



Wake up the sleeping stinker and move into the positions below. Save your game. When the spikeball is coming off the red button going left let go of the stinker. Move 2 squares south and click on the key with the mouse. You must be quick. As soon as you have the key, get back to your starting point and pull off the stinker. Get 1 square south of the red button and when the spikeball lands on it going left, walk diagonally right and down to the yellow gate.



Open the gate and shoot icefloats to the north land. Once the spikeball is going back to the left, return to the Brr! glove and proceed to the left.



Shoot ice floats to the island to get the gems then icefloat back when the spikeball has passed you to the left. Refill with Brr! and go north to the island again. When the spikeball is going back to the left, return to refill your Brr! and closely follow it down the path to safety. Save your game.



When the spikeball is just entering the red button, shoot it to freeze it on the red button. You can only use 1 Brr! to freeze it. If you miss, reload your game.
Run to the lower red gate and go south. You will need all 8 Brr! charges to make it across the 2 water ways.

Solution by Peggy Schaefer (txpeach)