

## MYSTERY MALFUNCTION

When you start you see a stinker in the room to the right of you. As you walk round he disappears. Go into the next room to the right and you can see him where he was before. Strange!



If you try to pick up the pink key it disappears as you get near it. You need to find another way of getting to it.

Walk up to the top of the path. A hidden button opens the blue gate.

Go through the gate and up to the bridge.

If you step into the room with the coins they disappear, but beware because a ghost chomper is about to materialise through a teleporter.



Go over the bridge and wait above the coin room. The chomper will appear and come to the wall below you.



You now need to cross the next bridge with the parts missing. Nothing is at it seems in this adventure so quickly go over the first part of the bridge and wait on the water.



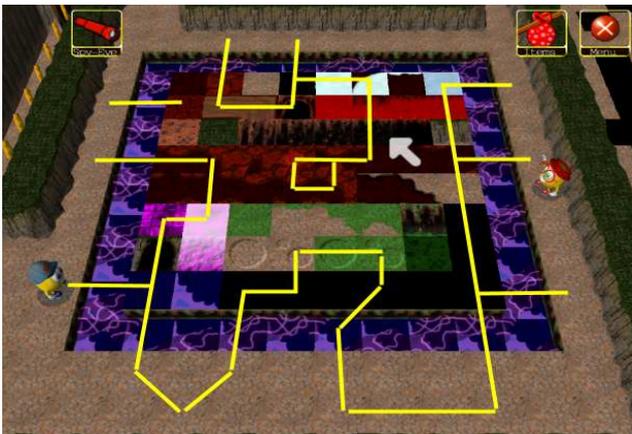
As the next part of the bridge pops up, quickly cross it and bounce back.

You bounce through the walls and stop in the room with the strange disappearing stinker. Talk to him. He disappears again!

Walk out of the room and stand in line with the blue gate. The chomper will try to get to you and be killed in the gate. Good riddance!!

Walk down to the pink gate and go left over the ice to the bridge. The floor is missing here. How can you get across.

Take a leap of faith and slide down between the two rows of coins. There is no way to get to them right now.



You're now in a room with what looks like a patchwork quilt in the middle of it. At the other side of the quilt you can see that stinker again.

Some of the tiles are unwalkable and you have to find a path across to the stinker.

There are several places you can get onto the quilt but not all of them lead anywhere helpful. Follow the path from the bottom left across to the stinker and talk to him again.

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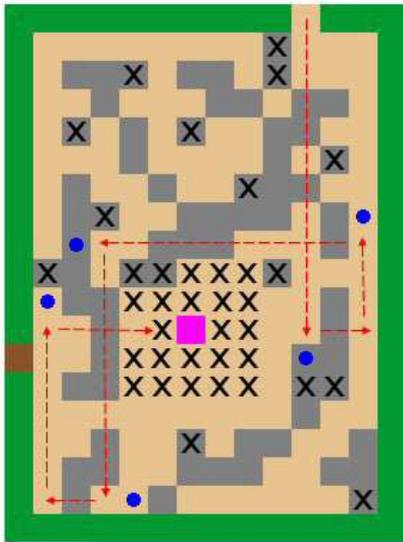
After you have talked to him - and he's disappeared once again - you need to find a way through to the room to your right.

Just below where the stinker was standing is a false wall.

Go through it and into the next room.

This room seems to have some missing floor tiles, and not everywhere is walkable. There is a partial Blink charger in the middle if you could only get to it.

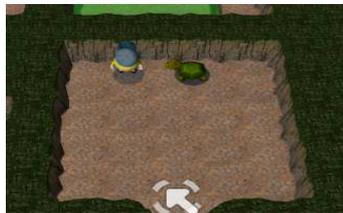
There is a turtle in a room up above. If you let him out for a walk around (save your game first) you will see he disappears into what sounds like water so far down. Maybe all the unwalkable tiles are water. If you walk around you will be able to map out where the water is and plot a route for the turtle to walk to get you to the Blink charger.



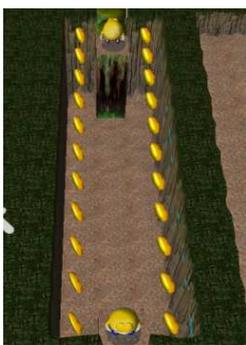
This is the route that I plotted but you might find one that suits you better.

The turtle is a 'leftie', which means it will turn to its left if it has a choice. So you only need to stop him from going forward or to his right.

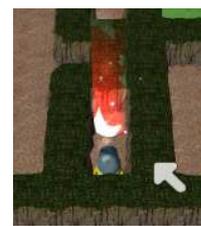
In the picture on the left, the cream and grey areas are the pattern of floor tiles. The X's are water holes, the pink square is the Blink charger, and the blue dots are where you need to stand to divert the turtle's path. The red dotted line is where you want the turtle to go.



Start by standing as shown in the turtle room. As soon as he enters the tile to your right run down and out of the room. You have to be quick to get out before he does or you won't get to the next stop before him.

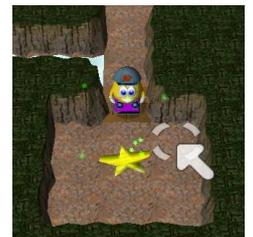


Now you have your Blink glove you need to find a way out. You can't go back the way you came because there two nasty looking guards at either end of the path with the coins.



Walk up to the top of the room just under a tiny room with nothing in it. Your feet start to burn. It's a 'hotspot'! Blink through the wall and a teleporter appears. Blink into it and you are taken to the broken bridge. Walk over the bridge this time, don't bounce. Then Blink the other bridge and the teleporter to get into the room with the coins. You can now spend as long as you want picking up coins to your heart's delight.

When you've collected enough - can you ever have enough? - Blink out of the room, Blink through the blue gate, Blink to just in front of the pink key and pick up the key.



Open the pink gate and get the star. 😊