



Cross over the first pool on the pale blue transporter, charge your glove.

Blink to 1, then to 2. Wake up one of the stinkers and send him back on the transporter.

Blink to 3, then wake up the other stinker and send him back on it.

Blink to 1, which is now accessible, and then to land.



Send one stinker over on the pale blue transporter, then blink to it to bring it back.

Send the other stinker over on it and then blink across yourself.



Put a stinker on each of the two red buttons.

Open the yellow gates with the yellow switch.

DON'T SEND THEM THROUGH THE EXIT YET.



Go back across both pools to where the stinkers were sleeping and collect the coins on the other side of the now open red gates.

Go back and send the stinkers through the exit.

Solution by popo.