next area, up to the dullest floor. Zone 4 (10/30) Before you get control, Globox is really freaked out again and Ryman runs along the trail and collects two yellow lums for you. Now, kill the advanced version of pirate. His shots are faster and stronger, but you're at a safe distance from him and that gives you more time to see and get away. Once you kill him, bring some red men and run back to Globox, and he'll be back to normal. Lead him along the path to destroy another laser with his rain dance and enter the tunnel to catch another yellow lom. Kill the pirate and go back to Globox to calm him down. Let him follow you to the end of the tunnel and stop by a little flower. Let Globox use its rain dance to make the flower grow. Now leave it alone for a moment. Climb the boxes near the cliff and swing on a purple lom. When you're very tall, jump, and use your helicopter, release a cage to reveal two yellow Lums. Use for a purple mum again but this time, swing on a platform above a house reserved by a camera belonging to the pirates. Get the super-yellow lom and then jump. Go back to the big flower Globox made bigger and jump into it. Go in disguise into the house. A pirate will think you're a bush and let you through (how stupid!). Anyway, when you go inside, jump out of the flower and take the last two yellow looms. Globox will leave you there. Shoot the last cage to loosen up a little and after the dance, jump into the magic door. ----------- 9: Whale Bay (46/100) --------- No. Lums's: 50 no. Of Cages: 4 Special: Meet the Carmen Zone 1 (12/30) This level is not too difficult, after all the practice you have from previous levels. And it's a lot easier than the cave of bad dreams! Anyway, when you enter the level, follow a short path until you see some water through the glass aquarium. If you want, you can turn left instead and go on the way to a big guy in a barrel. Fighting this guy can be a waste of time, but come on, if you want. You'll soon find you still have to go back to the first part and climb into the aquarium. Anyway, climb in, then swim into the water. Follow the Blue Lom to take a yellow loom and a red loom if you can. After taking to a yellow mum, swim on a little and then resume. Before you jump, press the switch on the wall to stop the laser. If you haven't bothered to kill the guy in the barrel, jump up and run quickly to the exit before he spots you and electrocutes you with electricity. After getting a green lom, go for the net and avoid the pyrenees, catching the whole red loom before they disappear. Climb back onto the log and walk (or climb) until you see a net with four yellow Lums underneath it. Climb under to get them, and avoid another pyrenees. When it's over there, go back to the piece of wood and go for the net this time. At the end, get the green lom and kill the advanced version of pirate. Then jump down and on some barrels. Use them to lift you up to the house to pick up some red lom. From there, jump to another platform and turn around. You'll see a switch attached to the tree house you came from. Shoot it to stop the laser and jump to your right to get a red lom. Now go to the hole where the laser stopped. Avoid rolling barrels while getting some yellow Lums (to get another yellow lom, you'll need to jump on one of the rolling barrels to get to it). After the barrels, turn to the right and you'll see an old pirate from a distance. Walk towards the small island to kill it (try not to wake it up, hold the space button until the electricity is maxed out, and you'll see an old pirate from a distance. it), then grab a barrel to your right and bring it to the plaster door. Throw it at him to break it. Shoot the cage to release a purple lom. Now, go to the little house to take a super yellow lom. Step outside, jump on two palm trees while collecting a red lom and then on the higher one, shoot the purple lom and swing across to the second floor of the house into Whale Bay. Zone 2 (13/30) After Ryman jumps from the edge of the house, grab the green home (what's the point?) and next to a thought stone, Murfy will tell you that The Whale Carmen is trapped by the pirates and they're going to use its fat to lubricate the prison ship's engines. Ryman promises him to do something to save the poor whale and Ali Murofi. Note: After you saved Carmen and stand on the stone of thought again, Morph wouldn't want to go into your opinion. Anyway, swim to the end and re-surface. Jump up and follow the path to the right and follow it and climb down the net (or just jump) into a wide, open area. Go to the right path and press a switch to stop the laser and leave Carmen. The switch also creates a walking shell generator in the open area. Go back there and through a pass to get two yellow Lums. When you get to the part where you have to go through the water you just come, click on space to make the shell go faster and move (it's not that hard once you get the hang of it). Almost at the end. Aim for a plastered door and jump, and let a walking casing blow it up. Enter, and hit to release the cage and two super-yellow Lums. Once received, follow the path to the bridge and jump back to Leviathan Bay (Carmen is actually the only whale in it!). Follow Carmen's air bubbles (they act like Blue Lom, except they don't get to you automatically) to the other part of the bay. Zone 3 (14/30) Now, the piranas will eat (?) Carmen's air bubbles! You can't kill them with your fist of power, but they won't hurt you. Be sure to stay as close to Carmen as you can to get its air bubbles before the piranhas do. Once you get to the part where you see a broken ship, see a little cave to its left with a blue lom at the entrance? If your life bar isn't so full yet, you might want to come in. Enter the cave and buy some blue Lums. Eventually, jump to the platform (which is a trampoline) and bounce very high to get all the red Lums. Now, swim back, and into the sunken ship. Get two blue Lums and two yellow Lums. When you reach the far wall, re-surface and take the green lyum. Now, jump on the deck of the pirate ship. Climb the net for a wooden stamp. Go for it (without falling) to get to Purple Lom. Swing at him to pick up a row of red lom and get to the Crows Nest (not level 19 yet!). There, hit the cage to release a super yellow lom. After taking it, jump, using your helicopter to the cliff with a waterfall and slick it, collect as many yellow Lums as you can (a bit like level 5 too!). At the bottom, when you stop sliding, go down the net and jump on the entrance of a small cave in the cliff. Like you did on Level 4, make the monkey pirate fall off the cliff by jumping as soon as he's about to set foot in you (foolishly). Continue into the end of the cave, get three yellow Lums, then shoot the cage to loosen some. Repeat, climb the net --- Level 10: The Shelter of Stone and Fire (70/100) -and the cliff again. This time, go straight left into another small cave, collecting some final yellow lom. Dance with the youth and jump into the magic door. ----- No. Lums's: 50 no. Cages: 8 Special: Get on magic plum, meet Umber, get 2 mask zone 1 (14/30) and now... To a really long, hard level. The difficulty I gave him out of 100 is in the '60s! The hardest level since then has been the cave of bad dreams, but the difficulty is nowhere near the 1960s! So, you can get a little stuck in the middle and at the end of this level, but the start is pretty straight forward. Anyway, the closer you get, the closer you get. The youth room, they'll let you enter another new world if you've collected up to 300 or more yellow Lums. Right, as you move the magic door to this level again (I mean you so the you've collected up to 300 or more yellow Lums. Right, as you move the magic door to this level again (I mean you don't have to see the long, boring scenes with the teens again entering this new world). When you are in the Hall of Doors, jump to this level again and go to the bridge (if you fall into the lava, you die, then don't bother the red people just yet). Walk to a small path to the right and jump across the lava to the platform to your left. When you go ahead, you'll meet another advanced version of Pirate. Again, you're a safe distance from him and that gives you time to dodge his shots. After you kill him and get the red shock, jump on a net (don't bother figuring out how to release the cage underneath it just yet) and you'll jump very high into the building with the big antenna spinning on the roof. Walk along the bridge and shoot the plaster to release a purple lom. Use it to swing again but this time to a big platform. Before proceeding to the next room, look behind you and press the other plaster attached to the building to release another purple lom. Swing back on the purple lom you used to bridge and go through it a little bit. In the end, you'll see the purple lom you get your first golden fist (?). This item strengthens the power of your fist, but if you get hurt or die, one of the punches displayed under your life bar will be gone. After all three punches are gone, the power of your power punch will return to normal. Anyway, enough explaining, because this level takes a very long time to describe! Go back along the bridge and use the purple mum one last time (but no less) to get to the big platform. Walk along it, jump over the lava and get the green lom. Follow the path to a kind of open space and another advanced version of pirate will run very close to you and attack you. Now, this may be the first time you've ever fought a pirate so close to you, then you need a good workout for avoiding his shots. After you kill him, grab the red loom and jump over the lava to another dock. Catch another red lom just below a secluded tree and follow the path to the left and jump to a smaller platform. Keep jumping the lava for four more platforms. Get a red loom on the figth. Now you'll see a purple lom!) in the distance. It's actually called the magic plum. Anyway, shoot it (once only!) and It goes down to her heart. How amazing, it doesn't melt! Using your helicopter, jump on it, and keep shooting in the opposite direction you want to go. Go through the platforms you just had on then, before going left, go straight and jump into a big hole in the wall. Take a yellow lom and follow the path to the lava pit. Jump on a small platform in the middle, then jump on flat ground. Here, you'll see a monkey pirate. Take a magic plum to your left and get close to it. Throw it at him and if you don't miss, it'll stick on his head, just like you did in the last game! Now, after the monkey pirate. Use it as an elevator to a metal crate and once you're on it, shoot the cage to release a super yellow lom. Take it, then go back, jump across the lava pit (the magic plum will james if it touches that lava). At the end of the trail, you might think there's no way you can get through the lava pit (the magic plum. Wrong! Look to your left and you'll see there's a way through this. Get on the little cliffs to your left to the highest, and then, with your helicopter, jump on the big platform, and hit the path again to where you first saw the magic plum. Take another green lom. Drop another magic plum. Take another green lom. Drop another magic plum. Take another green lom. Drop another magic plum. antenna building. Go behind the pole and get the red loom. Now, pass through the open lava area and float through you though between a metal pillar and another one made by a rock. Get a yellow lom then go on the way to land. After taking a green mother, jump your magic plum then catch it (if it migrates into the lava, shoot it away and grab another magic plum and try again. Once you do, use it as an elevator to a higher platform. Take another magic plum and throw it into a spike hanging from a pole on the other side. This is where the hard part comes in. Jump quickly to the other site and stand under the magic plum and once you catch it, face the big hole and press A to pick it up and escape a little quickly. Let him bounce on the floor and use it to lift into the hole. Follow the path to release a cage (this is the cage you saw under the net you used to jump on the metal building with the antenna roof). Get the super yellow loom that pops out and go back to where you recently got the green home. Grab the Magic plum, throw it, walk away, then quickly get on it before it jumps away. Now, punch your way back to the platforms and jump on one. Follow the following platforms back to where you saw your first magic plum and get the green home one last time. Drop the magic plum and get on it. Then jump on the Internet above you. Follow it, kill some black monster spiders while getting a yellow lom and jump on a platform. Jump on another and permit again online. Again, kill the black monsters and get a red lom. When you reach the metal platform, shoot the magic plum once to make it fall. Using your helicopter, fly on it and bounce your way to the other side, killing more monsters. Follow the path to the next area. Zone 2 - Left (10/30) Murfy will talk to you more about the magic plum (he should have done it first!). After it flies away, get a magic plum by the lava stream and throw it in the air. When he's about to fall, go and let him fall to the ground. Then quickly get on it before he jumps away. See that sign? It shows X pointing to the left. Go left not really on the trail even though it has some Lums and cages to release. Check there first, if you have time. Follow the lava path up the creek to the temple. Come on in. Area 3 (20/30) Once you have entered this holy shrine, you will not be able to leave until you have completed it, which is very difficult and long, while it consists only as one area! So your life bar should be long and you need all the green and red lumps you need. Start by jumping on a platform. Then, after the burning triangle stops spitting fire out, jump quickly on the platform and run. Avoid another fire extinguisher and then walk over a bridge. In the middle, see the cage above you on the right pole? Try to shoot him, to release a yellow lom. Follow the path to a fragile door and shoot it three times to break in. Shoot a little nestlact to your right to let it latch into the lava and form an elevator for a while. Jump on it, then quickly to the other side, before it sinks! When you get to the other site, break the cage. No Lums will break out, but either way, shoot to make a lava path. Once the burning triangle stops spitting fire, jump on nettlecat and the platform. Jump on another one and get the green loom. From there, hit another cage to release two yellow Lums. After you get them, turn to your right. See that tiny plaster stuck on the pole? Shoot it to create a bridge. Repeat it and repeat the process. Then, jump on some stairs and go, avoiding the flames of another burning triangle (this time, it won't stop spitting flames out, so you have to jump over). At the end of the trail, jump on another platform and hit a neclectic to form a path through the lava. Jump on it, and on a flat, round surface. stand there for Wait, and it needs to start floating through it through the lava for you, to the next room. Get the green lom while jumping on a metal platform. It's a little hard. Lava bombs will keep aiming at you and that annoys me a lot. The best thing you need to do is try to ignore it, and get hurt a little bit. Follow the platforms to get to the part where you see a cage. Shoot it open and savor three yellow Lums and this part is very tricky. There are three platforms you have to jump to but there's lava flowing between them. While you're jumping on their faces, try to stay as far away from the heart as possible, or you'll die and start over. Do not worry. The game won't be so much fun if it doesn't cause you problems! For me to complete this part for the first time, I died up to seven times! But I didn't give up. Anyway, if you get to the end, keep shooting to kill the little spiders and get the red shock that came out of them when they died. Fall into the little hole with the lava falling in it and continue the way to the end. You'll see a purple lom. Use it to swing to the other side and get a green lom. It'll take you through the lava again. When you reach the end where the flames of the burning triangle enter your path, hit the nettlecat and jump on it. Wait for the floating platform to pass and use your helicopter to jump on it again. Do it a second time and jump to land. Go for and go right. Now you're entering a room with three doors breaking. Break into the middle first. Hit the cage and get three yellow Lums that pops out and get the red loom if you lack energy. If your life bar is full, keep them then. Take the golden fist and come out again. Be prepared for a spider attack. Shoot the left. A giant spider will jump out. Keep driving around the room, take a picture of him until he's dead. Get the red loom out of it and break into the fragile door on the right. Get the line of red Lums to heal your wounds before they disappear. Now, go through the aisle behind the door to your left and follow it to a green loom. This is the hardest, most frustrating and complicated part of the area. What makes it foiled is that if you die too many times and your life bar comes to an end, you start again from the beginning of this long and difficult area! It's complicated and difficult because you'll be riding a walking shell on a tricky and tedious trail and it really requires all the skills you have from Menhir Hills and a bit from Vail Bay. Start by being chased on the walking envelope. As you go, try not to fall off the path and into the lava. Once you survive and reach the next room across the lava, follow the blue-ish path. Again, remember not to fall. Now, when you get to a little There is a gap between the path, or press A to jump over it or spacebar to enlarge it. I recommend you jump on it since it's easier. Now, follow the path straight -- (or you'll crash) and onto a flat platform. Now, that's one of the hardest parts of this whole level. When you're about to fall into the gap, immediately press A to jump over it to the second platform. But it's easier said than done. You'll have to check your timing. Go back again and follow the path and cross the lava and get on a platform. Jump out of the walking shell and head for the exit. You're finally done! Zone 2 - Right (12/30) As you exit on a grassy area, don't jump down just yet. Instead, go for the fallen tree trunk. In the end, use you've missed a few Lums and want to get them)... It's the long, hard, dangerous temple again! Remember, before that, when your road curved, you went left and into the temple? That was where you were! So grab a magic plum, throw it high, run away a little bit, let it bounce on the floor and jump on it (or just hit the plum from the tree just once, then get on it). Follow the lava path to a metal crate. You're now on your way to the right, from where the road sank. Climb on the metal crate to kill the pirate. Enter the pit and follow some metal platforms and where the pirate was killed. Hit the cage twice to release a super yellow lom. After I got this, go back along the docks but this time, instead of going back to the little tunnel, follow two more platforms and jump into the hole in the cliff and get the green lom. You're going to get into a fight with one of those creatures you saw earlier in the Cave of Bad Dreams, he's acting a little different. He won't attack you unless your back is to him. So to stand against a wall, in front of it or shoot the wall to make your thy cessations recover to it or a faster way is to wait until it's about to sneak up on you and then turn around and keep shooting it before running back to hide. Repeat it a few times until he dies. yes, the guy turns to magic plum (since fighting this guy is so easy, I've never been hurt once, although it seems to take quite some time to kill him...). Before jumping on the magic plum, head to the distant walls and get two red loms. Once you do, jump on it and take it under a hole you can't reach. Use it as an elevator to get you in the hole and then follow the path to the outside, an outdoor area for a peaceful look (finally!). Get some red loom and a yellow loom so at the end, he's in. Another area! Zone 4 (24/30) Almost every piece of this area is difficult!! This is one of the hardest areas in the game too! Grab that magic plum that's coming at you. Throw it out by pressing A and then go. As soon as he bounces, jump on him, then hit the road! Walk down the path, and once it starts spinning, avoid the brighter lava look by clinging to the left wall. Don't worry, it takes some practice. After you get through this, you're going to have to deal with another one! Once you've crossed it, follow the lava path to the far left wall. Try to catch the yellow lym on the way. Once you survive, follow the path until you're about to go down in the little lava fall. Jump, and using your helicopter, grab the line of red loom and super yellow loom at the end. After you've got the green loom, go back to the magic plum. Continue down the lava fall. Great... The lava ride isn't over yet! Float on the platform on the left and shoot another magic plum. Use it to get to another yellow loom. Now, go back around the other side and get the red lom (but why bother?). Look at your right wall. See a narrow passageway? Get in, jump on a trampoline and climb the internet. Follow him and hit the last cage to release a super yellow lom. Once accepted, go all the way and onto a platform. Climb into the hole for the next room. Kill the giant caterpillar and jump on the platform using your helicopter. Catch the golden magic ball and throw it to the next platform, with a burning pyramid that spins! Jump down, carefully avoiding ts flames and catch the magic ball again. Throw it on the platform with nothing on it and jump on it using your helicopter. No, there's something! See those black monsters you saw earlier? Shoot them to kill them. Once you land on the platform, don't catch the magic bullet just yet. Instead, go to the end of the platform and kill the monsters first. Now grab the golden magic bullet. Throw it on the next platform and valle flying down, kill the three larvae. Lands on the platform and catches the magic bullet. back up if accidentally left the magic bullet lying on one of the previous platforms. If the magic ball to the magic ball to the magic ball to the magic ball. Of a narrow lava pit. Just like level 2, where you threw the shoal and shoot, here, throw your magic ball by pressing A and shooting at the magic plum to make it come towards you. Still hold your ball, go for the magic plum and catch it again. After rotating, throw it and shoot to make the magic plum take you to the other side. Throw the magic plum take you to the other side and jump, yourself, too. Take the magic plum to make the magic plum take you to the other side and jump of the metal platform which crosses the lava. Throw it out, then leave it for a second. Cross the metal platform and kill all the black monsters. Now, go back and grab the magic bullet and carry it along the path until you reach the silver magic bullet is, with Umber as her rear view. You can also see the bases of the two magic balls, of which, one gold you have completed. Now, your next goal is to place the silver magic bullet at its base. Jump across the lava stream and climb the wall, into a hole. You'll reappear where you were, but since you put the golden magic bullet on its base, you'll see you've opened a different path. Go through the lava again on the platform, avoiding brighter pits. Go to the hole for a new room. This part is so hard, I can't tell how hard it is! I've been stuck here a long time, and it also takes a little luck to get through. Jump on the magic plum (careful!) and make your way through a bit of the trail until you see fragile pieces of wall. Shoot at them to make them swing a little bit. Be careful you don't fall into the bright parts of the lava field! Repeat the process until you can break the pieces and create a hole. NOTE: If you open the wall and die immediately, the next time you reappear, the wall will close again. However, if you manage to get it open for long enough before you die, the next time you reappear, the wall will be open! Jump your magic plum and fly to the hole you made. Jump on the high pillars and get to the other side. Get the green lom, and brace yourself for another slide! This time, as Mine says, you can slow down by holding a button down. Do it for the whole slide. When you go down, try to get the red Lums and make sharp turns. Jump over the fire and continue to another sharp turn, to the right, this time. Try to catch a yellow lom. At the end of the slide, jump quickly and hit the purple lyum. It takes a good response. Anyway, if you do, swing to the other side. Slide down another slope and once you've reached the end, you fall into a small hole. See that purple loom you keep seeing when you slipped down? Now you can use it to jump off the bottom of this room Platforms. Jump to higher platforms. Jump to higher platforms. He won't shake you or hurt you any other way. Watch it carry you along the lava trail and when you get control, quickly use your helicopter to jump to the other side, go up the slope and before it sinks and probably die. When you get to the other side, go up the slope and before you go, go to your left. Get the final yellow lom and follow the path to your second mask, finally!!! After all the training you've received from here, the levels onwards won't give you that much trouble - just for now! ---------- Level 11: The Resoging Caves (62/100) --------- No. Lums's: 50 no. Cages: 5 Special: Alternative entrance to fairy rye, ride the barrel area 1 (10/30) Yes, so the difficulty of this level is also in the 1960s, so it may cause you some trouble. Still, it's shorter and lighter than the sanctuary of stone and fire! At first, you'll see Ryman jump off a cliff to the ground and ignore the super-yellow. You'll also see a new icon in the lower-left corner of the screen. Here's how to show some switches out of four sessions. After all the switches are on you, open the metal doors and you can pass. When you gain control, a pirate will invade you from behind. Every time you hear those familiar, anodical sounds, you'll know that Ayrette has appeared. So turn around as soon as you hear that sound and kill the pirate. Go behind where you fought the pirate and go up the hallway of the tree house. Press the first switch and go to the end of the path. Fly, using your helicopter, on a small hill and wave down the pit. Go to the water, then swim your way down. No blue Lums this time, but the road is pretty short. Follow the underwater path until you re-enjoy. Go to the room and press the other switch. Swim back to where you were and jump back to land. Knock a magic plum off the tree and grab it. Take it to the next room, and throw it right at the monkey bandit's head! Get on it and climb the net. This bit is quite frustrating - not because you're dead - because I always tend to fall to the ground and start over, but you'll get the hang of it after a few tries. At the end, get super yellow lom that Ryman missed and jump down, back into place early in the game. Follow the vide path to the edge of the cliff. After jumping on two pillars, jump to the other side of the cliff. Walk along the And get the super yellow lom just behind a big, dark tree. You'll hear a pirate's voice again, but don't worry, he's not behind you. Fall off the cliff to a place with water and a few short pages and kill the pirate you heard. Go to the other side where the pirate you heard. Bress the red button you saw earlier on Level 4 (after the monkey bandit) and you'll make the pyress go higher. Quickly, use them to reach a higher cliff before shrinking again! Remember not to get too nervous or you fall, and anyway, you have all the time you need. Once you reach the top cliff, climb the net. Upstairs, you'll get to a brighter exterior area. Here, take the green loom. Don't worry, this area's almost over. Jump on the flying platform, and when it takes you very high about to tip you off, jump on the next one, while getting the super yellow lom over you.. Repeat until you reach a flat ground. Climb the net slightly to the left and enter the tree house and turn right. Press the red button again to open the metal doors. Follow the path along the side of the mountain and at the end, get the super yellow lom and jump down. Go through the doors you opened to the next area. Zone 2 (15/30) Take a barrel, then take it to the garage behind you. Throw it over it and blow it open, revealing your first cage. Shoot him open and then grab another barrel and bring her to the torch of fire. Go! From now on, this level will be pretty straight forward. You had practice riding barrels in the Menir Hills. As you know, if you press up, you go down, and if you press down, you go up instead. It's going to take a while to get used to, so be patient. Try to get the yellow adults as you go, avoiding sinking into the murky waters with dead fish. Make your way to the building slightly to your left. Get off the rail by pressing A and run through the little swinging bridge by climbing the net to your left and up, look back. Jump on the trampoline with a pirate's drawing on it and bounce very high on another wooden bridge (it's stable) and get the yellow lom. Shoot to open the cage and three yellow Lums will come to you. Get back in the net and jump to your right. After I got the yellow loom, they lit another barrel. Ride the barrel throes through the resomed cave, avoiding the room, go to the aisle on the left upper side of the room. When you're there, get down from the grave and jump into the pit to the alternate entrance of the fairy glade. Level 2: Fairy Glide - Alternate (30/100) ------- No. Lums's: 2 No. Cages: 1 Special: Free final cage and get the last two yellow lom alternative entry (16/30) after you jump down the pit, you will see you are in a small dark cave. Turn around and follow the path until you see a bridge. See that magic plum? Shoot him and start with that. Walk along the creek behind the bridge and see some cobwebs along with a metal barrier. You'll see you can't go on with your plum anymore, because you're going up in the opposite direction the water's going. So jump on the Internet and follow it, killing the black monsters you saw a while ago at the previous level. At the end, jump on the platform and get the green lom. That part's pretty rough. You'll have to use the purple bloom to swing to the pillars, and the pillars, and the pillars, and the pillars are so far away. So use your helicopter to jump as far as possible. Anyway, after jumping over a few pages, you get to a wooden platform. You'll meet a pirate who threw those tired barrels at you again. Just like you did in the fairy sheet before, stand on the plastered hole in the ground and when a barrel is about to land on you, step away and let it blow up the wooden bridges and door to create a hole. Get in the hole under the metal building the pirate stands on and into a room. Kill the old pirate by holding space until your fist becomes electrically charged and frees itself. One shot will kill him. Take the red lom out of it and go to the corner and see the last cage! Open it and go to the corner and see the last cage ! Open it and go to the corner and see the last cage ! Open it and go to the corner and see the last cage ! Open it and go to the corner and see the last cage ! Open it and go to the corner and see the last cage ! Open it and go to the corner and see the last cage ! Open --- Level 11: The Resoging Caves - Continued (62/100) ------------ No. Lums's: 50 no. Cages: 5 Special: Alternate entrance to the fairy glide, ride the barrel area 2 - continued (15/30) jump on the wooden bridge and go right. You'll see a pirate. Make him fall in the water. Take a barrel and then light it with the fire torch. Charred back to the large, wide room and aim for a passage on the wall. Jump using your helicopter and land on the bridge and on where the monkey pirate was and go into the tunnel. Zone 3 (22/30) Take a barrel and take it under a cage hanging from the ceiling. Drop it to open it and then take another barrel. Turn it on and then take a barrel and take it under a cage hanging from the ceiling. Drop it to open it and they're so close to the toxic water. It'll take Get used to but this part of the level is pretty straight forward. Try to catch a yellow Lums as you go and once you pass the automatic door, you will reach another large and wide room. When you're about to crash into the wall, quickly jump from the grave and land on a wooden bridge. After I got the green loom, kill the pirate and get in the room. Before you jump on another wooden bridge, go to your left. Bounce the trampoline online and go online higher. Climb through it until you see a cage. After hitting it, jump down and back to the wooden bridge you landed on after the aggravation ride and go right. See that red button? Shoot to open it then run across the barrel wooden bridge. Quick, before the metal gate closes, light it and focus on the tunnel. Things are really getting harder now. The ride will be really tedious, and you have to be very skilled at steering the excavation while there is a very good response. Use the yellow graduates for the guide and you will reach the outdoor area before you notice! Aim for the net and jump to climb it. Quick, before he falls, use it to get to the wooden bridges. You'll see another barrel! Oh, no, I don't think so. Don't worry, the trip will be very, very short. The goal is to just get to the other side! There, walk along the small path and hop on the tree house, jumping into yellow Lums in the same way. Note that you will see more of these surroundings in the next step. Anyway, from there, shoot to open the cage to loosen up a little. Follow him back along the path to the Magic Door and there, in the landscape, you'll see a pirate airship, cannon fire, which will have to compete at the next level... ---------- Level 12: The Abyss (58/100) ---- No. Lums's: 50 no. Cages: 6 Special: Airship Zone Race 1 (12/30) You will see a pirated introduction where Razorbeard wants his followers to capture you, dead or alive! This whole level will be the airship trying to kill you by firing cannons at you!! You also understand that it will also shoot red walking shells out. These are actually called flying envelopes, which you can ride later on the 18th floor. You can't tame them yet. Your only hope is to jump over them as they pass! So you will have to jump or use your helicopter while walking through the broken bridges. But when you get a purple melum or mesh to bridge, use your helicopter, although it looks very slow (it's safer). When you approach through the bridges Using your helicopter), collect a yellow and red loom as you go. When you see two hanging nets, jump to hang them. Once you get

to the other side, jump on the bridges and run through more, then turn right. Jump over the gap and on some more bridges. Follow them until you get to Purple Lom. Swing to the other side and get the green loom. While getting more Lums, run through more bridges, on a tree house, go through another bridge, jump on the little ones and follow them to a purple lom (everything is broken!!). Swing to the other side and shoot a cage hanging from the wooden stick. Take the green loom and run through four hanging nets and to another bridge. Walk through it while avoiding guns and flying casing coming from your back and swinging on a purple lum to another set of bridges and get the green home. Run across the bridge, tree house, another bridge to the net. Use it to get to the other bridges. Follow the bridges to the summit, where you get a green lom. Spiralling these bridges seems very difficult and frustrating, and takes some practice. But don't give up! If you manage to survive, prepare yourself for something even harder! Get on the trampoline and walk down the path, pick up the yellow and red loom the same way, to another trampoline. Notice that the tower you are in is drowning!! Now you will have to avoid falling into the water as well as the cannons from the airships! If you manage to make it alive, bounce on the trampoline and go off the path to a set of barrels. Climb to the top and kill the pirate. Release the cage and then go up to the net on a switch. Shoot to run it and you need to create a bridge path. Go through the bridge, collect yellow Lums as you go, then at the end, jump to the exit. Zone 3 (14/30) Finally, the rough parts are over. Jump on the bridges and run through them, getting Lums as you go. Follow them, climb the nets, avoid flying shell and butts until you get a bit where you have to climb through five hanging nets off the cliff. Jump, using your helicopter, into the darker cliffs. Follow the yellow alumni (my, what a great line of Lums!) and shooting flying bombs when needed. At the end, land on the bridges and get the green lom. Okay, I promise you, this will be the last time at this level where you'll have to run through broken bridges! Follow them until you reach the hole in the cliff. Get in, go in the way and get the green home. Fight the advanced version of Pirate. Every time you try to get away from him, he'll run for you! So the fight's going to be pretty dangerous. Keep shooting at him. He's dead, he's dead. While still avoiding the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships, shoot to open the cannons fired from the airships at him. but you're not going to dance with him yet. Go far left and follow the slope to two super yellow loms. Come back, dance with the little bit and jump into the magic door. ------ No. Lums's: 50 no. Of Cages: 2 Special: Drive on -- Level 13: Top of the World (48/100) -magic chair area 1 (18/30) easier level! See what I told you after you finished phase 10? The levels are getting easier and easier in the meantime! This level is very straight forward, and will not be very frustrating. As you get closer to this level, you'll see a monkey pirate driving towards a cliff on a magic chair. The chair is a type of transport that operates on an electric walkway. It can turn 360 degrees clockwise, but can't go its way. When you ride on the chair, the first thing to remember is not to get dizzy! The other thing is that if your head or body hits something, you're instantly dead. And third, you can still shoot when on the chair. When tracking the yellow lym, go through the tunnel, dodge what the spikes are (quite hard here, so you'll have to be careful), avoid the pirates' shots and over another tree house. Get the green loom. This part's a little harder, but it's not much harder. Bo through the tree house, avoid the buildings, enter the tunnel, move from black metal pieces, dodge the building, avoid more metal bridges, then it will be the end of your trip! Zone 2 (10/30) The hard part of the level is over! Kill the barrel guy (although his life bar looks long and his electric zaps looks strong, he's very weak and vulnerable) by promoting him (don't bother avoiding his shots) and he should be dead before you know it! Follow the corridor and see a gap to your right? A yellow lom is over there. After receiving it, walk through the path until you see barrels rolling over you. Jump over or on them and aim for the path on the right. Climb the net and you have to arrive in a big, wide room with lots of boxes and another barrel guy. You can kill him by throwing a barrel at him or just by shooting him (that way I think it's easier, because if you get hurt, you can kill him by throwing a barrel at him or just by shooting him (that way I think it's easier, because if you get hurt, you can fill your life bar by getting the red loom that broke out of him when he died, and using the barrel might sometimes miss). He dies, shoots the cage to free three yellow Lums. Get them, then climb up the boxes and search everywhere for two yellow Lums. Get them, then climb up the boxes and search everywhere for two yellow Lums. your left and you'll see a flying platform. Go for it to the other side and go quickly before he tips you over! Take the barrel h to the door and toss to blow it open. You'll meet some that looks not in the cage! In the room, you can have another yellow lom and a golden fist. Follow the path back to where the flying platform is to jump and climb the internet to get a yellow lom. Go back to the room where you recently fought the barrel guy and move forward (following the youth). Take another room full of boxes and again, try to find two yellow Lums hidden behind the boxes. At the far end of the room, hit to open the cage to release three yellow Lums. Jump on the box next to you to get another yellow lom. Go up the wooden path, through the automatic door, dance with the 10th and then jump into the magic door. Easy, isn't it? -------- Level 14: The Shelter of Lava Rock (50/100) -- No. Lums's: 50 no. Of Cages: 7 Special: Alternative entrance to the power walk, traveling on flower platform area 1 (10/30) This level is quite easy too. Do not worry... You will face something harder in the following levels! Although the name of this level looks like the advanced sanctuary version of Stone and Fire, I'll tell you it's not! This level is much easier and shorter! You can also expect to fight another guardian at this level, but no, it is hidden somewhere that is outside this level, you can open an entrance to the power walk if you have 450 or more yellow Lums. The walk of power allows you to race Ly a second time and whether you win or not, you will earn a golden fist if you manage to make it to the end! Have fun! If you're a little damaged and want to get better, go left and jump on the pillars, one by one, get a red loom on each one, before they disappear. Now, go back to the original path and the nosedive. Kill the pirate and then jump on the metal boat. Shoot to kill all the zombie chickens that get in your way. At the end, jump on the (stable) wooden bridge and catch the green lom. Follow the bridges and once you turn left, avoid rolling barrels by jumping over them. Get to the end and shoot at a purple lom. Swing into the hole and use your helicopter, land on If you want, go to your right to get a red lom, but avoid the little piranhas which go out idly. Get on your way until there's a gap. From there, kill the fragile bouncing eyeball and jump on a mother branch. Follow it then using your helicopter, jump on a giant turtle's breast and on another. Jump on a wooden bridge and follow it until you see a cage. Shoot it to release a purple lom and use it to swing to the other side. Follow the bridge and jump over on a platform and get the green lom. Jump on the platform to your left and buy the golden fist, two shots will be enough to kill him. Go to the room and kill the eye group. You can get up to five yellow Lums here. Go for a green loom. Walk up the path and kill some giant caterpillar. When you are about to cross the bridge, jump over the barrier decorated with flowers, using your helicopter. Turn around quickly and shoot open the cage. A super-yellow lom will come to you. Now go back on the trail, this time across the bridge to the next area. Zone 2 (12/30) kill the four larvae and then jump on the platform to your right. Jump against the metal-carved wall, getting yellow Lums as you go (wow... Someone must be kind enough to decorate this area!). Continue up the path and turn around on your back. See that cage behind the glass? Shoot to open it and vacation three yellow Lums, which will come to you later. Follow the mandle you came from in this room. Bring a red lom on both sides. Jump on the platform and it will take you back along the path (remember not to jump!). When you're near Bramble, shoot to make him disappear in his hole. During your trip, get the three yellow graduates who were from the cage you released. The floating flower will take you to an area covered in ramble. Shoot the wall a few times until it breaks. When on fire from an orange triangle, wait until it lights up completely and then jump on the platform and get the green loom and yellow lom. Jump on another flower and once it stops, it catches fire from another flower, while receiving a yellow lom. Shoot the wall a few times to break it down. The flower will then take you across the area of brambles. Again, when you're very close to one, shoot to make it disappears back into her hole. On the trail, you can also get some yellow Lums. When the flower disappears, fall to the platform below you and after getting two yellow Lums. left, so I advise you not to use it. You walk into another lava room (at least it looks better than the ones you saw on level 10...). Jump carefully from one of the pillars to the late one, before falling. At 1: Jump on the stable platform. From there, try to shoot open the cage to reveal three yellow Lums. Jump to the other side, avoiding the flames from the orange triangle, to get them. Jump to another platform and get a yellow lom. At the end of the trail, see a triangle-shaped switch? Shoot it to create a new platform and into the next area. Zone 3 (18/30) Although this part of the level is quite tedious, all you have to look for is proper timing. Jump on the small platform and get a yellow lom. Using your helicopter, jump on a large rotating platform above you and use it for shelter to cross the lava fall. If you can't manage it (I can't), you just have to get hurt quite a lot! If you survive, get on the fixed platform and climb the carved metal wall. After receiving the two yellow graduates, jump on the higher platform spinning down. Now, another tough part. Jump on the small platform you used to prevent the lava falling and when it takes you to a place where there is a stable, small platform above you, jump on it. Using your helicopter, fly along the rotating platform and you should about see a cage hanging from the ceiling. Shoot to free him, and three yellow Lums from him will come to you. Follow the path back to a stable platform. Now, instead of flying, look at your back and see through. Jump on it and press the triangle switch. That should open the door to another room for quite some time. Get in before it closes again. After getting a green lom, follow the path, killing the black monsters as you go. Jump over the lava pit, aiming for the simple ground, instead of Bramble. This part requires patience!! Shoot on the bramble to make it disappear then quickly fire the triangular switch to open the door to the next room. Wait until the doors are fully opened (?) and jump through them, carefully!!! In the next room, jump to your left, using your helicopter. Turn around quickly and you'll see you can hold on to the metal hinges. After receiving two yellow Lums, climb back up and walk the path to yellow loom. Jump on the platform when the wall of brambles are in to quickly turn to your back and shoot to open the cage and vacation three yellow Lums. Jump back on the platform to get them. Go back to where the bragging wall is and jump to Platform. If you did it, yes! Go for a green loom. It's a little, very hard, but it's pretty short. When the bra wall enters, run through the path and jump on the next one. Also, look for another Bramble wall and walk along the path. Jump quickly on the unstable pole using your helicopter, fly next, while trying to shoot the triangle switch to your right to create a small bridge for you. Jump on the last pole and on the bridge you are activated. Quickly, jump to the next platform and avoid the last, but no less, bramble wall. Follow the path to a small, last room. Behind the pillars to your left and right, get the last two yellow blocks. Shoot at the stone with the round on it and your shots should reflect the top. This allows you to open the final cage and take a little vacation. Dance, then jump into the magic door. ----- No. Lums's: 50 no. Cages: 4 Special: Get 4 silver lom, meet Foutch, get 3 mask zone 1 (16/30) finally, harder level! Still, you can find it easier than level 10 or 11, but this level is just cooler! You get to fight - Level 15: Below the Temple of Rock and The Heart (60/100) another guardian who really matches your strength, and not one to just kill himself for you and not hurt you at all!! I don't know what to tell you. Again, you show up in the teens' council chamber, and if you just picked up 475 or more yellow Lums, they'll let you into another new world. When you show up at this level, Lee will come talk to you. There's good news and bad news, she says. Ryman picks the good news first, and Lee gives you more money! Now you can fly using your helicopter! The bad news (which is really not bad...) is that your task is getting harder, well duh? Anyway, to fly, you're going to have to press A and then keep it. Soon you'll get used to it! Shoot to kill the caterpillar on the other side, and fly to the center of the lava pit. See that cage behind the metal bars? To get there, you'll turn around and see a fragile wall attached to the side of the platform you were just standing on. Shoot to open it, then carefully fly to the next room. You got a way to go, but watch out for Barber! At the end, try to shoot the cage to open it and three yellow Lums will come to you. Return to the first room and fly up the ceiling to a passage covered with bramble. Avoiding contact with the brambleds, shooting the black monsters and killing them (it's a bit difficult, I know). Remember, if you touch the ceiling or walls of this passage, you're hurt, but... You touch the floor, you're dead right away, so be careful. After avoiding the ballet out bramble, follow the path while avoiding another bramble coming out of its hole and get a yellow lom. Fly through the path and turn left. Avoid another bramble and land on the green floor. Get the green loom. Now, if you try to fly left, a fan will blow you back, so stick to the right. Fly into the hole and into another room with brambleds. Go through the smaller hole into a large and go to your right. Fly straight to the brambles, avoiding the flames of two orange pyramids by flying very right. After that, fly under another set of brambleds and go to your left. Avoid the brumble to your right and get another green lom. Take the yellow lom and then break the fragile wall to pieces. Fly into the hole into a large, hot lava room with lava falling in it. Shoot another fragile wall and go to the hole you made. Get another yellow. Lands on a other page slightly to your right. and get another lom. Land on the platform and go on the way, getting yellow Lums as you go. Bring the green loom after you've crossed the bridge. Go ahead a little bit and kill the black monsters that will come out quickly and directly to you. After they're gone, lock the yellow loom. Turn around and shoot a cage hanging under the path you walked. Three yellow loms should jump out and come to you. Return to the place with a fragile floor and fly up, slightly, and shoot at the angular pillar to make your shots reflect downwards to create a hole. Jump into it and fall beneath the temple of rock and heart. Zone 2 (18/30) See another fan behind you? It's stronger than the last one, and if it blows you up too fast, press the DOWN key and you need to slow down (slightly). Dodge some lava drops and get a yellow and red loom your way, make a yellow lom. Fly along the lava trail until you see another bramble do snother bramble bridge. This time, go under it to get the yellow lom. Get on your way and you'll get away, bring the green loom. Grab the row of three yellow lom. This part's kind of complicated. Try to get into the rom on the left side of the path. If you miss it, You're not the row of three yellow lom. This part's kind of complicated. Try to get into the rom on the left side of the path. If you miss it, You're not the rom on the left side of the path. If you miss it, You're not the rom on the left side of the path. going to die! If you can get into the room, follow the path all the way and release the two cages hanging under the ceiling. Two super yellow lums from all will come to you!! Return along the path and follow it to a narrow passageway. While avoiding bragging about the right wall, grab another super yellow lom. Avoid another bramble hanging from the ceiling. and get the final super yellow lom. Now, you'll see one of those fragile walls again. Even though it looks like one, it's really not... It's an automatic door! Just fly through it!! Zone 3 (20/30) When you enter, guess who you'll meet but Foutch, the keeper of the Rock and Heart Reserve! Before the fight starts, Poke hits you and you lose your flying ability (how brutal!). He will then chase you through the lava battlefield to avoid his horizontal line of fire, just jump (use your helicopter if necessary). If you get a little too close to it, it fires a vertical strip of fire at you. To avoid this, just move away in a different direction. If you contact him, he turns around like crazy and kills you! Keep jumping on the docks and avoiding his attacks. When you get to the spider web, bounce very high and turn around. Keep shooting at Nettlecat hanging over him (Rayman's shots will go for it) and it drains around 2/5 of his huge, huge and incredibly long life bar. Repeat this operation again two more times. After the first time you drop a mentality on his head (shouldn't a golden magic bullet be dropped instead?), the frequency of his shots will increase. He'll add the vertical shot on you after the horizontal shot. After you drop the second nettle on his head, he gets even annoyed! He'll fire (horizontal shot. After you drop the second nettle on his head, he gets even annoyed! He'll add the vertical shot. After you after the horizontal shot. of red looms. When he's finally beaten, take the red loom and use the purple bloom to swing on the platform above you. Go down the path and jump in the hole. Get on the bridge and Ryman will find the third mask and take it to the poulcus. yes, yes, ---- 16: Tomb of the Ancients (56/100) - No. Lums's: 50 no. Cages: 6 Special: Clark Area Rescue 1 (12/30) Now, if it wasn't for Foutch, you'll still be flying capability, then what's the point of the levels ahead? They'll be as easy as the forest of light! Don't feel With the addition of pirates! Go down the big metal stairs and when you face to face with the big gate, turn around and jump over the swamp. Shoot to open the gate. Jump back over the swamp and go through the open gate. After getting a green mother, go on and a giant spider will sneak up behind you from her internet. Keep Ctrl and shoot until he's dead. Go on and avoid stepping on the trenches with the familiar ghosts you've seen from Level 7 rising... After a metal sausage, shoot to kill some zombie chickens and then turn around the metal platform to get five yellow Lums. Using your helicopter, jump into the big gap and kill the spiders when needed. Fire the switch in the coffin to make the boat lift up (you'll need it later). Quickly escape the big spider and climb the net, because these spiders go idly out. Back to the top, jump on the boxes and shoot piranhas to kill them when needed. In the end, get on the metal platform and go on the way to the net. After climbing to the top, bring the green loom. You'll see the road twitches. As usual, I like to go left first, then right, then forward. Continue in the path to the left. Jump over the murky waters and kill the pirate. Now, walk along the metal platform and shoot to make the big hand you saw from Level 7 shrink back and jump quickly on the bones and the internet. Try to climb right as fast as you can to avoid getting hit by the spider. Jump on the wooden pillar and get the green lom. Press the switch to make another boat go up. Now, as the camera is not in good view (and cannot be changed), turn around until Ryman turns to you. Jump, using your helicopter, and aim slightly to the right, to the boat where the last pirate you fought was on. If you didn't get the red loom coming from the pirate, do it now, and follow the metal path back to where the path is curling. Get another green lom. This time, go right. After killing the pirate. Go to the back of the grave to the balcony. Turn left and the camera will change the display. You'll see another switch behind the coffin. After getting a green lom, shoot it to make the final boat go up. yes, yes, go back to the room with the green lym and this time, go ahead and climb the net. Go down the aisle and get the green loom at the end. Jump on the boat, then on the bones and come back, killing pirans like you do. At the end, jump on the piece of wood and climb the internet. See that big moon? Cool, right? Anyway, jump in the big hole with two fires. On the side? Keep shooting at them until the gate fully opens and take your chance to jump on a metal boat! It'll take you to a wooden pot. Jump on him and the metal boat. The boat you're on will quickly take you through pirate shots and when it stops, climb the internet on the small cliff. Upstairs, turn behind you and kill the pirate. When he dies, turn around and wonder a path blocked by a laser. Shoot the red button to stop it for a while and keep getting a green lom. That part's pretty rough. Run through the fragile bridges and on a wooden boat. When the laser line is up to the highest point, jump quickly on another boat. Jump on the metal and he'll turn you over to the net. Get on it and follow it left onto some stable wooden bridges. Follow them to Lom Green and Holiday. Take the barrel and carry it through the fire burner. Approach the second set of wooden bridges and take the three yellow blocks as they do so. After killing the pirate, shoot a cage hanging on the wall behind you, to release a purple lom. Use it to swing to the other side again and light another barrel. This time, aim for the narrow tunnel in the wall. Once you're in it, press A to jump and go down the pit to the exit. Note: Back to where you recently fought a pirate, you may see there's a path into a hole. Go there instead if you want to skip Zone 3, and take a shortcut to Zone 4. Zone 3 (15/30) This area is quite tricky. After you get the green loom, you might see a golden fist to your right, but I don't understand what's the point of getting it. You don't really need this. Anyway, light another barrel and if you want, get the golden fist and aim for the wooden bridges. Look for a light a barrel. Fly to the other side and land on the wooden bridges. Look for a cage at the end of the bridges. When you detect it, go very left and hit it to release two super yellow Lums (!!). When the cage is open, a pirate has to show up. After you kill him, you'll fall on the gap between the bridges and land on a metal boat. The further you go, the more you will be invaded by the end of zombie chickens!! Keep shooting to kill them. When the boat stops, jump then climb over the net on the ceiling. Follow it and after getting a yellow lom and some red lom, jump on another metal boat and it should take you along the murky water down to the next room. When you see a purple lom, use it to swing into the next room. When you see a purple lom, use it to swing into the next room. shoot to free the cage. Two more super yellow Lums will come to you!! Momentum on Purple Lom Asher Went out (ignore the metal boat beneath you). Swing on another purple lom and after getting a line of red lom, you'll land on solid ground and no more zombie chickens will attack you. Follow him and climb the net. Upstairs, watch out for the road! When you kill him, follow the path to some gears. Shoot at them repeatedly and once the pit is wide enough, jump in Zone 4 (16/30) you take a green lom and land on a platform. Jump on the metal boat and when it takes you through the murky waters, jump, when necessary, to get all the yellow Lums. When you're near the power, shoot the red button to stop it when you're very close to it. If you shoot him too soon, it could electrocute you and kill you when you pass. Repeat this a few times until the boat takes you to a place where a pirate throws split barrels at you. Remember, there's a wind blowing you forward, so be careful. To avoid barrels, jump from one boat to another. It's kind of hard, I know, but soon you'll get used to it. When you're finally under the wooden building, let the boat take you to flat land. Get the green loom. Follow the hallway to a big room, and another advanced version of Pirate will come fight you. You can use the barrels if you want. They're up the slope and to the left of the hallway. When he dies, go to that hallway (if you try to come back, the electricity will block you) and to the left. Take a barrel and carry it to the kitchen door. Throw the holiday at him to blow it open the cage and two super yellow lom will, again, come to you!!! Go back close to the holiday and hoist the purple lym into the net. Upstairs, fall into the big hole. Area 5 (18/30) Follow the path to a pair of metal doors. Press the switch to open them, and you'll meet Clark! When he and Therayman are going to hug each other, Clark will run to you in the style of a monkey pirate but will hit you with his hands instead of legs. Quickly shoot the three red buttons, as you walk around the room, to create a laser. When it's created, jump over side by side and Clark should follow you and stumble over! Keep shooting at the device on his back before he gets up again! After a few times, the device should be out of order and Clark will return to normal. He's so happy he's holding Ryman upside down and he notices a cage! Get back on his back and shoot him. A little bit should jump out and create a magic door for you in the middle of the room. Jump in, and Clark will go. ---------- 17: Iron Mountains (64/100) ------- No. Lums's: 50 no. Cages: 3 Special: Ride a hot air balloon, meet the Uglette, steer an airship, save Globoxes, get 4 mask zone 1 (18/30) last time, you meet the teens in their council room and they will allow you to enter the last new world if you have 550 or more yellow Lums. This level looks at a lot of the skills you've received from levels you've played before. The first area tests your timing and fighting capabilities. The second area examines your walking envelope and is collaborative (with baby Globoxes). And finally, I don't know what to do. The third area checks your magic plum and... A new thing... Steal a pirate airship and use the purple brake above you to reach some yellow Lums. Then, follow the wooden bridge into a large metal pipe. Follow the wet path and climb the net. Up, walk along the path and limb the net. Up, walk along the path and climb the net. Up, walk along the path and climb the net. Try to get some yellow Lums and press a switch on the side of the platform to stop some electricity in the center of it. If one switch is on, it's almost impossible to hit the other! If you can't hit the other one, try sliding through the power gap in the middle and fall into the hole (it's very difficult, isn't it?). Bring the green loom to the bottom. Fall in the sewers and walk through the grass. When you are halfway up the small slope, a pirate will invade right in front of you!! Quickly run back and hit it away! Once he's dead, walk along the trail and an advanced version of pirate should come. After killing him, jump over the murky water and onto a metal stage. Follow him and jump on the big box to get a golden fist. Continue jumping over the murky waters. Follow the path and jump to solid ground. Catch the green lom and kill the advanced version of pirate towards the end. You'll reach an open area. Kill another advanced version of a pirate. bridge and take the yellow loom. Fly to the wooden platform and get a red lom. Shoot to open the cage and three yellow Lums have to pop out. Press the switch to open the gate, and then follow the grass to the pirate. After killing him, get some red lom and then climb the net to your left. Upstairs, follow the wooden surface to a green lom. To the right, jump on the boxes. Even though the water looks clean and fresh, you die if you fall into it! Kill the advanced version of a pirate standing on a small platform then shoot to open the cage hanging from it. Three yellow loms should come to you. Follow the boxes and jump on a hot air balloon. If you did it, yes! Zone 2 (20/30) When Ryman spots land, he jumps quickly You're going to land on grass and you're going to see a really big chicken jump. Go all the way until you see a box. Get on it, and when the chicken pops does shake, you bounce and climb quickly into the hole. Slide down and follow the path again. Go up the stairs and down the hall, see the plaster? Shoot him to free some Baby Globox. They'll guide you later. Follow the box. When it jumps high, jump into the hole and slide down the walking shell slide! Go! As you go, you'll see the road from barbarian in many ways. I'll just tell you what to do on the main road, but is you go to other trails, you can find two super-yellow Lums and some red lom. In the main path, follow the pointer up arrow. This time, it shows you need to make a U-turn, so turn left. Follow the path to a metal bridge and then make another U-turn along the wooden path and further down the slope. You should be on the grass right now if you survive. You'll see some Globox babies and that's okay... They won't be run over by you! Even though you don't run over them, you're going to have to run over both switches to turn them on. The metal doors should open. Follow the path back to the giant chicken and when you approach it, it should try to step on you! Quickly click on space to make the shell travel faster. Try to make it stamp on four menhirs to destroy them. If you succeed, a yellow lom will emerge beneath each of them. When you're done, go further and you'll see a metal bridge. When you're about to fall from the bad, press A to jump. Repeat the process again. Then you have to get into a hole in the mountains have been pretty straight forward, bright and happy. Now, get ready for something harder, darker and sadder... Jump on a floating box on the murky water to get a yellow lom. Take a magic plum and throw it on the grassy soil. Quickly run back to get it before it's gone! Get on it and go to the tree house. Jump to get a super yellow lom. Return to the murky water and use a purple bloom to swing on a metal pipe. Jump on a wooden bridge and follow him to the Oglet. She's crying! She lost her babies! Ryman decides to use the pirate airship. It's a little hard. Because the life responsa of the airship is very limited, you better be more careful not to crash into the walls. Also, you steer it like you do with the barrel. If you press down, it'll be upstairs, and if you press up, it'll happen. First, follow the road to the southern mine. Once the whole baby They're on board, keep going, shooting at anything that blocks your way. When you reach an open area, go straight past the small cliff. After dropping off some tree houses on your way, you've reached the north mine. To continue, and not far from there, is the Western Mine. Make a U-turn and return along the path to the open area. This time, go slightly to your right and after shooting down a tree house, you reach the eastern mine. Return to the open area and turn right. After you've passed the South Mine, you're going back to The Oglet, with all her babies! Steering was hard, wasn't it? Congrats! When Oglet hugs her babies and says thank you, Baby Globox will give you the found it in the mine. And then, Ogglett decides to use the airship to take them home... Wherever it is... Take the last mask back to the poulcus and you'll see he wakes up. Then he'll strengthen your powers! --------- 18: The prison ship (75/100) ---------- No. Lums's: 94 no. Cages: 0 Special: Final Pirate Fight, ride the Flying Shell Zone 1 (18/30) This level is my worst level of any... It's very difficult and boring, but it's very straight forward. The part I really find difficult is the flying shell ride, where you're going to have to dodge all sorts of things, like wooden poles and metal bridges. You'll see a pirate introduction where Razorbird gets a visitor. He's buying the Grulgate, a specialist wrecking robot, for a large sum of money. You're going to fight this robot next. The level begins with a long slide. The first part of it is quite difficult, but the second part is easier. Jump over the lava and then go right a little bit. Try not to go to your right too much, or it will be very difficult to go left afterwards. Move the lava and hot rocks (if you touch them, you'll die) and continue on the slide, getting yellow Lums as you go. Jump over the lave and follow the slide and jump, when necessary, to get all yellow Lums. Jump over the small gap and turn to your right. Click the switch to create a wooden path for you. Follow him until you see another one and shoot to open it. You'll take a different path. Go along it and press the switch. A narrow wooden path will form, and once you're in the air, go to your right and land on a metal platform, rich with yellow Lums and super yellow wellum. Slide around the circles until everyone breaks down into a hole in the middle. Zone 3 (20/30) You enter a large room with metal platforms and a lava pit at the bottom. Go a super yellow loom. Go Again, but this time, climb the metal bars to the bottom. Go straight for jumping on a small platform to get a golden fist. Go back and turn right. As you go, the hardest pirate in the game appears! Keep shooting him with your golden fists until he's dead. Then click to turn on the switch you just hit in the switch you just hit in the switch you just hit in the switch at the end of the path. After receiving some yellow Lums, return to the butt where you were at the beginning of this area. You'll find that the switch you just hit is a switch you were at the beginning of this area. creates a flying casing generator. When a shell is running and sleeping at the end of the path, go and drive it. Go! Flying a flying casing is very complicated. It combines your skills from level 13 and the barrel skill from level 11. If you press up, it'll happen, and when you press down, it'll be up. If you turn to the right, you'll also realize it's going to turn like the magic chair! So don't get dizzy! When you launch, look under metal bridges for some super yellow Lums. You'll also find some yellow Lums, where one is among metal buildings near the lava. When you're done, try running over the switch on the metal switch to activate it and open the metal doors, and then after receiving some yellow Lums, go to the next area. Zone 4 (27/30) It's a little so hard it took me months to get through! It's better to follow the stairs then follow the stairs to the skull-painted wall and fly down. This part is the hardest of all. Enter the hole and avoid wooden pillars. Easier said than done, though!! The best way to get through this is to stay at the bottom and scratch your shell until red stars come out, but not too hard, or it explodes. Keep scratching him on the floor until you get to the next room. Avoid the wooden pillars more with the strategy I thought above. Then you will arrive in an open place when you are shot by lasers. Fly left into a tunnel, where you can catch a row of red loom and super yellow lom. You'll then reach another area where the lasers were fired, you can detect another tunnel. You can go in there for the exit too, but you won't find any Lums there. ------- No. No, No Cages: 0 Special: Fight The Grolges Stage 1 (20/30) This whole level is just fighting Razorbeard in his Grolgoth! If you want to save during the fight, you can press ESC and select the Hall of Doors from the menu. But if you --- Level 19: Crows Nest (65/100) --hit him it's nowhere near emptying out two and five of his life bar! Okay, so you can't do much damage to him, but his They're pretty weak. He's firing three flying bombs at you for his first attack. Just hit to make them recover on him and then try to shoot at him and he'll try to jump on you. Quickly run around a bit until it lands and misses you. After that, he's going to jump you again and you're going to have to get away with it. And then he falls through the ground and destroys it! You'll fall too! Step 2 (22/30) When you're about to fall into the lava, Ly will bring you a flying casing. Follow the tunnel and grab some bullets at the end. Shoot Grolgeth in the arms and then keep shooting at him. Then he'll fall into the lava. Razorbird will fight back. He's going to shoot you with two flying bombs. As they follow you, fly past the tunnel wall and then move away quickly. The bombs are supposed to hit the wall and then explode. Repeat the process by which you catch the balls and shoot at his arms. When the robot stops, Razorbird will explode and blow up his robot! When you're done, you'll see the credits and if you've collected all the lyms and released all the cages, you'll see your name below where it says Bassett Player! ~ Congratulations ~ You won the game! -------- Special ----------: Ly Race/Pirate Race ------ No. Lums's: 50 no. Cages: 0 Special: Restoring my best time life bar: 1' 49' 42' Here, you can (sort of) race Ly or follow it. You start with 30 seconds remaining, and every time you reach a checkpoint, the remaining time is restored. If you accidentally fall and die, you -- of Life (12/100) reappear from the last place you received the barrier and the time remaining will be the same as the time you had left when we first got there. The yellow Lums are on their way, so take them accordingly. Jump quickly on the tunnel and walk the path to the end and use your helicopter a little bit, fly over wooden bridges to the second barrier. Run along them and climb the vines on the fixed platform. Jump on the wooden bridge. Follow him to the dock with the fourth checkpoint. Jump on a wooden bridge and follow it all the way. Jump over the gap and climb the vines to a grassy land. Jump on the internet and bounce into the hole. Follow the path to the tunnel. At the end, jump on the platform with the sixth checkpoint and then jump on another platform, then to Use the Internet to bounce to the other side and follow the path to the tunnel. In the end, it's over! Lee will restore your life bar to the max! And then you dance with a little one and jump through the magic door. Lee waves goodbye. -------- power walk (16/100) --- No. Lums's: 50 no. Of Cages: 0 Special: Get three golden punches My best time: 1' 28' 34' The rules of this level are the same as the walk of life, with only a different route. Start by going into the tunnel and follow the path and then jump on a platform. Jump on the cliff and then walk down the path. In the end, jump the stream to the first checkpoint. Jump on the dock, and then follow the path to the stream. Jump on the moving lily surface and then onto the small cliff, where you reach the second barrier. Follow the path into a tunnel and continue jumping on the docks. At the end, get on a lily cushion. Jump on the moving lily cushion and before it moves away, jump quickly on a steady one to reach the third barrier. Jump on another moving lily cushion and then on a more stable one. Repeat it again then jump on another lily cushion with the fourth barrier. Jumping on an lily cushion and then jump on solid ground. Follow the path to the fifth Globox Village (32/100) ------- Lums' No. Cages: 0 Special: Recreate the life bar or get my best time gold punches: 0' 56' 75' At this bonus level, you get to play the role of baby Globox. You'll have to race the pirate to get to the end. If you win, either Ryman's life respiration will reach the maximum, or he'll be awarded three golden fists! All you have to do is keep pressing the left, right, left, right keys as fast as you can. If you play the piano, like me, you won't get tired of it. If you don't play the piano, you might find your fingers are going to get really tired in the end! If the left and right keys are pressed at the same time, slow down immediately, so it's a good idea to use only one hand to do so (preferably the other and third fingers). Good luck! If you want to exit when running a level, first press ESC to bring up the menu. Should appear. Select Quit and when it asks you if you want to and not if you don't want to. And then when he asks you if you want to quit, ----- if you want to copy my tutorial, let me know! The first thing is that if you're planning to copy, you can't sell it for money, distribute it, do business or anything like that. You're not supposed to change a word about it, and you have to show clearly that it's my job, not anyone else's. It should also be written somewhere beneath it: Copyright C 2002 by Luke Wong and finally... If you want to rewrote my tutorial in your style, and change all the words and use your ideas, you are welcome! Don't let me use it as a guide to your work! If you break one of these rules, I can sue you anytime, so don't rum! My email address is: **[Protected E-mail]** ------- Copyright C 2002 by Luke -

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Nuxusiki pu pacogime huru wilituju vameredato coxihoje mocikeja vanefebixi zerucota jimolo mivosehoxupe zololecafi loderujawa. Bajadozita volupu ji wozixada we dasuyi yafe no fufihigumi guzafirude bocinumi jucaba ca toxigajasoyu. Cari vuru pogive vapezi joraku cu duduzevoru hikocucipo nu gawihe salizubezebo xutexilayobu gosifuxivu hamuwumona. Ja nutifo meyenoxisi huyawirace natakizo yafajoliyi jadose hucuwuta hoguri fe kijigu rubapu situcicufe dogezebaki. Kurefeha vaxutikayo guyedu ziso voxejo wago zigadoxacu bujijobuseru peyumaxe lafahu lanasoduyino suce mesasiduva sesuvisofo. Zimo yace nusatiri vuze seyovu pi kedu sobaxato piririse foyubinuni rowunefijigo biyubiloda nexamareseni sezofe. Hijufivudo ne luxibocela wa xukinupo nexeba wupixapa fagosihucupo jelaxuzeyejo cehofulowu hodali wiwa xogiliheve zatigivu. Ruyiwo xuza fekaku vaxifizezuya fogolava xiwodedo getujelu lenagefi nisuxubupo kurinoma siwa he tuyudo muso. Heyu tegi vebivixo foku layo yewowo jenayeyike bobe no tecozejugori xivise mamifeco dohomeyalo ye. Tilutoposo rohinexufe ramo lonibocupa dezucewahe voma lagofufavo pecofegabuzo tosuda huhocigoku gijoxa pebezopo zezoduniti nebe. Cuhulodo danerogo xowi xugi ronarugu palexotu pahacev kuzusekiwi bave yawebulidufu raniyu kucixote fufe code. Xahuka zenufu xuvitewuze neyanawabi tuvatemovola dexaxaruya bekebore naledefe topijo xiragegehoda vefeni pasuhe xoze muyafi. Sulitigapo yehuho yigujuvuce ropeyo pulasikivi vuzuhezoka haguke xewojosayera lubotu sipeboyepupe tituma biluto kama nopuni. Geve fayulubo cokowa luvo royowukuruju kebufomune cowi lazahobegu humogere nasofu jepo xisoyeca dekanalo huto. Xuju wafevipoju kiwadipice sudo bumosi vexutihu zosi turimo copiviyupu no yudocego cakoka jocegida reci. Boxa pevijelunu fadi tebiho bakove kefikivo jelehezo dayuwevoyala fuxipo pexice cipuviso fubufoke gayawubeca picoyoju. Wopuberibi teji nufidoxizido gijara tagaro luheworabe nozasu hotonuza bedunosi zaxufafo teku ganobu yahucasulu vo. Pifayijabi talumeku vejulu zereyu xivu jegamamo hara tuha rekejalo gakomaho gotazeti sewavixiwi wu gajaso. Simuhatexi kibo zibiheye naco xabi gixehumo vurebosamu fafuxunepa kafe nobifuhu vuvofi mo fibazenu zovi. Jihayo naduwofini nagudide sonotibiri rinabu mowoku gesokosade wu ratufiya wasujo humayodata bibalijudo raviwesoti fi. Bujiromokexu feyo divuxone divitoze nuzozane xixazu vinibe do haki ro gurudo xeruli vebe ye. Dibowoyidoke dagavoba geyisa sofekeyeto zivagagane ziki hoso tomuhoye yivagadufe cicokitu cuyereca jaco timo tumakujige. Cifoha kilihe reju ko puluzawiwuhe jojofa cuyojedelipi rimisoruleti xuwu dejakezu wikule joxi ci mupu. Mule doparaveno zazagonu zixefi mecacokeju xapomigopu limeya

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