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Rayman 2 the great escape walkthrough

Training: Rayman 2 - Great Escape contains: introduction, controls, training from levels 1-19 and bonus levels and rules ----- introduction ----- this is not the latest version of my tutorial. You will find it on my Rayman 2 website in: there, you will find the latest version 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 earn 3 to 5 points as a try (depending on how fast you learn and how hard the level is) and before you play, 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 I have. The forest of light may have given me... Say 3 points and the fairy ed... Five points, let's say, and add them to 10 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 ----- jump (in water - re-surface) A (x2) - activate helicopter A (x3) - stop the helicopter space - shoot left arrow - 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) Q - Change Camera View Z - Dive (Swim Deeper) J - On/off Mode ----- These ----- are the days 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 - a very busy day! He had up to three clubs! I just completed everything, 6 (Part 2). Sunday 20 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 level 10. Thursday 24 October 2002 - Finished Zone 1 of level 11 and just started Zone 2. Friday, October 25, 2002 - Finishes Area 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 2. Monday 28 October 2002 - Finished areas 1-2 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. Saturday 2 November 2002 - Finished level 17. Sunday 3 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 Murfy, 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 fist! 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 reach level 8. Now, when you take a step or two to your left, a flying frog (or whatever 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 creek to the cage. Shoot 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 water and climb the small cliffs until you pass three more Lums (one lom is behind a small 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, Murfy 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) ----- No. Lums's: 48 no. Of Cages: 6 Special: Free Ly, get 2 silver Lom Zone 1 (5/30) at this level, you come to Glid Fairy through the main entrance, as the headline above says. Later, there will be an alternative 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 net. From there, shoot the switch to open a door not far from you. Now, don't fall yet. Go for 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 or you fall into the water and die. As the boat progresses, pick up some more yellow and red looms and when they stop, jump 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 scanning the floor and the net below it, allowing you to jump very high. Avoid the 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. Glide to release the last cage and get his last two yellow graduates. ----- 3: The Swamps of Awakening (20/100) ----- No. Lums's: 50 no. Of Cages: 5 Special: Alternative entrance to the Cave of Bad Dreams, meet area Ssam 1 (4/30) This level is quite straight 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

to the other side, jump on the bridges and run through more, then turn right. Jump over the gap and on some more green loms. Follow them until you get to Purple Lom. Swing to the other side and get the green lom. 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 loms and run through more bridges. Now, walk quickly along the bridge while avoiding guns and flying shells. Climb through four hanging nets and to another bridge. Walk through it while avoiding a flying casing coming from your back and swinging on a purple lom 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 them until you see a switch. Strike to open it and see the cage? Click to open it as well. Now go into the tunnel to the next area. Zone 2 (18/30) 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 loms 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 bullets 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 alummy (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 cage to your left and the metal doors behind it will open. A little one's going to stick out, 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. ----- Level 13: Top of the World (48/100) ----- No. Lums: 50 no. Of Cages: 2 Special: Drive on

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 even easier than a cave of bad dreams, and you only have five (easy to beat and movie) enemies to face! Also, 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 diving 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 and counter-clockwise, but can't go its way. When you walk out the magic door, make the monkey pirate fall off the cliff and sit on his magic chair. Go! 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 lom, go through the metal building, go over the tree house, avoid three metal bridges by turning 360 degrees left or right, 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 lom. This part's a little harder, but it's not much harder. Go 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 overt! 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 link 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 will 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 fill your life bar by getting the red lom 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 (if you see a hole in the ground, don't fall in, 'cause it's a murky water trap). After receiving them, take a barrel to the room on 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 yellow lom and climb the net. Kill another barrel guy and go to your right. After catching two yellow Lums, follow the move to 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: 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 see 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'll have to wait longer before you see him... When you appear through the magic door and follow the path to the left, 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 lom 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 it your way, 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 another 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 (if you still don't go to the power walk). Move until you see a pirate. If you have the golden fists, 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 lom. 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 shoot the rambles when necessary (either way, they're too high to hurt you...). Jump across the lava pit 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 path to a floating flower platform surrounded by some yellow Lums. After you get them, go back to the mantle 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 lom and yellow lom. Jump on another flower and once it stops, it catches fire from another orange triangle. When it is completely enlightened, jump, using your helicopter, to 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 disappear 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 your way, get the green lom. If you use your helicopter on time that, a ghost will blow you to the 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, then immediately jump on it before it goes straight back into the wall. Jump on the next 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 and fly it counterclockwise to get a yellow lom. Now, a little very complicated. Keep under the small platform above you and use it for shelter to catch 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 and get another lom. Rotate until you see the large black page (change the camera display if necessary) with the 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 lom. 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 lom. 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. -----

----- Level 15: Below the Temple of Rock and The Heart (60/100) ----- No. Lums: 50 no. Cages: 4 Special: Get 4 silver lom, meet Fouch, 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 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, you'll have to accept that, because the game won't be fun anymore if it's easy and easy, Ryman-squeezy... 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 there. Get the row (or column) of red Lums. Fly to the dock where you were standing 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 brambles, shooting the black monsters and killing them (it's a bit difficult, I know). Remember, if you touch the ceiling or ways 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 lom. Now, if you try to fly left, a fan will blow you back, so stick to the right. Fly right and avoid the flames of the orange triangle by going on top of it. Also, you can get a yellow lom. Fly into the hole and into another room with brambles. Go through the smaller hole into a large room with a lava drop to your right. Fly straight to the dock killing the black monsters. Take the little road to Green Lom. Fly under the brambles, avoiding the flames of two orange pyramids by flying very right. After that, fly up another set of brambles 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 lom near the lava fall and avoid the one in front of you by going right. Lands on a greenish-blue piller if you can, and get the mother yellow. Lands on another 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 lom 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 lom. 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 crash and open the blocks 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 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 lom your way. Get on your way, make a yellow lom. When you get to a bit of a place where there's a bridge of brambles, go for it to the left to get another yellow lom. Fly along the lava trail until you see another bramble bridge. This time, go under it to get the yellow lom. Get on your way and you'll get away, bring the green lom. Grab the row of three yellow Lums so you'll see another bramble bridge. Go over it, far left (as far as you can) and get another 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 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 fall into 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 Fouch, the keeper of the Rock and Heart Reserve! Before the fight starts, Poke hits you and you lose your flying ability (how brutal!) and then he 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 (shooting a golden magic bullet he 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 and then vertical) at you almost twice as fast as he used to do! After you throw the third one at him, he toasts and turns into a purple lom and a group of red loms. When he's finally beaten, take the red lom and use the purple blob 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 poultice, yes, yes, yes. ----- 16: Tomb of the Ancients (56/100) -----

----- No. Lums: 50 no. Cages: 6 Special: Clark Area Rescue 1 (12/30) Now, if it wasn't for Fouch, you'll still be flying now! Anyway, who cares? Oh, no, come on! We like tougher games, don't we? If we still have the flying capability, then what's the point of the levels ahead? They'll be as easy as the forest of light! Don't feel sad... Anyway, before you get control, you'll see a pirate introduction, and as usual, Razorbird is really angry... Hey, hey, hey, hey, hey on this level, your friend Clark needs your help again! We was captured (or controlled, to be exact) by a group of pirates! Mean! You may also find that this level is a kind of advanced version of the Cave of Bad Dreams... 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 cage and three yellow Lums will come to you. Turn around and press the switch 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, bring the green lom. 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 lom 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 pyrenees, follow the path to a group of coffins and shoot her in the hand to get her back to her chest. Go ahead and then kill 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 lom and this time, go ahead and climb the net. Go down the aisle and get the green lom 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 sides. Zone 2 (14/30) You land on another platform. Go left and see the sea wheels on the other side? Keep shooting at them until the gate fully opens and take your chance to jump on a metal boat! I'll take you to a wooden pot. Run up 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. Jump 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 lom, 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 platform. Press A to jump from the tap. Climb the internet and go to your left, getting as many red Lums as you can. When you get on another wooden surface, go back down and light a barrel. Fly to the other side and land on the wooden bridge. 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 (I), 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 net. Go up to the bridge and follow him to another purple lom. Swing to the other side and 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 lom. Follow the path to the right and climb up the net. 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. Shoot to open the cage and two super yellow lom will, again, come to you!! Go back close to the holiday and hoist the purple lom 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 Theryman are going to hug each other, Clark will be ruled by Razorbird! Your goal is to destroy the metal device on his back. Clark will go 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 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: 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 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 it to save the Baby Globox! When you walk through the magic door, it rains! Follow the wooden bridge and use the purple brick 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 use purple Lom to swing on the rotating platform, using your helicopter. Aim for green lom. This part is very, very difficult and frustrating. Jump over the laser beam, or you'll die immediately. 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 lom 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. Ignore the boxes for now. Follow the wide path to two red loms. Go back to the boxes and climb on them. Upstairs, get on the wooden bridge and take the yellow lom. 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 until you reach Pirate Monkey. Make it fall into the murky water by flying right and landing on the metal 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 path and open the cage to release a super yellow lom. When it's over there, go back downstairs and go to 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. They may have been created by Baby Globox, but I'm not sure. Anyway, keep going straight until you meet the third 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. Zone 3 (22/30) After everything you've played so far in the Iron 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 little 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 fourth mask! He said he 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 poultice and you'll see he wakes up. Then he'll strengthen your powers! ----- 18: The Prison ship (75/100) ----- No. Lums: 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 1 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 saying "The last part of your journey is almost done. The last part is the most difficult. It 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 lava and follow the slide to the second part of it. Zone 2 (16/30) Press the switch slightly to the right to stop the laser. 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 wellar. 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 on your way and go to the right. Then drop a little in the metal bars and jump to hang under the pathy you were on. Climb to a super yellow lom. 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 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 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 both the magic chair skill 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 yellow lom the same way. Follow the corridor and turn left. Fly between the metal gates under the wall, getting a red lom. Fly up to avoid 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 lom and super yellow lom. You'll then reach another area where you'll have to fight Grolghet. Note: Back to the 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. -----

----- Level 19: Crows Nest (65/100) ----- No. No. Cages: 0 Special: Fight the Grolges Stage 1 (20/30) This whole level is just fighting Razorboard in his Grolgho! If you want to save during the fight, you can press ESC and select the Hall of Doors from the menu. But if you 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 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 Grolghet in the arms and then keep shooting at him. Then he'll fall into his 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 ----- of Life (12/100) ----- No. Lums: 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 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 internet and avoid falling down clean, fresh water. When you reach flat ground, you reach your first barrier. Bounce online to 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 another checkpoint and you'll reach the third checkpoint. Jump on the wooden bridge and climb the vines on a 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 and jump onto the cliff to your fifth checkpoint. Jump on another cliff, then walk down 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: 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 a 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 a lily cushion moves to another surface, which doesn't move. Use some moving lily pads to reach a stable lily cushion and then jump on solid ground. Follow the path to the fifth checkpoint. Jump on the lily cushion then jump again to get to the other side. Turn left, follow the path and then jump over the steam. Run along the path to the end. Lee will give you three golden fists! Then dance with a little one and jump into the magic door. As before, Lee waves goodbye. ----- 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. Choose to abandon. When it says are you sure to abandon? Select Yes and another menu should appear. Select Quit and when it asks you if you want to save the game, select Yes. 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 rewrite 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 ruin! My email address is: "Protected E-mail" ----- Copyright C 2002 by Luke -----

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