



Collect gems and get on transporter.

Wait at the other end for the thwart to fire at you before stepping off or you may get frazzled on your way down.

Move down from charging unit to behind a wall so you are out of the line of fire.



After the thwart has fired, step out and freeze him (*you can do this through the wall in the first version of the game but this may be removed in future versions*).

You now have time to go right to the yellow switch and back again before the thwart thaws out. Don't dawdle or you will have to freeze him again on your way back.

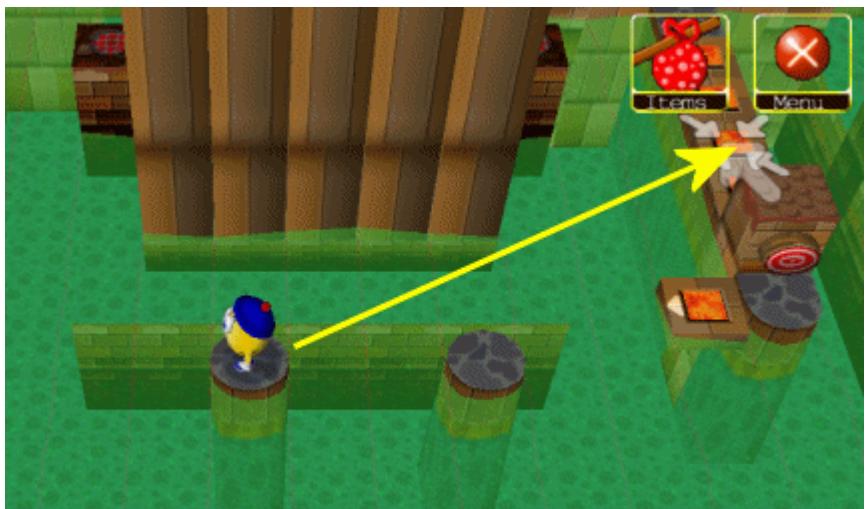
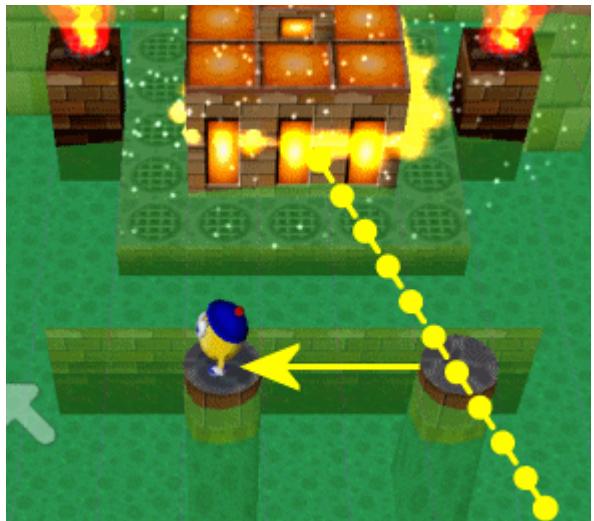
You can now freeze him again and then go through the yellow gate and get your blink charge.



Once you have frozen the thwart, quickly charge your blink glove and, from the position shown, blink to the bridge just past the catapult, then to the end of the bridge and onto the first pillar on the right. Wait here for the thwart to fire at you then quickly blink to the next pillar, and then onto the ledge for the coins.

(Don't be tempted to blink straight to the coins unless you have very fast reflexes as it takes longer to blink to there and you won't move until the blink has reached the ledge)

The fireball will blow up the power generator and open two of the gates to the shard.



From the coins, blink to the furthest left pillar you can see (the one you stood on first and waited for the thwart to fire), and then immediately to the next one on the left.

Wait here again for the thwart to fire and blink to the next one on the left out of the way.

The power generator will blow up and open the other two gates to the shard.

You should now have one blink left to get to the exit and collect the star and shard.

Solution by popo.