

# -GAME WALKTHROUGH-

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## The Last Tinker: City of Colors



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## HOW TO USE THIS GUIDE

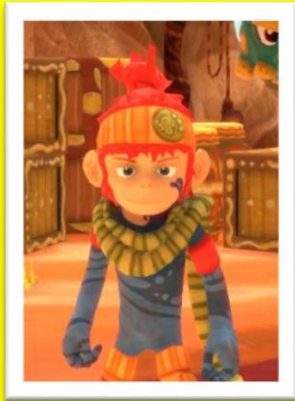
This is a complete game walkthrough of *The Last Tinker: City of Colors*. It will take you through how to beat every section, along with all locations of collectible items (floaty brushes). The book is split up into distinct sections for reading convenience, and runs in the order of the game. When there is a change of section a note will inform you at the end, so follow that to continue. The walkthrough itself always includes Key Tasks to be completed, as well as Floaty Brush locations first, so the reader has a compact summary of what they need to do in each section. For any important concepts and/or definitions, please check the glossary page. Good luck!

## THE STORY

**Tinkerworld** is a place where everything can be built from three basic materials: color, paper, and glue. Paint is normally produced in the City of Colors, but something has gone terribly wrong and the city is in grave danger. All the citizens have divided themselves into separate districts-Red, Green, and Blue, and the Outer District is the only safe haven remaining. But one boy from the Outer District is set to start a chain of events that will destroy the city...

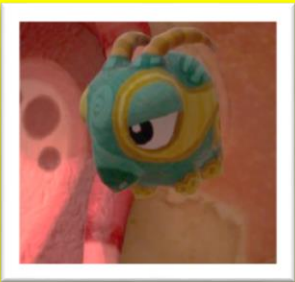


## CHARACTERS



### KORU

A young boy who might be the key to saving the City of Colors. Unbeknownst to himself, Koru is a Tinker, and is able to see beyond just color, paper and glue-he has the potential to understand how they are formed. It's up to him and his buddy Tap to save Colorworld.



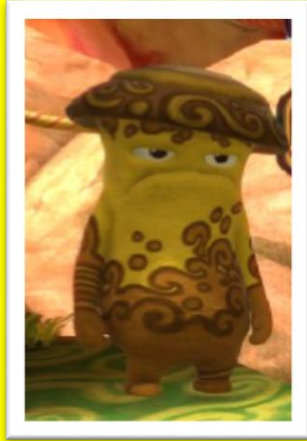
### TAP

Koru's best pal, Tap is a quick-witted flyer who helps out Koru whenever he needs a hand. Working together, Tap and Koru are almost unstoppable.



### MUDDY

A friendly farmer who has his very own mushroom garden. Sometimes, he enlists the help of Biggs for mushroom activation. He gives Koru a trusty backpack that can be used to carry all sorts of useful things.



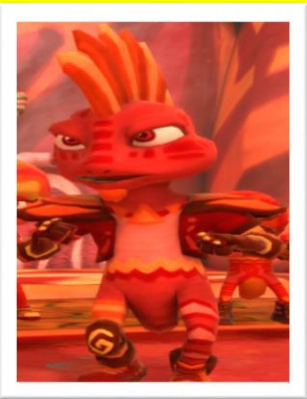
### **BIGGS**

The resident oversized yellow friendly mushroom who works for Muddy. He also helps out Koru throughout the game, by activating various important switches! Biggs also has another identity, which is the more compact version of himself known as Bomber.



### **BRIK**

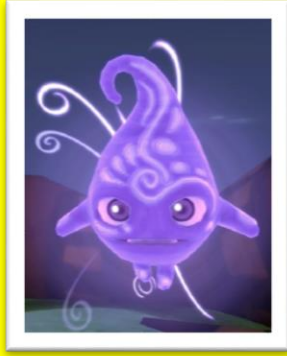
Trained fighter of the Red District. Brik is tough, but humble, unlike fellow Red Citizen Bolzo. Brik teaches Koru how to land a mean punch that will save him during battle time and time again.



### **BOLZO**

Arrogant, brazen and the leader of his own gang, Bolzo is Koru's arch rival. He's always setting out to prove he's better than everyone, whether it comes to fighting, or even beating the competition in a race.





### **PURPLE SPIRIT**

This guy makes his first appearance at Koru's hideout. He is one of the color spirits of Colorworld. He also plays a crucial role in helping Koru travel the path all the way to the Tower, which holds a very important secret.



### **ROB BOSS**

Rob Boss is a renowned collector of fine relics, and the proud owner of Happy Colors Atelier. He has a special fondness for brushes of the floaty variety, which he will give you fine paintings in exchange for.



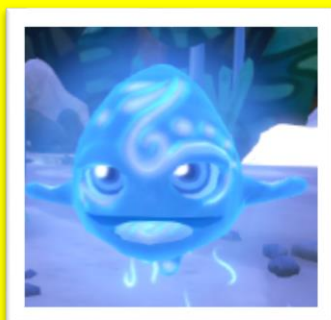
### **RED SPIRIT**

Feisty, aggressive and hot tempered. And yet, quite caring and loveable. The red spirit first awakens after Koru's visit to the gallery of Colorworld.



### **GREEN SPIRIT**

A timid little creature who is the guardian of the Green Dome. Like the Red Spirit, he'll grant Koru his powers, but only after a little coaxing.



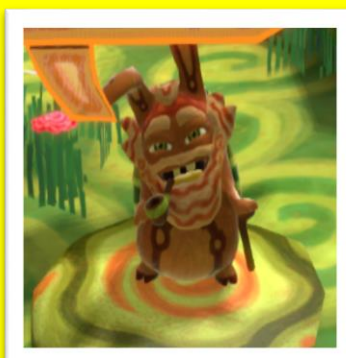
### **BLUE SPIRIT**

Unable to forget his long lost love Eva, the Blue Spirit mourns within the Blue Dome. When he's not weeping, he spends time tending to his beautiful blue tulips, and making sure his flowerbeds don't get trampled upon.



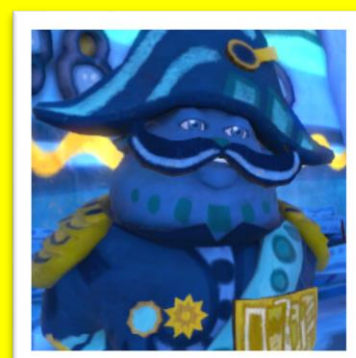
### **DOC BROWN**

Technology and surveillance expert of the Green District, and first in charge of the security system guarding the Green Dome. Find him for more information on all things code.



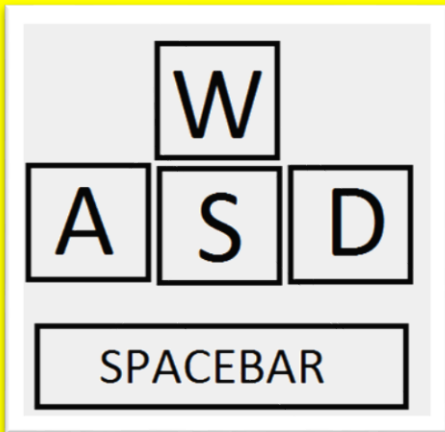
### **MASTER MI**

A philosopher at heart, Mr. Mi gives his wise advice at crucial parts of the game. Find him in Green District to hear his sage ways. Don't let his tiny stature or cute appearance fool you, this guy knows what he's talking about.



### **ADMIRAL BLUEBEARD**

The admiral is a pessimistic sort of fellow, and is always trying to live up to his father General Bluebeard's impressive legacy. There's a monster in the harbor threatening the Blue District where he resides, so can he finally prove himself?



## CONTROLS

Using the WASD keys controls Koru. Arrow keys can also be used but WASD keys are recommended for optimal gaming experience.

The mouse left-click and right-click buttons are also essential to gameplay. Left-click makes Koru punch, and Right-click is to tumble.



## COLLECTIBLE OBJECTS



### FLOATY BRUSHES

A special kind of golden paintbrush that you can exchange for fine paintings, and even awesome new moves! Collect them all and head over to Rob Boss to have a chat with him.



### CRYSTALS

Shiny colored stones hidden away in crates, or given to you as a reward for completing a task. Crystals are the main currency in the game, allowing you to unlock extra lives, new moves, and more!



### HEALTH CRYSTALS

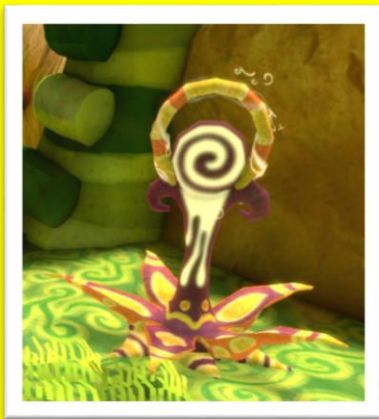
The yellow orbs scattered amongst crates restore your health meter. Stock up on them when your health is low to live and fight another day. Your health also automatically regenerates if you pass a Tinker Seed.



### **POWER DROPS**

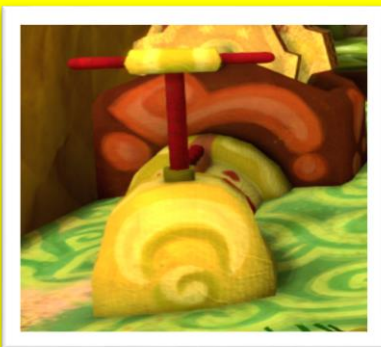
These refill Koru's strength gauge, which allows for extra powerful attacks. Use special red attack, blue attack, or green attack when the time is right!

## **GENERAL FEATURES**



### **TINKER SEEDS**

Each time you pass one of these, your game is automatically saved. They also come in handy if you need to progress in an area instead of starting from the very beginning, so look out for them!



### **SWITCHES**

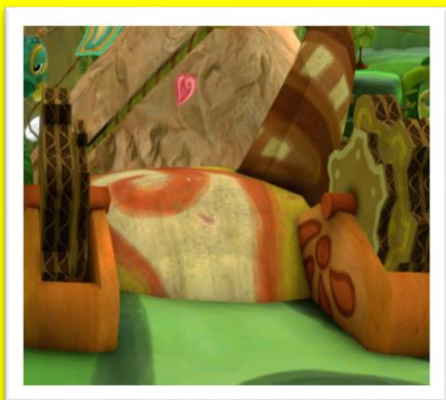
Pressing them usually activates something necessary in order to progress the game. Keep your eye out for things like bridges especially.





### **JUMP PADS**

Catapult you high into the sky and towards a location in the distance. Great for lightning fast travel in a matter of seconds, and getting away from baddies.



### **CARGO RAILS**

Available at various points throughout the game, cargo rails let Koru zip along a tightrope to access new terrain. Beware of the obstacles on cargo rails, and remember to switch rails when there's a dead end.



### **BRIK'S DOJO**

This is the place where Koru can upgrade all his moves-for a price, of course. Collect as many crystals as you can and when you see one of these, head on over and learn a new fighting technique or two.



### **SHRINE**

Pass by one of these things to refill your power meter. They're especially handy for when you want to head into battle with a one-up, or when you want to freeze time a little bit.

# WALKTHROUGH (GAME SECTIONS)



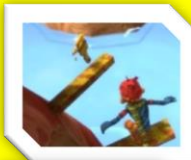
## SECTION 1: OUTER DISTRICT PART 1- MORNING ROUTINE

### Key TASKS:



Follow and  
learn from Tap

### 5 Floaty BRUSHES to collect:



#1 Around a  
rock on lake



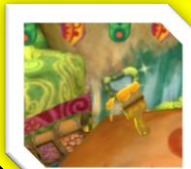
#2 On flagpost  
near octopus



#3 Across red  
bridge near  
octopus



#4 Around  
path just  
outside  
market



#5 Via roof  
ledges within  
market

### ACQUISITION

EASY

MED

EASY

EASY

MED

You begin the game at Koru's hideout, which is where you're first introduced to Koru's old pal, Tap. Tap tells Koru not to scare him, and says to go and register for the race down at the booth. Press 'f' to continue until he's finished talking. He'll explain how to move using the WASD keys.



Walk forwards and you'll eventually bump into Tap again, who will explain camera controls.

When he's done, keep going and turn left. Tap should be there again, where he'll explain that pressing SPACEBAR allows Koru to sprint. Try it across the mushroom bridge ahead. Keep going straight until you see a creature with a question mark sign near its head.

There are two lizards fixing the gate behind him. Press 'f' and you'll find out the gate is jammed. Tap will appear next to you shortly and say it looks like you'll be taking the long way around. Follow him.

Proceed to the right, further down the mushroom path until you see Tap. He should be calling you to go down. You should notice that when you reach this area, there will be a flash of light:



if you look to your right, you'll see a strange plant there. This is a Tinker seed, which automatically saves your game each time you pass one.

Jump down below and head left. Look out for Tap just up ahead, he'll explain how to jump across gaps automatically by pressing SPACEBAR. Test it out on the



rocks-be careful not to fall in the water or you'll lose health. Jump over by pressing W and SPACEBAR at the same time.



Turn the corner. Tap is there again, reminding you how to jump over rocks. Apply what you just learnt to carefully make your way across. You'll come to a fork in the road.

Go right and hop across the wooden posts around the rock that eventually veer left to find a **FLOATY BRUSH**. These are important collectible items in the game, and there are 4 more to collect in this area.



Now go back the way you came, and this time take the left path. Jump across the two ledges and keep going to find Tap. He'll tell you to hold the SPACE key and run up against the vine just on your left. Try it out. This lets you climb up onto a red platform with a nice view of your surroundings. Use the tightrope carefully to traverse the gap to the other side (just position yourself right in front of the rope and you shouldn't fall). Go straight and drop down onto the red platform below. Turn around to find two crates. They contain

a health crystal, so grab that if you need it. To break crates, simply use L click (punch). The other crate is empty.



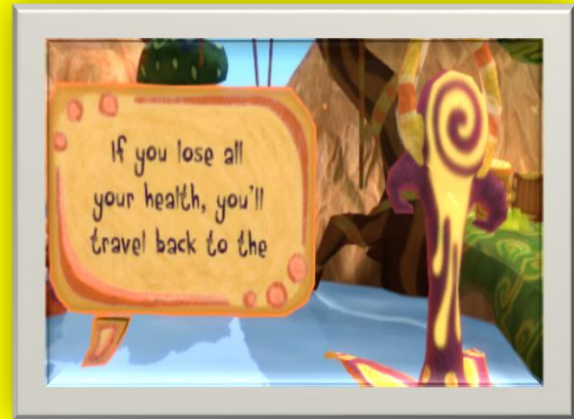
Keep going towards the creature sitting by the lake. There is also Tinker seed nearby, automatically saving your game. He'll start telling you about your health meter, so press 'f' to continue. If you fall in



water or lose all your health, you will respawn at the area you were at previously, or the latest Tinker seed. Collecting health crystals restores your health, but be sure to nab them in time as they eventually flash and disappear!

Now head to your right to find Tap. He'll explain how to punch (L click) and you can try it out on the crates next to him, to reveal more health crystals.

Head up the blue ramp to find more crates. Breaking them will yield some health crystals but also some (blue) crystals, the currency of the game.



Go back down towards the lake and you'll see some rocks. Jump on them to reach a strange ceramic octopus. Its tentacles come up out of the water, acting as a platform, but only for a limited time. What you need to do is watch their timing and predict their pattern of movement. There is a FLOATY BRUSH just above a wooden post for

us to collect on the left, but we can't access the left path. Go right. The tentacles stay above water for roughly four seconds. As soon as one emerges, jump onto it and then immediately jump onto the next, until you reach the wooden post. Wait for the next set of three tentacles to emerge, and jump across to the other post. Remember, if you fall into the water you will just reappear at the last Tinker seed nearby.

Once you've made it to the second post, jump across the four tentacles all the way to the second FLOATY BRUSH. That's 2 out of 5, so let's keep going! Go back towards the second octopus. You'll be wanting to go left here, because the path on the right leads to a dead end. Rest on the wooden post until you've timed to tentacles



**TINKER TIP :** Koru will lose color for each crystal of health he loses!

correctly, and make a run for it. You have to be really quick here to make it to the yellow ledges on the cliff face up ahead.

Jump across them and keep going higher, over the pointed brown rock, until you see a vine. Press and hold SPACE and W to climb up to the green path above. Smash any crates you find there to collect more crystals.



Then go along the path, and there should be more yellow ledges along the cliff face, so jump across them. When you reach the last one, Tap will appear and tell you how to jump down onto the ground below. Press R click and the W key to tumble down the cliff face safely.

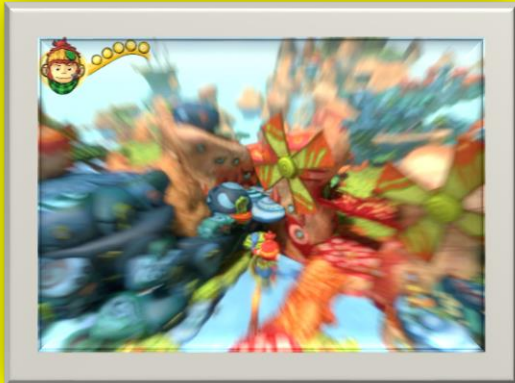
Go forward, crossing the tightrope carefully and reach the other platform. Right ahead of you is Tap, who seems curious about something happening behind you. Before we go and check it out, go ahead towards the red bridge. Start crossing it and Tap will talk to you about FLOATY BRUSHES. There is one just behind him. Grab it! That brings your total to 3 out of 5.

Go back and around the left of the tree to scale the second tightrope, which will lead you to a new grass platform. Break the crates you find there for some more crystals.



Then ascend the vine, and Tap will be there instructing you to clear the way. Smash all the crates in front of you-it's like a massive treasure hunt! Turn right and you'll meet a creature who says the gate is broken, and that you can pay him back for breaking all his crates by winning the race. Press 'f' to continue.

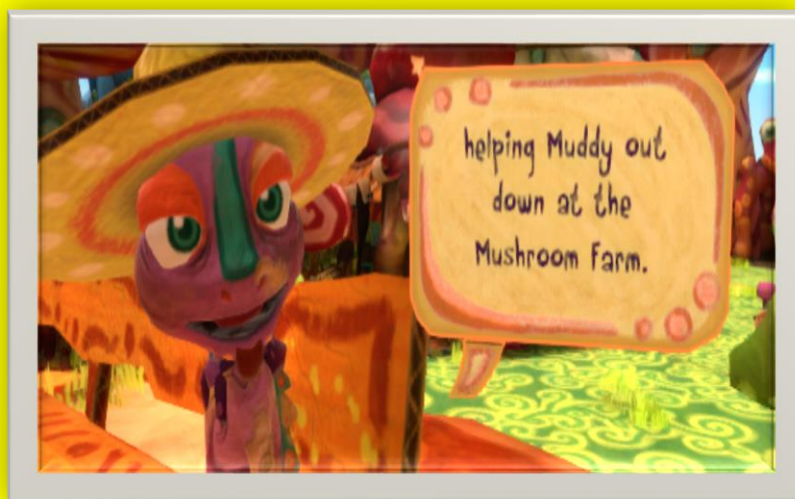
There should be a jump pad right there. Alight it, and press 'f' to be catapulted way up into the sky. You'll come crashing down spectacularly right back to the original area we started off in.



Cross the mushroom bridge towards the dancing creature just ahead. He'll claim to be a great wizard who will astonish you with his color magic. He then gives you 30 crystals for all your troubles (for making him a wizard costume, that is) and wishes you good luck in the race.

Before you go through the doorway, go back and follow the green path to your left, which will lead you all the way to another FLOATY BRUSH. Return to the doorway once you've collected it, and go through. There is a massive market stall straight ahead. Go right. Keep going but don't enter through the gate ahead just yet; there should be a secret path to your right. Follow it all the way up, and it will lead you to a rooftop where citizens of Outer District are lounging about. Go towards them and notice that on your right hand side, there are some ledges. Hop across them all the way to reach FLOATY BRUSH 4 out of 5. Only one more to go!

Return to the gate area. The music will change, becoming much more carnival like. Head to the second stall on the right and talk to the creature wearing glasses to enter the race. He tells you registration costs 500 crystals! Don't worry, there are some creatures back the way we came who can help us out. At



this point, Tap will also explain that you can press the 't' key when you're lost, and he can show you the way! Go back through the door, and continue until you pass the world map and see two creatures sitting on chairs right up a ramp. If you can't find them just tap 't' and



watch the numbers on the screen-the lower they get, the closer you are to your goal. Climb the ramp and have a chat with them.

One of them will mention helping Muddy at the Mushroom farm, the other will mention Brik and his training ground. These guys will be able to help with our crystal hunting, so let's go straight through that lizard head door just up ahead.

Go to NeXt page...





## PART 2 – WORKING HARD

### Key TASKS:

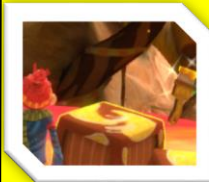


Visit Brik's training ground

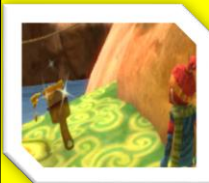


Help Muddy activate his mushrooms

### 3 Floaty BRUSHes to collect:



#1 To the left behind some boxes near area entrance



#2 On the path right of Brik's training ground



#3 Via ledge pathway near Muddy's mushroom farm

### ACQUISITION

EASY

EASY

MED

As soon as you go through the door, you'll notice someone waiting for you just down the path. It's Brik, and we'll be meeting him again later to learn some red hot fighting techniques at his workshop. For now, press 'f' to listen to what he says. There's a cargo rail up the pathway to your right, and we'll be using that to travel to Brik's training ground.



If you go up there now, creatures will be standing in front of it blocking your path. We need to do something else first it seems. Go down the ramp ahead and crush any crates you see. Keep going and follow the path to your left. It will lead to a bunch of crates hiding a

**FLOATY BRUSH** behind them. Quickly grab it, and go back. Now turn left into a region with a green spinning windmill, just past the Tinker seed.



Keep going and you'll notice a sad looking oversized mushroom. That's Biggs, Muddy's personal assistant. Talk to him, and he'll show you the way to Muddy's farm. Follow him, but make sure you cross the first red mushroom bridge on your right. Crash the crates and you'll see some well hidden ledges there. Scale them to

collect another **FLOATY BRUSH** for this area.

Once you get to the farm, you can find Muddy, who is just up ahead around the tree doing some harvesting. He tells you that he needs to activate the mushroom beds around his farm. Muddy will then teach you how to whistle. Whistle by pressing the SHIFT key which calls Biggs over. He tells you the mushroom beds will grow when Biggs stands on them. You and Biggs will have to activate them together while Muddy clears the blocked vine pathway just behind.



Hold shift and lead Biggs over to the first mushroom bed. The mushroom beds are the brown and yellow swirly pads that look like muffins. When he's standing directly on top of one, press 'f' to activate it. A plume





of smoke should appear when you do. There are two mushroom beds right near where you start, so let's deal with those first. The remaining two are on the opposite side of the tree. Once you're done, go and talk to Muddy and he'll open the fence and give you four more mushroom beds to activate.

Don't forget to call Biggs by pressing the SHIFT key. Go down the path and cross the red bridge on your left. The first two mushroom beds are rather easy to spot. Activate them, and turn the corner for



mushroom bed number three. Now proceed and you should see Tap waiting near a bridge. He'll explain how to activate the switch in front of you. Press 'f' and watch the bridge fall! But it only leads you half way-which means, we must find another way across.

Head back to where you first activated the first and second mushrooms. There should be a boat there in the water. Jump on it, and then continue jumping along the rocks there all the way to the other side. The final mushroom bed is there, but we need Biggs to activate it. Press the switch and cause this side of the bridge to fall down



and connect with its other half. Now go and summon Biggs to activate the final mushroom bed (you need to be within hearing distance to call Biggs otherwise he won't follow you).

Lead Biggs back to Muddy across the bridge, but the bridge will collapse under his weight! Don't worry, Biggs has a **special connection** with mushroom beds. Go back to one of the

beds we activated earlier and just press 'f' on the switch. Biggs will reappear again, so lead him down to the next area.

Muddy will have cleared the bushes in the way, so you can follow him through.



He'll mention that there are still four more mushroom beds to activate, but Biggs is far too large to fit through the red arches on the left. Naturally, we have to shrink him! Get Biggs to stand beneath the orange plant and press 'f'. He will transform into his more

compact version, Bomber. Now that we have mini-Biggs, lead him over to the first arch, and leave him there. Then go around the rock structure and scale the ledges on the left to the other side. If you head to the arch and press SHIFT, you call Bomber from underneath and can now activate the mushroom bed on your left. The next mushroom bed is just up a ramp on your right, so let's drag Bomber over there as well to make it 2 out of 4. For the next two, get Bomber to stand just at the entrance of the second set of arches. Then, go up that ramp again and follow the path, tumbling down onto the grass below.



Go near the arch and press SHIFT to call him to activate the mushroom bed directly behind you. Then, carefully take him up the ramp to the last mushroom bed behind the thorny bushes. Take care not to let Bomber touch them, or he'll explode!

We're all done here, so walk across the platform (don't go back down the ramp) and tumble down to the area where we activated mushroom bed 1 and 2. Then use the ledges on the rock arches to make it back to Muddy, and have a chat with him. He'll be grateful for your efforts, so let's follow him back to collect a nice (crystal) reward!





He hands over a cool 250 crystals, and even gives you his trusty old backpack. Nice! Now it's time to go and check out that cargo rail.



Tap will tell you how to ride it-just jump using space and press the WASD keys (or just the W key). Riding the cargo rail is the most efficient means of travel in Tinkerworld next to jump pads, so enjoy the ride!

Proceed and you will eventually see Brik standing at the entrance to his training ground. Before we go there, take the path on your right and you'll find a **FLOATY BRUSH** hidden between the rock faces. Swipe it and return to talk to Brik. He'll lead you inside and get you to join your place in the crowd (there's an empty spot for you to stand on). He says he's glad there are creatures willing to stand up against the bullies of the Red District, and then he'll ask you to complete a total of 3 sets of exercises.

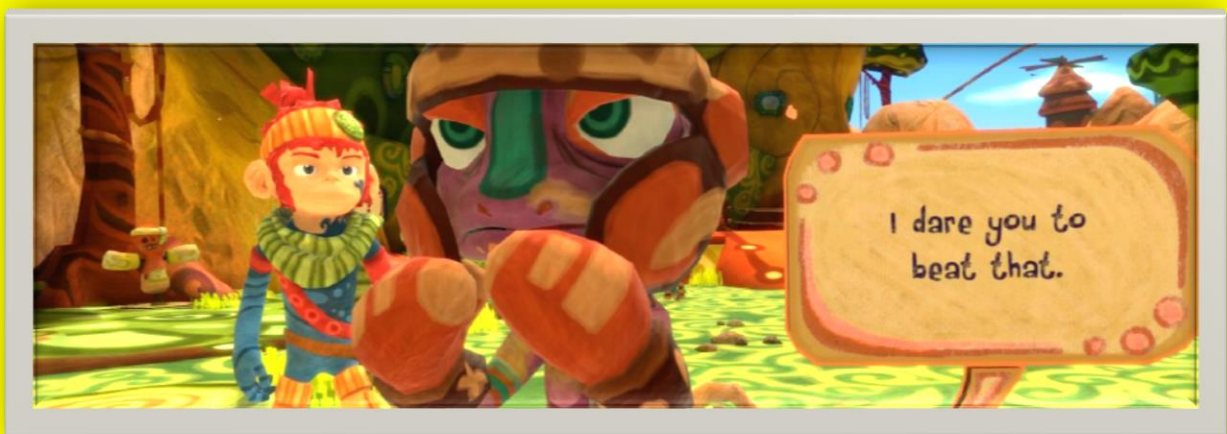
You can complete these in any order you like. Let's start with the one on the left, which is punching training. He will teach you how to dodge. You can dodge by using the WASD keys combined with the R click in both left and right directions-



**TINKER TIP :** Use R click + L click to do the dodges if you get stuck!

(A for the left, and D for the right). Complete 3 practice dodges and go and talk to him. He'll get you to do 3 more real dodges on the dummy, so complete those and head over to the creature in the middle.

He will dare you to beat his record of 14 hits in a row. Let's show this croaky voiced guy who's boss! This exercise is simple if you just keep pressing L click.



Go over to the punching bag on the right and start hammering away. The creature will be surprised that you've defeated him, but well, we knew we were going to outdo him.

Next up is the creature on the right, who seems a little bit nervous at first. He'll ask you to do a five-hit combo, which can be achieved by hitting alternating



dummies. Hit around in a circle, making sure not to hit a dummy twice and this exercise is in the bag.

Brik will be waiting for you in the fighting ring. Go over and step into the centre, and prepare yourself for some epic boxing rounds! You'll be fighting fellow creatures in groups. As soon as you press 'f' round 1 begins-so be prepared.



Punch all the creatures until their dazed, and take care to not let them hit you. Round 2 focuses more on dodging, so remember to jump to the side to avoid attacks (you can also roll by pressing R click). Defeat all the creatures and you'll enter Round 3. Each round gets a little bit more difficult, but just keep punching the creatures and dodging any punches they deal and you should be ok. Defeat the Final round, and you're the lightweight champion of Tinkerworld!



Brik is impressed and will give you not only another 250 crystals to add to your collection, but also some super cool gloves. They are proof that you have been trained by him, so be proud.



With our trusty gloves on, our new fighting techniques, and all the crystals we've collected, it's time to go and enter that race! Head away from the fighting ring and let the game autosave at the nearby Tinker Seed. Take the left path down to an area where there is a cargo rail waiting. Jump on using SPACEBAR and W, and it'll take you right back to the lizard head door. Go through

it back to the Market area.

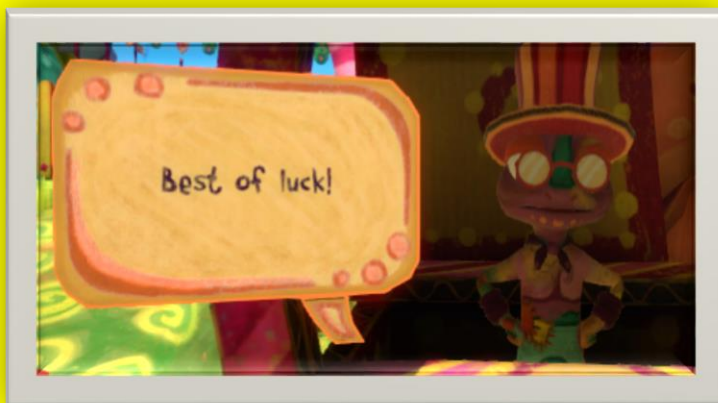
Once you've reached the other side, head to your left passing all the market stalls as you go. The registration booth is just on the other side of the gate, but Bolzo and his gang are blocking it. He'll say that you're not entering the race today, and Tap will stick up for



you both, arguing that Bolzo is just afraid to lose. He gets pretty angry at that, and unleashes his gang on you. Fight them all and they'll eventually be

overpowered, and retreat.

Let's go enter that race.



Bolzo will be over at the registration booth, since he'll be entering as well. Talk to him, and when he leaves pay your registration fee. Then head to the starting block to begin.

Go to NeXt page...



## PART 3 – THE RACE

### Key TASKS:



Win the race

1 Floaty BRUSH to  
collect:



#1 Behind the  
race finishing  
area on a  
platform right  
below

ACQUISITION

MED



Bolzo will cheat and begin running before he's supposed to like a typical cheater. Remember to hold SPACE while running as that will allow you to sprint. Run after him, until the path ahead of you is blocked by falling rocks-Bolzo's cronies The Red Gang are at it again! Don't worry, turn back

slightly and there should be a vine

nearby. Climb it and Tap will be next to a cargo rail. Board it and get ready for the ride of your life. This time around, there will be some obstructions on the rail line, which you can jump over by pressing R click. Just make sure you jump early enough, because getting hit by an obstruction costs you your health. Once the rail section is over, you'll land on some rocks. Jump across them quickly, and keep jumping across the propeller bars over to the platform. Ascend the vine and keep running, though Bolzo will still be a few lengths ahead of you because he cheated. Bolzo wins the race, but let's go up to the finish line to see what will happen...But before you talk to the race official, drop down the ledge behind the finishing area, and collect a nicely hidden **FLOATY BRUSH**. Now press 'f' and talk to the race official.

The race official declares Bolzo the winner, but luckily Tap interrupts to say that he cheated and therefore shouldn't be receiving the prize. Bolzo doesn't like Tap very much after he says Bolzo should be disqualified either!



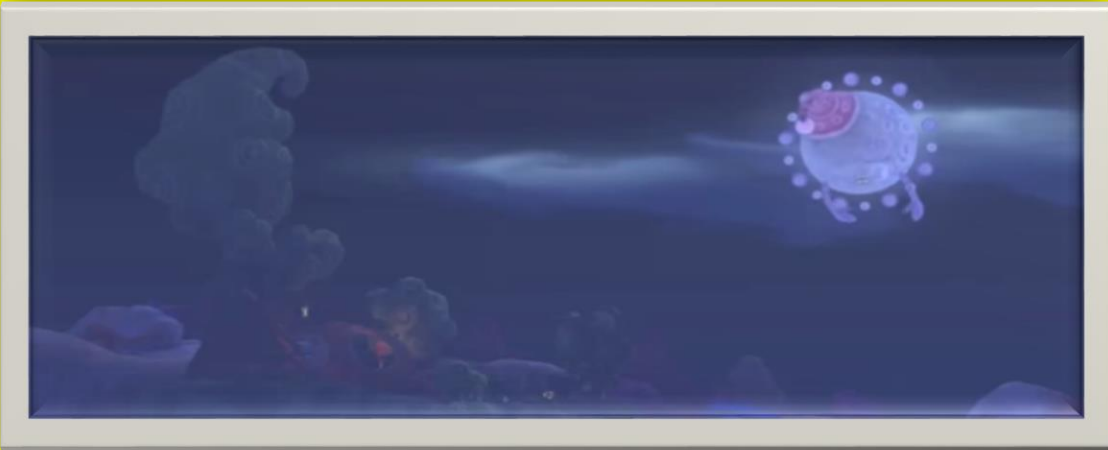
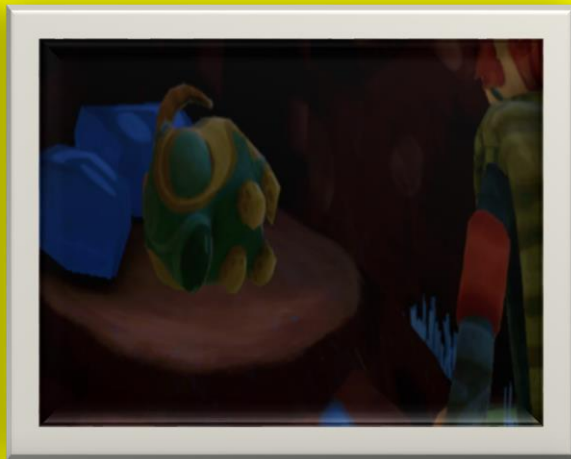
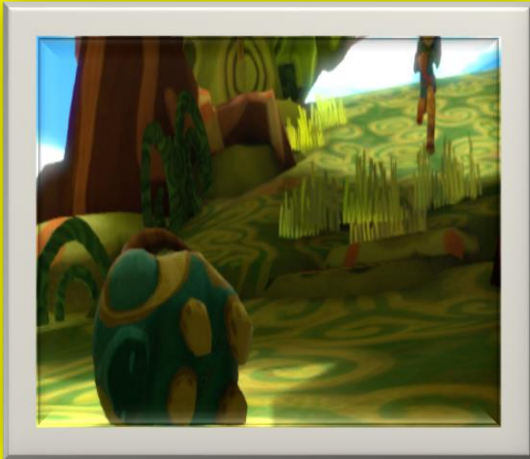
Bolzo decides that the prize is stupid, and warns you that he won't forget what you have done. At any rate, the race is over and it's time to go home. You'll be transported back to the registration area now, so head back to the market area and exit

through the large orange-red door on your left.

Go through it and keep going straight, crossing the mushroom bridges along the way. You'll eventually reach your hideout, but guess who's waiting there with his mean Red Gang? You guessed it, Bolzo. He will get upset at the way Tap speaks to him, and hit him so hard he falls unconscious to the floor. Koru gets so mad at that that even Bolzo gets a little bit afraid. He leaves his gang to do



his dirty work, of course. So get ready for the second battle! Once again, just make sure they don't all crowd around you and take on each of them one by one until they're all defeated. Then Koru will run down the path to see if Tap is alright, and day will become night...



Go to NeXt page...



## PART 4 – STRANGER

### Key TASKS:

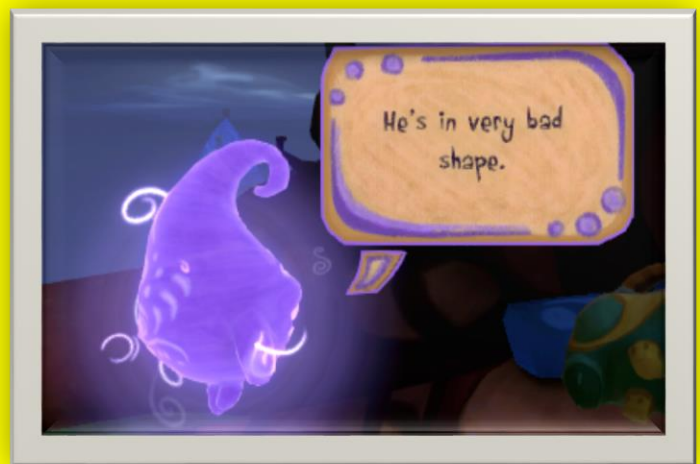
- ✓ Investigate Noise
- ✓ Return to hideout

No Floaty BRUSHES to collect.



Night has fallen in Tinkerworld, and it seems there is a strange noise coming from around the corner of Koru's hideout. Let's go and investigate it. It seems like nothing is there except another creature, but then all of a sudden, he notices that something has flown into your tree! Quick, let's go and check it out.

There will be a purple flying ghost there-this is actually the Purple Spirit, the fourth color spirit of Tinkerworld. He says that Tap is in bad shape, and that paper and glue won't fix him if he's hurt on the inside. He agrees to heal Tap using his powers if you go along with him to the tower. Koru just wants Tap to be better, so he goes along with what the Purple Spirit is saying.





He will then open a portal on the ground leading you to the tower of Colortown. Step through the portal to chase your destiny!

Go to page 31 (Section 2: DreamWorld, Part 5-Shortcut)...

## PART 8 – THE BLEAKNESS

### Key TASKS:



**Escape from  
Outer District**

**1 Floaty BRUSH to  
collect:**

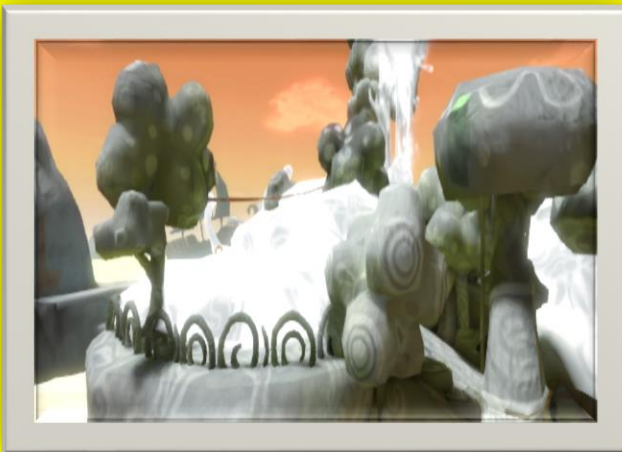


**#1 Covered by  
bleak geyser  
on right hand  
side (towards  
exit)**

**ACQUISITION**

**HARD**

Koru is suddenly back at his hideout, but something's gone horribly wrong. The bleakness is spreading all over the outer district!



Quickly escape your hideout and head towards some wooden pillars-your hideout will be covered in bleakness right behind you, but we've got no time to worry about that now. Hop across to the other side and you'll see a citizen up ahead. The pathway behind him is blocked, however, so we'll need to go to the right.

Progress along the pathway and be careful of the white stuff that appears there-these are bleak geysers, randomly sprouting in certain areas, and will damage your health if you come into contact with them. Follow the path, watching out for any more bleakness that appears. You should pass a Tinker seed on a red ledge, and head to your right from there down a long grey pathway.



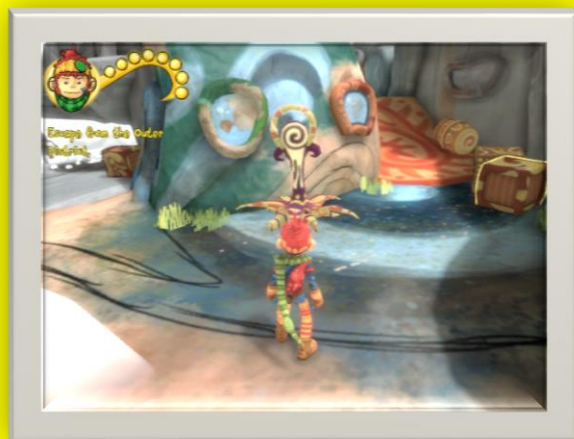




Pass through the bleak geyser with caution, and ascend the rope surrounded by boxes. You'll see a creature who isn't frozen. Talk to him, and he'll tell you to head for the Market District. Walk across the tightrope just to your left, and make a turn in the middle to change over to the next tightrope. You should come to an

area with a split in the road.

Go left first and smash some crates for extra crystals, and free a creature who is stuck behind them. Then go right, up the orange ramp and roll down onto the platform below. Walk to the right, where there are some crates blocking your way. Smash through and jump across the propeller bars,



until you reach a red platform. To get past this area, head up to the small green creature and go past him-there are some ledges you can use to traverse the bleakness. While you do this, just keep a look out for the red signs-they are our guide out of the bleakness. Jump onto the rock, and then the wood posts, continuing onward until you reach a grey platform with a large blue creature.

He advises you to follow the ropes and head down to the canal region-let's do just that. Cross the tightropes and you'll come into contact with another survivor from Outer District who warns you about the little white monsters just beyond the tightrope. They are 'bleakies', or tiny monsters



spawned by the bleakness. At the moment, you don't have any power against them, so don't let them touch you!

Run past them, taking care not to get smothered by the bleak geysers in the doorway. Continue on, avoiding any bleakies that try and get too close to you. You will eventually reach an area with a painted red symbol and a rope. There are some bleak geysers right in front of it, so watch out for those. But before we go up that rope, there's a FLOATY BRUSH just to the right. Go all the way up to the rope area, and take the pathway to your right. There is a **FLOATY BRUSH** hidden within the bleak



geysers, so it is pretty difficult to acquire successfully without getting damaged. If you do get trapped, you'll just respawn nearby though so don't worry about it too much. Grab the floaty and ascend the rope when you can.

There'll be a creature waiting for you by the cargo rail; jump aboard and ride it all the way to safety.



We're almost out, we just need to cross some propeller pads over the water. The propellers are quite broad and easy to cross, just make sure one blade is facing you and carefully make your way across to the other side. Ascend the rope there, and Tap will appear, pointing out that the door just ahead of you is the old gate to the Red District. Make your way through to continue your quest to restore color to Colortown and defeat the bleakness.

**Go to page 47 (Section 4: Red District, Part 9-Tension)...**



## SECTION 2: DREAMWORLD PART 5 – SHORTCUT

### Key TASKS:



Find a way  
to the  
Tower

No Floaty BRUSHES to  
collect.



Koru will be plunged into a realm that is all white and dream-like; this is the Dreamscape, a place where all ideas, thoughts and dreams come from. Keep jumping across the floating ledges. We'll be using the Dreamscape as a shortcut to the Tower.

When you get to a ledge with crates, break them to collect some more crystals. Go further and the

Purple Spirit will tell you that you will be viewing Muddy's dream up ahead. Wait a moment and some red rocks will fall down before you, then jump over them to the other side. Talk to Muddy. He'll tell you there is no work today, and eventually that "we're all friends here in Colortown". Sounds a bit too good to



be true, but this is Muddy's *dream* after all. After he's finished talking, follow the Purple Spirit behind him to continue your quest to the Tower. The floating ledges will pop up as you go, so just keep moving forward.

Up ahead, you'll get to see one of Tap's dreams, and even see Bolzo apologise for what he did, which is definitely out of character for him. Once you're done listening, cross the propeller bars to the other side of the platform.



There you'll run into a scene from the present day, which shows creatures arguing amongst each other about colors. They will run off in different directions once they've finished, which is very symbolic of what has happened in real life Colortown with the districts becoming divided.

Take the left path to the floating grass ledge. The Purple Spirit will appear as you jump across, and tell you that Colortown is broken, its people are divided. The solution to the problem seems to be in the tower, so let's keep on going.



**TINKER TIP :** Floating ledges move up and down, so jump when you're ready!

The Purple Spirit will talk to you now, and then create a special portal that will warp you to the Tower. All you have to do is jump inside it, and you'll be teleported free of charge.

**Go to page 37 (Section 3: The Tower, Part 6: Pictures)...**

## PART 7 – NIGHTMARE

### Key TASKS:



Escape the  
Dreamscape

No Floaty BRUSHES to  
collect.

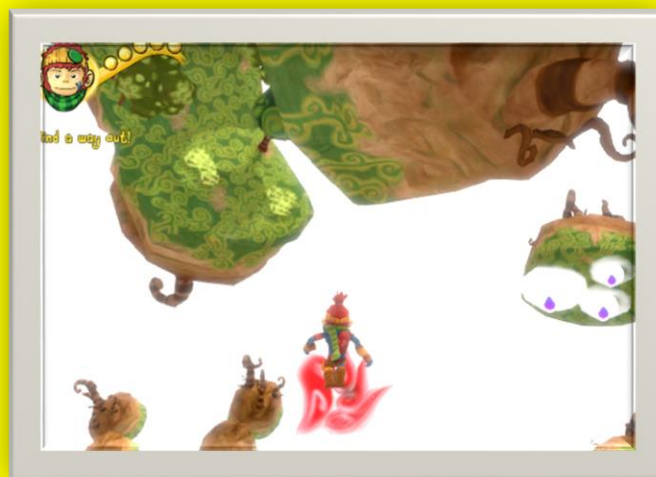


We might have discovered that the Purple Spirit was evil a little bit too late, but Koru's a tinker, he'll find a way out of here. Run towards the grey colored painting ahead of you, and it will disappear. Don't worry, there are some red symbols just to your left. Follow them to reach a green colored bridge, and keep going along it. You'll

reach a tree that turns grey when you

approach it. Keep going and you'll fall into a pit, and then you'll be surrounded by white blocks that look like marshmallows. Punch your way out, making sure you get rid of all of them. The thorny bushes surrounding you should disappear. Now run along the pathway all the way to a jump pad at the end-don't stop running because the bleakness will be chasing you. If it touches you, all your health is lost and you have to repeat the section once more.

Use the jump pad to catapult to the next section and you'll meet the Red Spirit for the very first time.

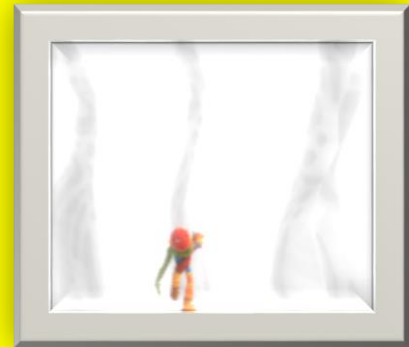




He's a pretty tempestuous kind of guy, but he's on our side, not like the Purple Spirit. He'll tell you to follow his signs and they'll guide you to safety. Jump onto a red symbol and keep hopping across until you reach a green platform. There will be a series of white blocks-simply punch your way through them to progress to the red door up ahead.

The Red Spirit warns you that

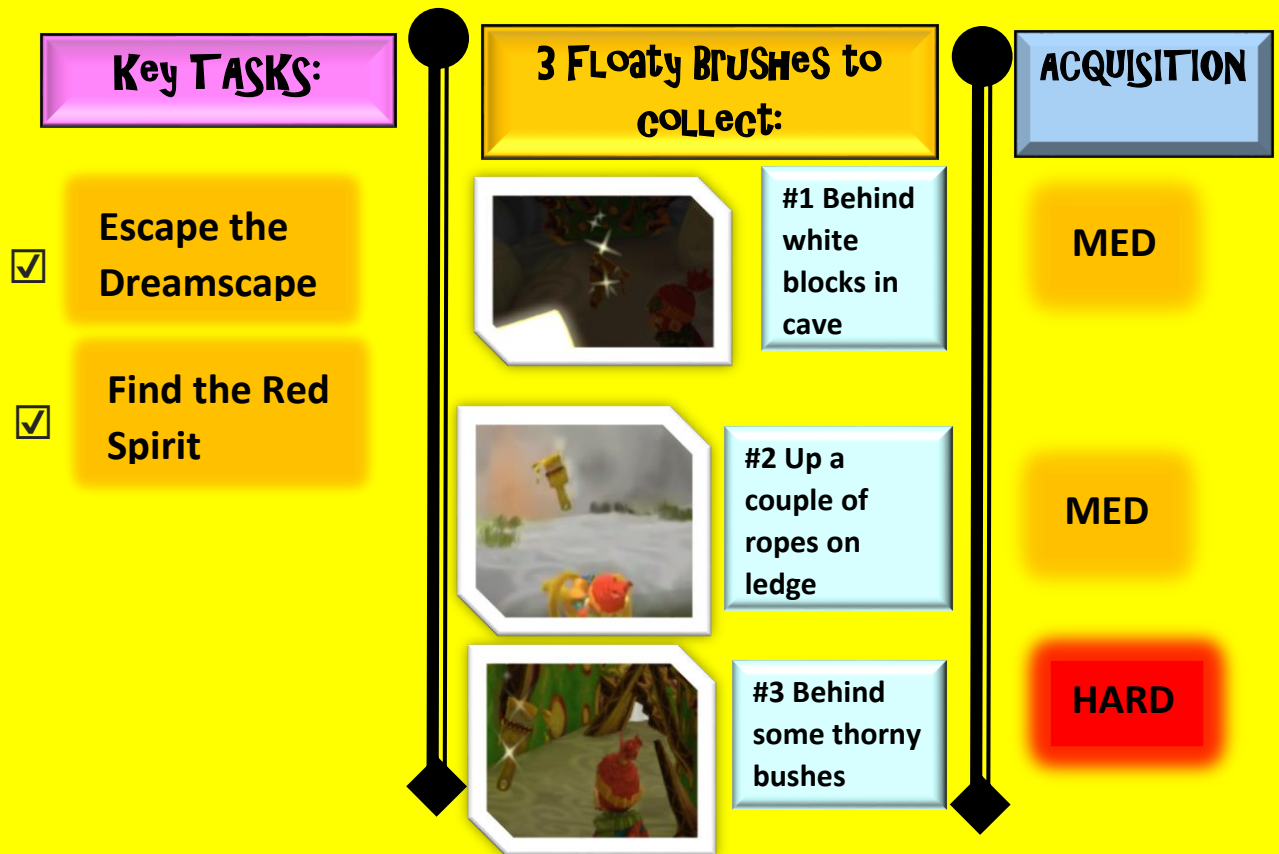
the bleakness is chasing you from behind, so we're going to have to sprint. Remember to press SPACEBAR and keep going until Koru gets trapped by some large snowy tentacles.



**Go to page 30 (Section 1: Outer District, Part 8: The Bleakness)...**



## PART 17 - SCATTERED

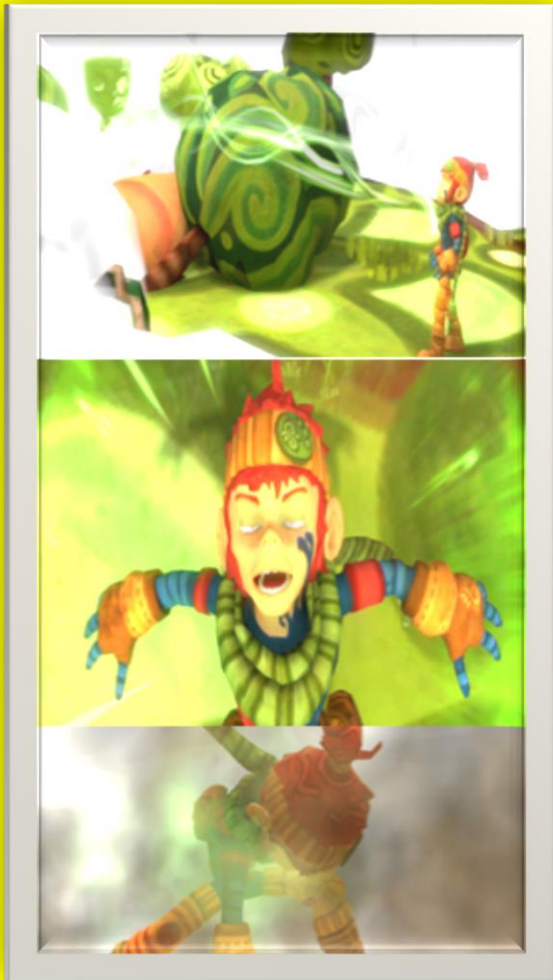


The Green Dome has been overwhelmed by the bleakness, and now we have to get out before it's too late. When you



wake up, turn around and punch the white blocks in front of the tightrope. Then quickly walk along it, making sure you wait for the large tentacle things to rise before you pass through. Keep going until the tightrope is about the end, and tumble down onto the grass. To

your right will be the Green Spirit. Talk to him, and he will grant you the power you need to escape from the Dreamscape. When he has bestowed his magic upon you, go straight ahead and use the jump pad to jump to the next area-a spiral like mountain.



mountain. Keep jumping along the jump pad network until you reach a grey area filled with thorny bushes. Go past them all to reach a cave filled with white blocks. Smash them all, and there will be some to your left which are concealing a **FLOATY BRUSH**. Collect it and then keep going through the cave. Pass the Tinker seed and you will eventually bump into the Green Spirit. You don't have the Red Spirit's power for the time being, so you have to use Scroll up to scare enemies away from now on. This advice comes just in time as there is a bleak spawner just ahead of us. Send the bleakies large and small hurtling into the thorny bushes to destroy the, as sending them anywhere else won't damage them at all. When you have a chance, remember to aim for the centre of the mouth (color cage) of the bleak spawner to directly reduce

his health. Once it is defeated, you will see Tap who gives you a clue about how to get to the Red Spirit. Go back the way you came, and the path that was previously covered by bleakness is now cleared. Head right, and proceed until you see a vine. Climb it, and keep going to hop over some treetops. Drop down and Biggs will be waiting for you there. Tap will explain that if you use Right click on Biggs, you will be able to hop onto his back and pass through the webs of bleakness!



Follow the trail and you will come to a red colored bridge-at this point you should still be riding Biggs. Keep going and avoid the obstacle course of thorny bushes along the way, as they will cause you to lose health and fall off Biggs.



Continue along the pathway, which will turn blue. There are shooters on this one, but all you must do to defeat them is to run into them with Biggs-you're virtually invincible! The green section is the hardest-there are more bleakies combined with rows of thorny bushes. Avoid them, and also watch out for the flying thorny bushes. You will arrive at an area with more bleakies, which have been produced by a bleak spawner. Staying on Biggs's back for this battle makes it infinitely easier, so aim to do that. Once all the bleakies are disposed of, run up





to the bleak spawner itself and use Biggs to hit the color cage. Run into the second lot of bleakies that have been created, and once they're all destroyed return to make some more direct hits at the bleak spawner. Repeat the process until the bleak spawner has been defeated, and then head to the bleak web on your right-there should be a red symbol right next to it, leading us to the Red Spirit's location!



Before we head through there,

hop off Biggs's back and turn around. Right next to his mushroom pad is a vine; climb it, and then climb the other vine up to reach a **FLOATY BRUSH.**



Return to the bleakness web and plunge through. Keep following the red symbols through the cave, carefully scaling the tightropes. Soon you will come to a ledge with a red symbol ahead that leads you all the way down. Take a leap of faith and tumble down below. You will land in an arena completely surrounded by large bleakies, and out of his fear the Green Spirit will freeze time. Use the green ability on them (Scroll up) as we still don't have Red Spirit's power to punch any of them. As soon as they're all colored green, time will unfreeze and they'll all be defeated. Ahead of you through the storm is a red symbol plastered on a cave wall in the distance. Before we head that way, there

is a gap behind some of the thorny bushes, and a **FLOATY BRUSH** behind one of them. When you find it, quickly pick it up and head back to the area with the red symbol-we're almost out of the Dreamscape! Jump along the ledges in front of you, and go on into the cave. The Red Spirit will be there as promised. He tells you to get out of here-let's get going!

Go to page 80 (Section 6: Green District, Part 18: New Friends)...





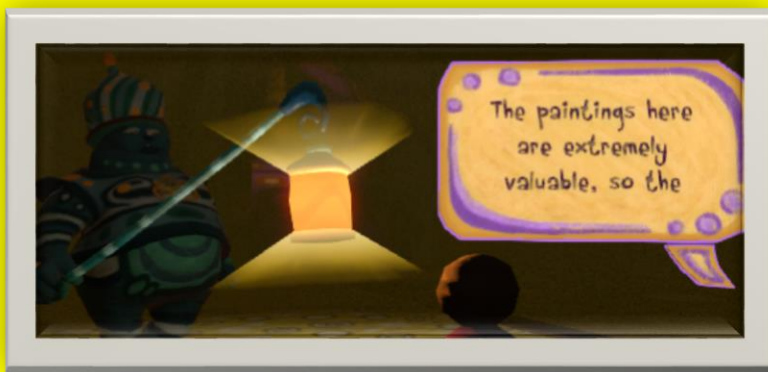
## SECTION 3: THE TOWER

### PART 6 – PICTURES



Here we are, finally face to face with Colortown's most famous gallery. The Purple Spirit will explain to you that the paintings hung up on the walls here are extremely valuable, and as such, there is a slew of guards protecting them all.





They are also very noise sensitive, so straying from the path ahead means you'll have to start the infiltration of the Tower all over again. Proceed ahead slightly and you'll notice a couple of guards walking about carrying lamps.

Don't get too close or within their line of vision, or they'll see you and like with the noise problem, you'll go back to the starting area. To successfully sneak past the guards, wait until the one (guard 1) walking down the central pathway has started walking straight ahead of you. Then quickly veer left, and follow the path, following it when it bends to the right. Keep going until the path turns right again, and position yourself in the middle. If you get too close to the other side, the other moving guard (guard 2) will see you. When guard 2 turns around, scoot behind him, and don't bump into him. Then turn left and go straight for a bit. The road will have a right turn. Take that before guard 3 reaches you. Now there will be a stationary guard holding a lamp just in front of a barrier.

You'll want to wait until he's shining his lamp on the left side, then quickly dash past him behind the barrier. The barrier offers some protection so take some respite here. Then proceed to your right, following the path. Make sure guard 3



**TINKER TIP :** Breaking crates makes noise and can alert the guards!

is not coming your way when you go along the path, and you'll eventually reach an intersection. To your right there is a stationary guard, who is standing beside the left and right entrances to floor 2. On your left is a fountain statue that is guarded by

another guard. Go forward slightly, timing it correctly so you are following just behind the guard. Keep tailing him, and grab the **FLOATY BRUSH** behind the fountain. Keep following him slowly until you return to your previous point at the intersection. (Please refer to the Map just below for a **visual guide**).

# THE TOWER: MAP #1



Go straight, and stop just before the split in the road. There are two moving guards here, one from your right and one from your left. Time it so the guard on your left has turned around, and the guard on your right is not within viewing distance, and slip to your left. Follow the guard on the left along the pathway, then hide behind the barrier near the wall. Wait for him to complete his lap of the area, and walk off with his lamp. Then emerge from behind the barrier and ascend the rope just ahead to floor 2.



**TINKER TIP :** If you get caught near guard 3, you won't go all the way back to the start!

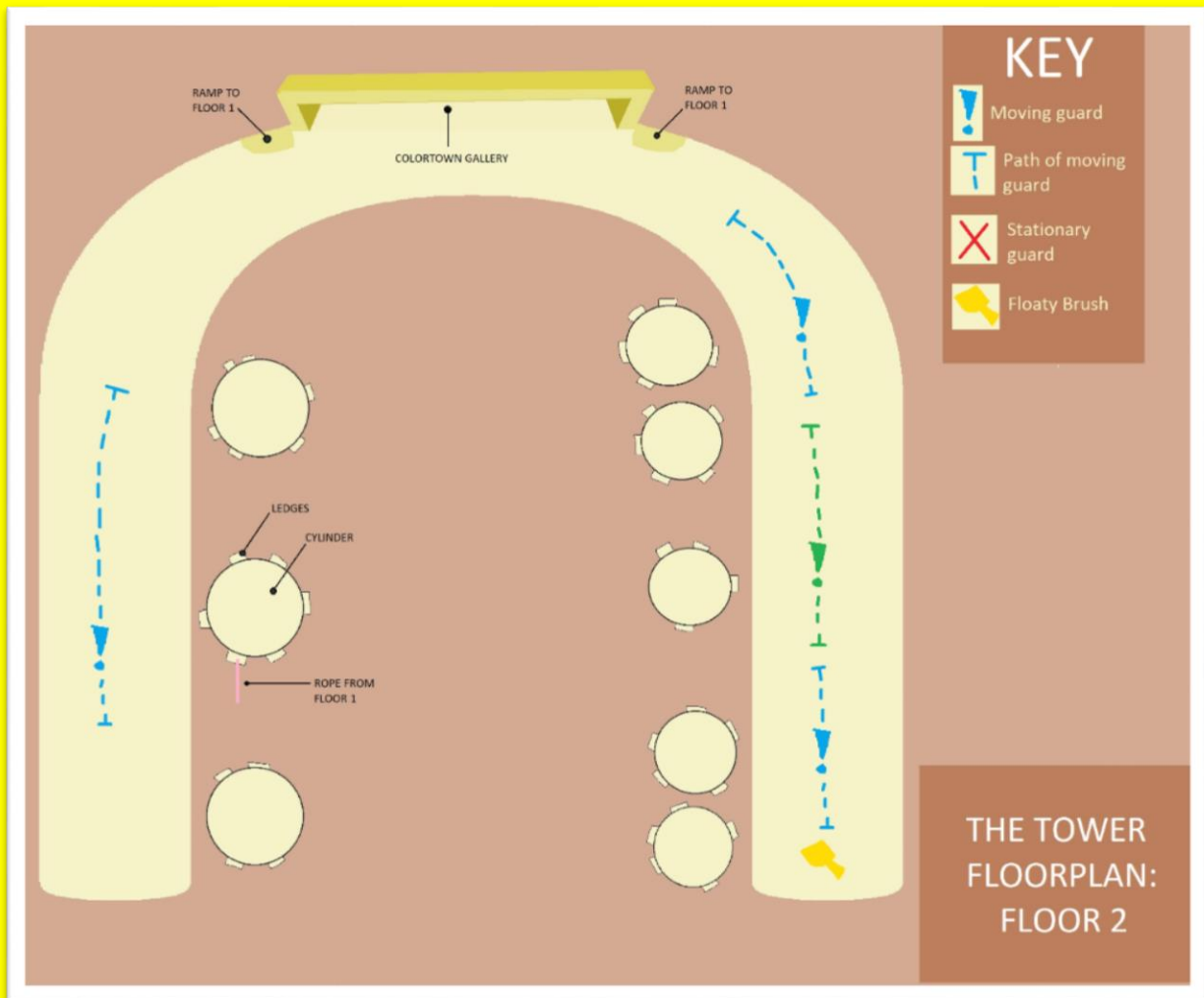
You'll be perched on some ledges surrounding a thick cylinder, and a moving guard will be patrolling the area. Wait till he's walking away from you, and then run behind him and quickly make a jump to the ledges of the cylinder on your right. Keep jumping until you're behind the cylinder so you are not in his line of sight. Wait until he's turned around and make your way towards the path, then head to the large door you see ahead. This is the famous Colortown Gallery, but we won't be going in just yet-there's a **FLOATY BRUSH** to take care of first. Proceed to your right. There will be a total of 3 guards on duty over here, so it's a bit tricky to get past them.



Wait till the first guard has turned around, then follow him and jump onto the second cylinder on the right. Then when he's turned back around, and guard 2 is walking away from you, quickly run along to reach cylinder number 3. (For a **visual guide**, please refer to Map 2 on the next page).



## THE TOWER: MAP #2



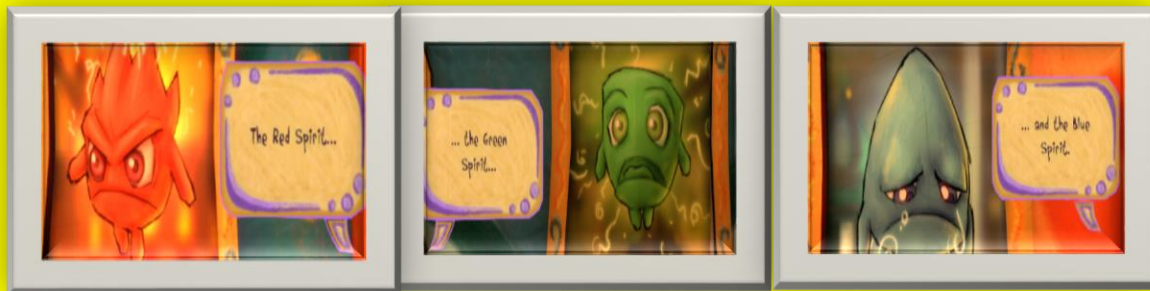
You should remain there until guard 2 turns around and the path is clear. Jump onto the path and carefully tread across, making sure the final guard isn't walking toward you-or that you have enough time to run and jump on one of the final two cylinders in the corner. You're almost there-just wait for guard 3 to turn back and leap onto the shelf-the **FLOATY BRUSH** is yours. To return to the Colortown Gallery entrance, the quickest way is probably getting caught by the

guards. But if you prefer the stealth route or want to challenge yourself, you can also try getting back via the cylinder network and remaining undetected.



As soon as you enter the Gallery room, the Purple Spirit will appear, pointing out that the curtain ahead of you is closed when it

should be open. He explains that the trick to opening it involves his three spirit siblings:



You must touch each painting-but in a particular order. There is a clue on how to solve this puzzle located somewhere within this room-let's find it.

Explore the beautiful gallery and inspect each painting, paying careful attention to what the Purple Spirit tells you. There is one painting in particular we are looking out for, which will give us the answer to open the curtain.

Although the Purple Spirit doesn't seem to see the significance behind the painting with the three Biggs's on it, we sure do. We know that we have to touch each painting in a certain order, and judging by this painting, the order is: **Green, Blue, Red.**

Try it out, and the curtains will draw back,



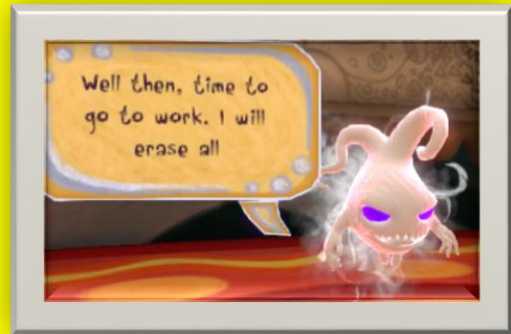
revealing a large black canvas. The Purple Spirit will ask you to touch it with his power to colorize it-at last, we're going to save Colortown! Or are we?

The Purple Spirit thanks you then, and then very strangely, apologises for using you. He then transforms from the cute and innocent looking Purple



Spirit we've come to know into a frightening little ghost-The Bleak Spirit! Instead of restoring all color to Colortown and making all the divided districts unify once again, the Bleak Spirit states that it will *erase* all of

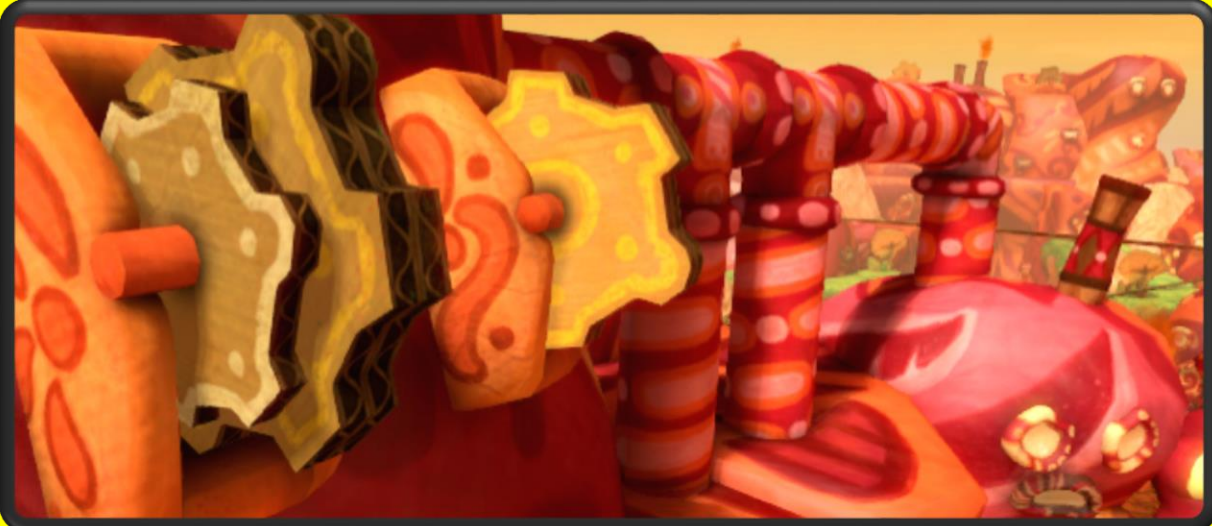
Colortown from existence, and as for Koru...he is thrust through a silver portal all the way back to the Dreamscape!



**TINKER TIP :** Never trust Purple Spirits.

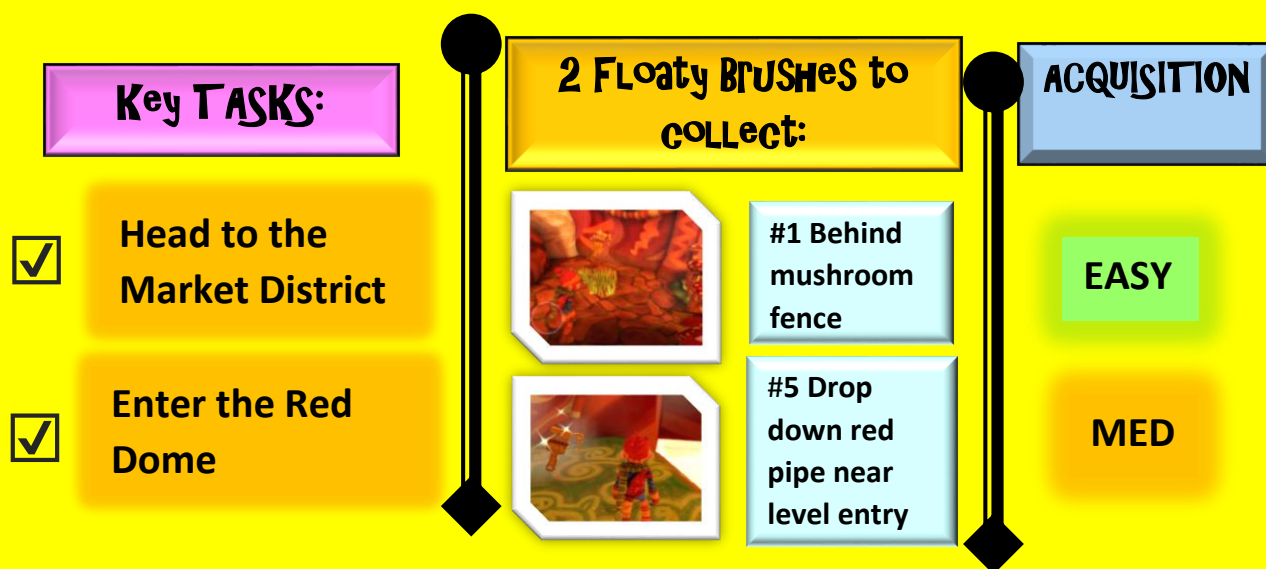
Go to page 30 (Section 2: DreamWorld, Part 7: Nightmare)...





## SECTION 4: RED DISTRICT

### PART 9 – TENSION

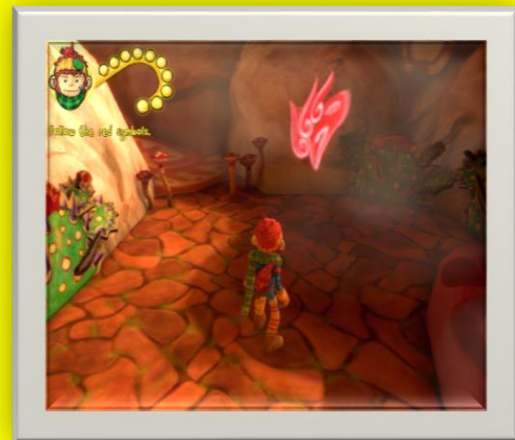


Welcome to the Red District, the place where colored dust is processed into high quality color. It is also home to all red citizens, like Bolzo and Brik. Go forward along the path and keep going until you see Tap. Proceed to your left, and roll down over the edge to drop down on a pipe below. Walk along it, then turn right to reach a well hidden **FLOATY BRUSH**. Backtrack and climb the rope back up to the mainland. Keep going straight-we need to talk to that red creature stationed at the gate. He will let you open the gate to go through, but reminds you to stay away from the Red District people-they don't seem to like anyone who isn't colored red, like themselves.



Open the gate, and move on through. We need to get to the Market District, which is just up ahead via that wide red spotted ramp. But first, let's take a little detour and get another **FLOATY BRUSH**. From the gateway, turn left and keep jogging past the rock on the right, and go between two large red structures. There is a mushroom fence being guarded by citizens of Red

District-let's just say they're not filling to part with their treasure. To access the **FLOATY BRUSH** behind them, go around to the left, past the fence and reach some crates blocking a path. Smash them, and follow the path around. Now you can nab the treasure from behind. Go back the way you came, and head to the Market District. It will suddenly be overcome by the bleakness, so we can no longer use this road to access the Market. Notice that in the cutscene, a few creatures previously guarding a ramp leave their posts. Go to that area (call Tap by pressing 't' if you need some pointers) and ascend the pathway. This area is marked with the symbols of the Red Spirit, and is leading you directly to the Red Dome, where the Red Spirit resides.



Unfortunately, Bolzo's buddies are waiting for you there like a bad smell. Get ready for boxing with the baddies round three! Take them on one at a time, not letting them close in on you. Restore any health crystals you lose by smashing the crates nearby. When you defeat them, the gang tells you that some



other members are stuck in the bleakness, and that Bolzo is trying to get them

out. Tap suggests that he and Koru can help. When you've finished speaking with them, go and activate the switch that will grant you entry to the Red Dome.



Go to Next page...



## PART 10 – SPIRITS

### Key TASKS:



**Find the Red Spirit**



**Reach Bolzo and his gang**



**Defeat the bleak spawner**

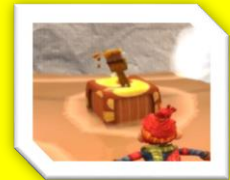


**Defeat the shooters x6**

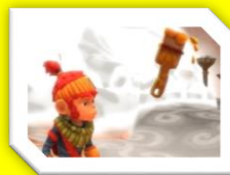
### 5 Floaty BRUSHes to collect:



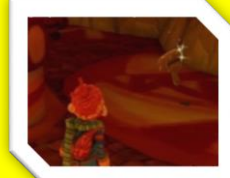
**#1 Near octopus under gazebo**



**#2 Sulfuric lake with sinking boxes**



**#3 Left grey ledge when following Red**



**#4 Around long red path when finding shooters**



**#5 Inside crate when defeating shooters**

### ACQUISITION

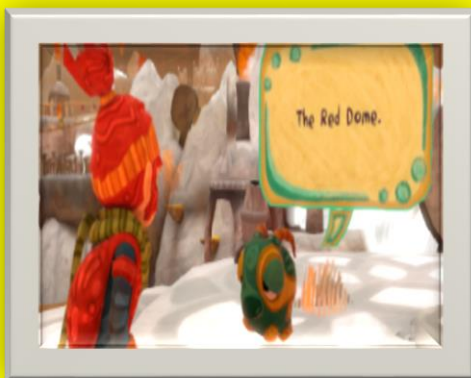
**MED**

**MED**

**EASY**

**MED**

**EASY**

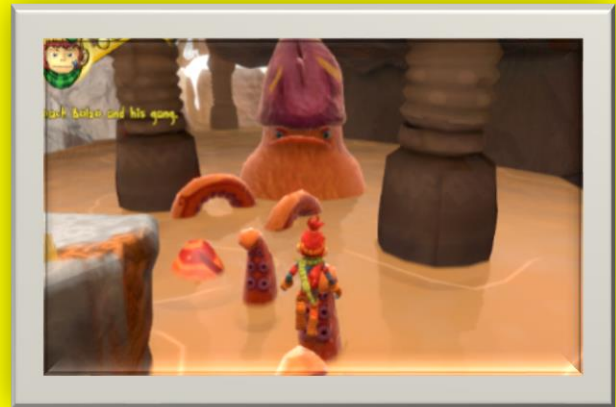


We're finally inside the Red Dome. Go forward just a bit and Tap will point out Bolzo, and his frozen gang. They haven't been very nice to us, but Tap still has the decency to go and help them. Head to your right, hopping across the ledges past the propeller bar and onto the next rocky platform. Then scale the tightrope, and cross

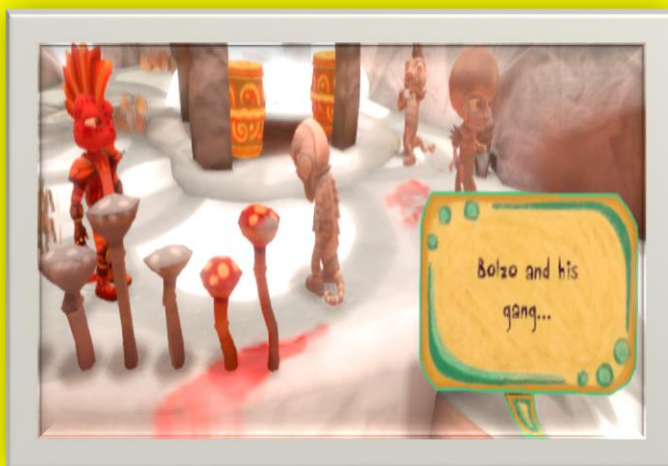
onto the next tightrope that will lead you to a few more ledges. Jump across those and you'll reach an area with a Tinker seed on the left.

Pass through the large red brackets and mount the cargo rail there. When you land, follow the pathway to your left, as the right will be covered by bleakness. Continue past the wooden posts, and on past the Tinker seed. You will arrive at a sulfuric lake. Pass the grey gazebo on your right and travel down the ramp.

There is another couple of octopi in this lake, so we will have to use their tentacles as a means to get across the water. Wait until the tentacles have risen, then hop across them to the second safe rock. Be sure to watch out for the shooter on the small grey platform just nearby. Time the next set of tentacles and when it's safe, jump over them onto a grey colored boardwalk. Proceed along it, smashing some crates along the way for extra crystals. You will come to another gazebo soon. Snatch the **FLOATY BRUSH** that is beneath it, and keep following the path.



To your right there will be some more octopus tentacles. Again, cross to the rocks and wait there until the next set of three tentacles rises. These ones are a bit different because the first two come up before the third one. Jump across to the second one, and when it has gone down once, the third one will resurface. Jump on it, and then onto the safety of the rocks. Scale the next two, and the last set of three tentacles follows the same pattern as the one before where the first two rose a bit earlier than the third. Cross them, and pass a Tinker seed



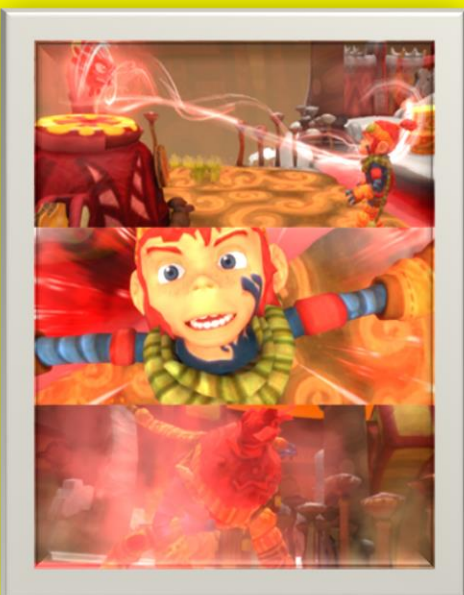
embedded onto the wall. Go up the ramp on your left and you should see Bolzo's gang all positioned around a gazebo. We can't punch them back to life just yet though. Follow the pathway down to your right to meet Bolzo. He's blocking the bridge that will lead you to the Red Spirit, but if you talk to him he'll clear out of the way.

Proceed along the bridge, and hop down the ledges on your left all the way to the gazebo. It will lead you to another sulphuric lake that is littered with a whole lot of boxes. Jump across the debris until you come to a split in the road. Take the right pathway and you should be able to access another **FLOATY BRUSH** just near the bleakness. Make sure you don't stay on these boxes for too long as they will sink. Proceed back to the left pathway and jump across it all the way to the other side of the lake.



We will be facing some spinning cogs now- but they're no problem if you just wait for them to slow down. When they stop spinning, jump through the gap onto the wooden post and then quickly onto the other side. Continue this way, and again wait for the gap in the spinning cog before you cross the grey pipe. Turn left at the gazebo area, closely following the pipe pathway as there are no walls here to prevent you from falling. Jump through the next cog onto the post, and continue up the path all the way to a jump pad that is directed straight for the top of Red Dome. We're almost there!

Slingshot yourself over there and head right to meet the feistiest of the color spirits. The Red Spirit will be glad you



followed its red symbols. He will explain that the bleakness is an extremely destructive force, and that if it is not stomped, all of Tinkerworld will be destroyed. He says that Koru is a Tinker, but there's no time to explain what that means right now, we have to save Red Dome! He will then bestow upon you his spirit power so you have the power to destroy monsters spawned by the bleakness. Let's get going.



There is a gap in the mushroom fence to the right. Tumble down onto the grey path below. Go through the opening just to your right and swing across the propeller bars onto the next platform, and jump past the wooden ledge until you reach the jump pad. Don't use it yet though, head through the opening on your left and go through the next opening on your right to pick up your next **FLOATY BRUSH**. Now return to the jump pad and press 'f'.



As soon as you land, bleakies will come up to you. Punch them with L click and when you defeat them, keep going. Walk across the pipe and you'll find some more bleakies. Knock them out and then board the cargo rail, making sure to jump over the obstructions along the way.

Once again, you'll be confronted by some more bleakies. Punch them all and head on to the next cargo rail, which will lead you to the bleak spawner-a monster that basically creates tiny bleakness armies.



Punch all of them, and when a red health meter appears over a multi-color ball (color cage) within the bleak spawner's mouth, go and strike it as many times as you can. He will push you back after a while and produce more bleakies. Defeat them all and the color cage will come out again for you to strike. Continue this process until it is completely defeated, and color is once again restored to the Red Dome. All the color the bleak spawner was holding within itself has been set free, but we still have some work to do in here.

Take the jump pad and catapult yourself to an area with a red gazebo. Go straight up the ramp and you'll find Bolzo's cronies. Sure they've been mean to us, but we can't just leave them like that. Punch them to restore them to life, and also get some bonus crystals to add to your bounty. Then go talk to Bolzo who is just behind them.



He tells you there are some bleak shooters around the place that need to be taken care of, and that they were the reason his gang got trapped inside here in the first place. When Bolzo has moved out of the way, run along the red path behind him and you should come to a brown ledges just on your right. Hop across, and

climb the vine there to reach a total of 3 bleak shooters. Each of them should take a couple of punches to knock out. Once they're defeated, jump across the wooden posts to deal with the next lot. Defeat them, and Bolzo's gang will start moving towards the exit. Don't leave yet though, because under the gazebo just next to you is another hidden **FLOATY BRUSH**. Punch the crates to reveal it, and collect away.

Now use Tap as your guide by pressing 't' if you need to, and follow the path that Bolzo's gang members did, all the way to the exit. Talk to Bolzo and he will actually thank you for what you've done! Then he and his gang will leave for the Market District. Before you leave, note the crates on your right hand side. There is a **FLOATY BRUSH** right next to them, so grab it and then you're good to go.



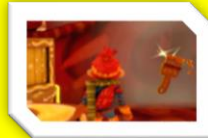
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## PART 11 – COOPERATION

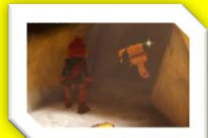
### Key TASKS:

- ✓ Use Bomber to head the way
- ✓ Escort Muddy's group to docks
- ✓ Fight bleakies on bridge

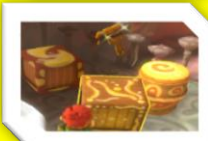
### 4 Floaty BRUSHES to collect:



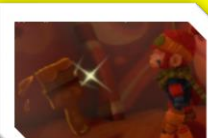
#2 Around some crates



#4 Behind a blocked cave



#5 Up a snow covered ledge



#3 Behind a blocked pathway

### ACQUISITION

MED

MED

EASY

MED

As soon as you exit the Red Dome, you will be ambushed by a bunch of bleakies.



Defeat them all, and then follow the grey path past the Tinker seed on your right. Continue all the way down to the area leading to Market District, and get ready for another surprise attack. Punch all of the bleakies and then go up the red ramp to meet the Red Spirit, who will teach you how to shoot color. Use control to get a lock on that color cage and then press L click to shoot splashes of red at it.

Once you've destroyed it, all the bleakness that surrounds you will melt and color will be restored. Head around the area, punching any frozen red creatures back to life for bonus crystals-they'll come in handy later.





Then go on through the newly opened tunnel through to an area where Muddy should be waiting for you. But don't go there just yet, head to your left and you'll discover some crates. Break them all to discover a **FLOATY BRUSH** hiding behind them. Grab it and then go and talk to Muddy.

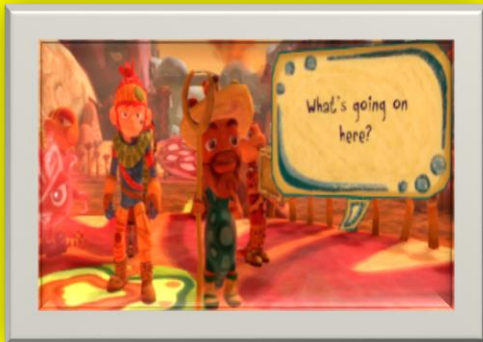
He tells you the path to the Market District is blocked and that you'll have to use the canals instead. He also tells you that Bomber is somewhere up the path on your right. He is, right on top of a ledge from which you must bring him down. Go to the mushroom pad nearby and press 'f' to call him down to the ground. The Red Spirit says that if you shoot color at Bomber, it will literally make him explode, so keep that in mind. Before we leave this area, take Bomber to the rocks on the left. Then stand some distance away and shoot him with color. Behind the rocks is a **FLOATY BRUSH**. Collect it. Then press SHIFT and lead him down the ramp, and then go to the right. There are some rocks just near where we spoke to Muddy before, and they need to be blown up in order for us to proceed.



Make Bomber go all the way up to the rocks, then leave quite a reasonable distance between you both so you don't get caught up in the explosion. From that position, shoot color at him, and he will explode, causing the rocks to crumble and clear the pathway beyond.

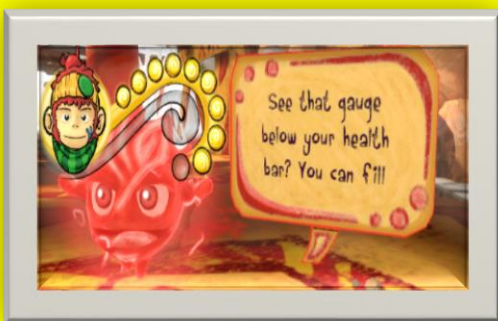
As you head through, bleakies will pop up. Defeat them all and then call Bomber up to the next block of rocks, and get him to

explode once again. Then head through to the next area, and you'll face some more bleakies. Make sure you defeat the shooters as well, as they can harm you when you are trying to defeat the other bleakies. Once they're all gone, use

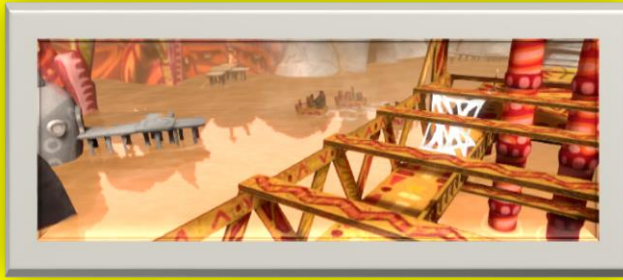


Blomber to make the rocks on your right hand side explode. Enter the small cave to collect another **FLOATY BRUSH**. Then take Bomber to the rocks up ahead and clear the pathway. Beyond here there will be large bleaky and a couple of shooters. Defeat them, and then go up that bleakness covered ledge on your left to find the final **FLOATY BRUSH** for this area, just behind some crates.

Now head on towards where Muddy is, and talk to him. Bolzo will argue and say a few mean comments, but the conversation is interrupted by the bleakness attacking the area. When they've finished talking, head towards the bridge using the grey path on the right. Then it's time for battle! Defeat the shooters and many more bleakies appear. Keep battling on and some larger



bleakies pop up too, they just won't stop! The Red Spirit appears then, saying your courage has inspired him so much that you have unlocked his true power. You now have a power gauge, just below your health meter. When it's full, you can press 1 to trigger Rage Power. This allows you to knock out bleakies with just a hit or two! Use it on the next lot that appear, and keep it up until they're all defeated.



Then all you have to do is jump onto the boat below that leads to Market District.

Go to NeXt page...





## SECTION 5: MARKET DISTRICT

### PART 12 – THE PORTAL

#### Key TASKS:



Talk to  
Master Mi



Find a way  
into Green  
District

#### 3 Floaty BRUSHes to collect:



#1 On top  
of red  
fountain



#2 On boat  
in the water



#3 Behind  
crates near  
entry to the  
Green  
District

#### ACQUISITION

EASY

MED

EASY



Muddy is there to greet you upon your arrival to the hustle and bustle of Market District. He says that you should explore around the area for a bit. Take the left path and cross the wooden boards. Then ascend the red ramp on the left and you will notice a fountain to your right, which is holding a FLOATY BRUSH right on top of it. Jump over to pick it up, then drop down again. To your

left, there will be a creature wearing glasses standing next to 3 frozen creatures. Punch them to restore them to life, and the creature will thank you and give you some extra crystals.

After you're done there, turn around and head towards the lake. Right inside a floating house is another FLOATY BRUSH. To swipe it, jump across the boat and right under the tent flag. Backtrack, and follow the red bridge just next to you. Go up the large green pathway to your left, and you will meet Master Mi, a wise little rabbit type creature who has much to



teach you, and is also the head of Market District. Wait for him to finish talking to Brik and Bolzo. Then go up to him and press 'f'. He tells you that in order to stop the Purple Spirit, you can't just reach the Tower with ordinary ships-they'll sink. The Red Spirit is determined to try though.



He will tell you to press 1 to use his Rage Power in order to establish the portal, but something goes wrong. Go back and talk to Master Mi again, who

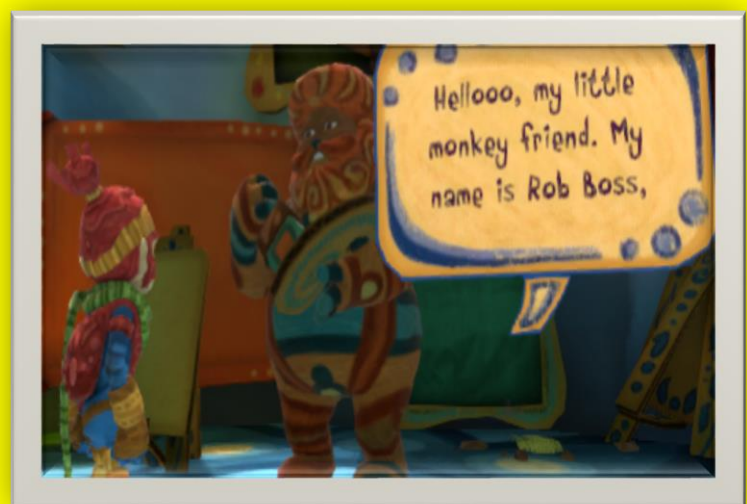
tells you that strength is not enough to activate the portal. He advises that we go and visit Doc Brown for some help, who is currently within the Green District. To get there, we need to clear up the pathway which is covered up by crystals. They are too tough to break with our ordinary punches, so we'll need to do something else to get through.



Head back to the red section of Market District. Go back to the area where we collected the floaty brush on the fountain, but this time, keep going up that ramp on the left. You will see Brik standing next to a machine of some kind. This is Brik's Dojo, a sort of vending machine you can buy move upgrades and even a couple of extra permanent health crystals! The first punch upgrade is free as Brik

has purchased it for you, so now you should have no problem smashing your way through the crystals blocking the entry to Green District. You can also buy some other upgrades while you're there if you have enough crystals.

Now go to the blue area, as there's someone we have to meet over there. Head up a few ramps and you should find a plump creature standing around an assortment of paintings. His name is Rob Boss, and he is the greatest painter in all of Tinkerworld! He will give you special unlockable content (plus a few really cool cheats) in exchange for floaty brushes-all the more reason for us to collect them! Once you're done talking to him, go towards the green area of Market District, but let's not go up to the crystals quite yet.







Just to the left hand side there should be a whole lot of crates in a shaded area. Smash them all, to reveal a well concealed **FLOATY BRUSH**. There is one more in this area, but we can't access it at this point in the game. Now head on to those crystals. Make sure you hold L click as you do it, and let's punch our way through to the Green District!

Go to page 67 (Section 6: Green District, Part 12-INFLitration)...

## PART 21 – THE SLO-MO THING

### Key TASKS:



**Activate  
the portal**

**1 Floaty BRUSH to  
collect:**



**#1 Behind  
code  
blocked gate**

**ACQUISITION**

**MED**



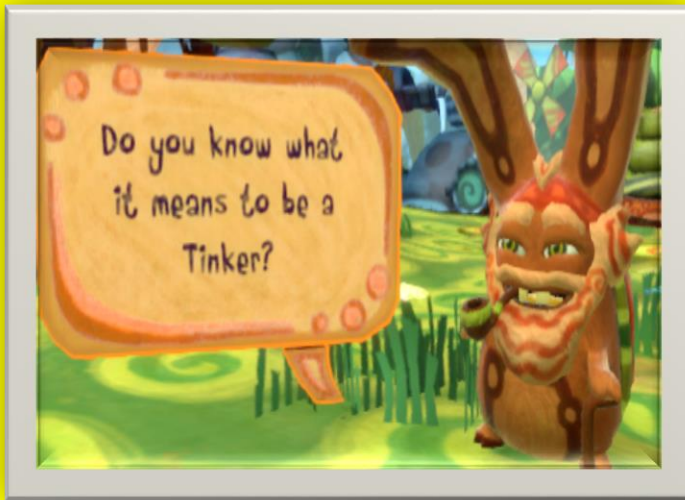
Head towards the portal area and you'll find Master Mi there along with Doc Brown and the Red and Green Spirits. They'll talk about the portal, or what Doc Brown refers to as the "Tinker tech transportation device". Eventually, Doc Brown will say to go ahead and use the Green Spirit's power to access the portal

properly this time. Head up along the green pathway and pass the shrine on your right, filling up your power meter. Then press 2 to unleash the Green Spirit's power. The Portal slows down, and changes its configuration somewhat, but at the last minute it is swamped by bleakness! Doc Brown suggests that the inner halls of the Tower are probably flooded with bleak matter, which has just come

pouring out through the portal. Doc Brown goes on to say that you'll be able to find what you need to step through the bleakness by travelling to the Blue District. Doc Brown sets off to go and prepare the engine of his papercraft while



Master Mi has a little word with you. He explains that a Tinker is someone who has power to build, to shape, to invent, and to inspire others, which is the greatest power of them all. Now



before you go to the papercraft, head up the red ledge just opposite from the boat in the market place. You should come to a door that is closed, and has a special code plant that we need to activate in order for the door to open.

The red creature guarding it says that some green guy will tell you a clue. For this, go to the

area where we found the previous floaty behind the crates, and look for a couple of rabbit like green creatures. Listen to what they have to say, and they will tell you that the code is red and green alternating. Go back and try this pattern on the code plant to open the door. Then walk through and smash all the crystal stones there, while grabbing the **FLOATY BRUSH** that is waiting for pick up.

Once you've collected it, head down Doc Brown's little papercraft. Jump aboard and prepare yourself for the bittersweet place that is the Blue District.

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## SECTION 6: GREEN DISTRICT

### PART 13 – INFILTRATION

#### Key TASKS:

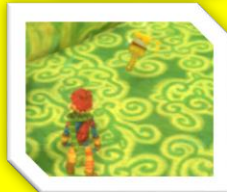


Find a way  
into Green  
District

2 Floaty BRUSHes to  
collect:



#1 Behind  
some bushes



#2 Behind  
cracked wall

ACQUISITION

EASY

MED



We've made it past those crystals but we still need to find a way to sneak into the Green District. Head straight, and behind a couple of bushes near the trees, there should be a **FLOATY BRUSH** hiding there for us to collect it. Now get out from behind the bush, and to your left you will notice a vine that leads up to a large green platform. Climb the vine,

jump across the trees to your right and walk across the tightrope. Continue until you reach another vine. Go up and hop across the ledge, then tumble down onto the ground. We're almost there now. A cutscene will show a couple of green rabbits get scared and shut the door to the district quite rapidly. No matter, we will still find a way past it.

Go towards the cave up ahead-it is guarded by little propeller bots at the moment, so first make sure you press the switch to your left. That will make them disappear. Then head into the cave to find Biggs. Press SHIFT to call him all the way up to a pad just up a green ramp. Koru will tell you that you can also shoot color at Biggs, just like we can do with Bomber. Leave Biggs on the pad, and head to the other side. Punch one of the propeller bots and climb up the vine. Then shoot Biggs from where you are,



and he will stomp on the pad, causing the grate in front of you to fall. Quickly run to the switch and press 'f' to open the gate. Now make sure you call Biggs and then head through the gate. Take him up a path to your left and Tap will appear, telling you that you can defeat the purple bleakies surrounding you by using the hard punch Brik taught you. Hard punch them, then punch them rapidly again before

their purple shield grows back and they should be no problem. Then get Biggs to stand under the shrinking plant, and press 'f' to turn him into Bomber. Lead Bomber down the path and just to your left you should notice a cracked green wall. Shoot color at Bomber to make the wall explode, and then go behind it to access a **FLOATY BRUSH**.





Collect it, and then run up to your right, bringing Bomber with you. Once again, use him to make the unstable wall explode. Then climb up the vine and scale the tightrope into Green District! Well done, super spy, you've made it.

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## PART 14 – ERRAND BOY

### Key TASKS:

- ✓ Find Doc Brown
- ✓ Open gate to fix security system

### 2 Floaty BRUSHes to collect:



#1 Green path on right past propeller barrier



#2 On green ledge in bleakness lake

### ACQUISITION

EASY

MED

Go down the path up to the line of propeller bots. Wait for them to go down, and then run past them. Continue going forward until you see a pathway to your

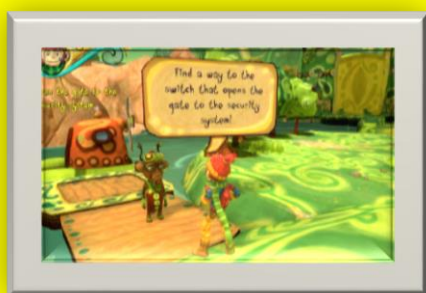
right. Go up, and carefully make your way past another propeller bot barrier. Go left and in the corner near a tree you will find a **FLOATY BRUSH**. Go back the way you



came, and go straight past the next propeller barrier. You will soon reach a bleak spawner, who will shoot out a bunch of purple shield bleakies. Pay attention though, as you will notice that one bleaky is white and tends to disappear every now and then. Destroying the white bleaky is the key to this battle. Punch it until it becomes



dazed, then keep on punching it. This will take a few tries, but once it's completely knocked out the purple bleakies lose their shields and become vulnerable to attack. Once they're all gone, go and lay some punches on the bleak spawner. The second round is easier as all bleakies are without a shield (white color). Defeat them all and head back to the bleak spawner, continuing to deplete its health. The final round has purple bleakies once more, so remember to defeat the disappearing white bleaky first and you should be fine. When you finish off the bleak spawner, color will be restored to this section of Green District. Time to go and see Doc Brown.



Use Tap as your guide to find him. He should be on a wooden platform just in front of some hovercraft machine. He tells you he needs a hand fixing an invention of his, and advises you that to open the portal you will need the power of the Green Spirit. The Green Spirit lives inside the

Green Dome,

but the security system is malfunctioning and has blocked all access to the dome. There is a switch however, that will lead us to the source of the problem. When you're done talking to Doc Brown, use Tap as a guide to



**TINKER TIP :** Punch frozen citizens in Green District to collect lots of crystals!

find a green ledge. Continue along this way and you will reach a stone lake that is overrun by the bleakness. Go past the Tinker seed, and you'll see Biggs there standing on a mushroom pad. Call



him over to the pad on your left, which is up a grey ramp. Then punch him to make him stomp on the pad, which will cause the nearby bridge to fall down. Cross it, and quickly defeat the bleakies that suddenly appear-and don't forget the shooter behind you.

Then jump across the stone ledges all the way up to a high platform. Cross the tightrope and drop down onto the platform just below. You can shoot Biggs from here again, which will cause the next bridge to fall down. Go back onto the tightrope, and tumble down onto

the bridge. Go forward and you will be ambushed by the bleakies. If you can, take out the shooters first (there are three) as they can hurt your chances in this battle. Then deal with the remaining bleakies. Once you've beat them all, go up the grey ramp on your right and drop down onto the grass platform behind it. Grab the **FLOATY BRUSH** and go back up the vine. There is a small rock sticking out from the mainland that leads to a grey ledge. Jump on it and onto the next platform.

Shoot Biggs from here for the last time to activate bridge number three. When it's down, cross it and follow the path which will lead you to a vine. Climb up and proceed along the grassy ramp all the way to the switch. Press 'f' to activate it and the door to the security system is now open! Now to head back, you



don't need to head back all the way through that stone lake. Just go through the gap in the wooden fence. Cross the tightrope, and keep going until you tumble down a ledge to find Doc Brown just ahead of you. He is impressed with what you've done, and asks you to find the cause of the malfunction and fix it for your next job. Use

Tap to guide you there. You will eventually reach a propeller bot barrier, so pass that and keep heading right and you're there. Time to fix the security system once and for all.

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## PART 15 – MALFUNCTION

### Key TASKS:



Fix the security system



Enter Green Dome

### 3 Floaty BRUSHes to collect:



#1 Up green ramp on the left and around corner



#2 High on ledge near hiding creature



#3 On the Cargo Rail

### ACQUISITION

EASY

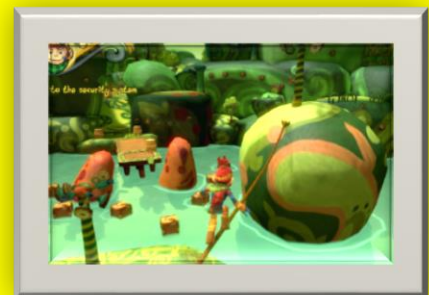
MED

HARD

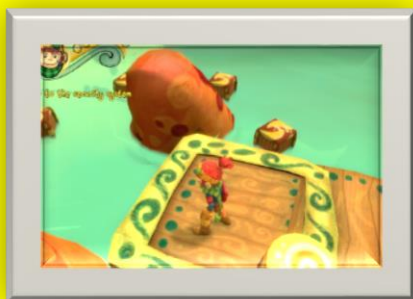


lead you to some ledges that spiral upwards. Follow them to the top, and then cross the tightrope that leads to a round green ball structure. Continue along the next tightrope, and then jump across a propeller bar, a tree, and a few more ledges and propeller bars to reach a **FLOATY BRUSH** perched way up high near a sleeping creature. Grab it and

Cross the rocks and wooden posts in front of you to reach a grass platform. There is an octopus ahead of us with its lovely tentacles that act as bridges, but don't go that way yet. Instead, go right. The right path of tentacles will lead you to



go back the way you came, until you land on the final ledge. Then tumble down to the path on your left.



Go up the green ramp straight ahead of you and then turn right. Tucked all the way back in the left hand corner is a **FLOATY BRUSH**. Pick it up, and exit the area. When you reach the edge of the wooden platform, use the boxes to get back to the grass on the other side. Then prepare yourself for the octopus. There are four tentacles to cross here. Study their timing and you'll notice they come up in pairs-the first and the third, and the second and the

fourth. Jump on tentacle one and as soon as it goes down halfway, make a run for it to the other side. Keep going and you'll come to another set of tentacles-four to be precise. With this lot, just wait until one moment before the tentacle closest to you has risen, and jump as make a mad dash across them all-they really do sink very quickly. On the other side, go past the fences and you will soon reach a long propeller belt. As soon as two start to



move one way and the other in the opposite direction, run straight through (running diagonally can help). The game will launch into a cutscene showing a large grey robot flying about the place-that is actually the security system! Go forward (not right) and follow the path to find Biggs. Call him over and make him stand on the yellow propeller pad. Then punch him, and you'll notice the flying robot's lights



will turn green, and it will make a few odd noises. This means that it is **not** on alert, and that you can sneak past it-which you'll need to do in order to melt all the bleakness around here. Go back and stand just before the right path. Stepping on it now while the robot's light is red will make you shoot it, instantly killing you. What you'll want to do to get past this section is shoot Biggs with

color. Shoot him, wait for the lights to turn green, and then run to the first gap in between the grey stones. Wait there so you can shoot him again. Once you do, wait for the lights to turn green, then run to the propeller bars and swing your way onto the next grey platform. Quickly turn around so you're facing Biggs. Shoot him with color again, and keep repeating the



process until you reach a Tinker seed on your right hand side. Defeat the bleakies just ahead who will try to surprise attack you. Then follow the path all the way



down to reach Biggs. Take him up to the shrinking plant we passed on the way and transform him into Bomber. Now lead him back down to the rock wall area. Get him to stand in front of it, and shoot color at him (from a safe distance) to make the rock wall explode. Doing this will make the bridge above you fall and grant you access to the next area. Unfortunately we'll have to deal with the robot once

again! Call Bomber onto the yellow

propeller pad and leave him there. Then, climb up towards the bridge. From

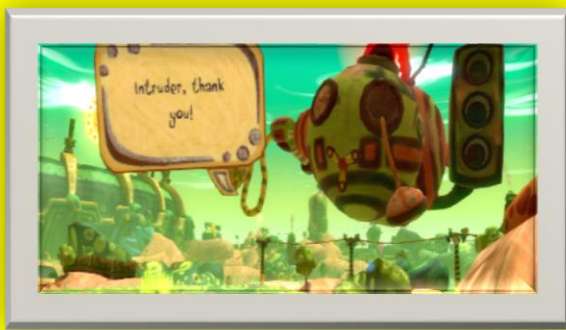
**TINKER TIP :** Try not to move when the lights are red, as the robot detects *movement*

a good angle, you should be able to shoot Bomber and make him explode on the propeller pad, which also turns

the lights green. Once you do that, cross the bridge. Keep shooting Bomber to turn the lights green as you go, and progress through the pathway across the propeller bars and up the two vines. They will lead you to an area with a color







grateful that you fixed the bugs in the security system. Now the Green Dome is open, and we can use a cargo rail to get there. Use the jump pad on your left to get up to the cargo rail. This is one of the trickiest cargo rail rides yet. Jump to



your right quickly when you see the bleakness on your left. On your next turn you'll have to jump left to avoid some prickly bushes. You'll quickly come to an area with three rails. The middle one (which you're riding) has a prickly bush on it so you have to jump either left, or right. Jump left, and keep riding to grab a

**FLOATY BRUSH.** Now jump right twice to the right rail, and keep following it. Jump right again, and you should be safe for the rest of the journey! When you land, go straight ahead towards the entrance of the Green Dome.

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## PART 16 – THE CHASE

### Key TASKS:



**Find Green Spirit**

### 2 Floaty BRUSHes to COLLECT:



#1 Behind tree when Green spirit hides



#2 Behind rock wall near Bomber

### ACQUISITION

MED

MED



Go down the right path until you find the Green Spirit. He's afraid you and the Red Spirit are going to spirit-nap him, and then immediately rushes off. Chase him. Go forward and to your left, using the box pathway to reach the propellor bars. Then scale the next lot of propellor bars, and jump over the boxes in the water

below to reach an area with a tight rope. Cross it and jump across the two ropes onto more boxes below. Keep hopping across the boxes and rocks quickly until you come to a switch. Press 'f' to activate it, and it should cause the bridge just in front of you to collapse. Cross the bridge, and you will run into the





Green Spirit again. Go to the next cargo rail, and make sure you hop to your right soon to avoid the bleakness on your left. Avoid the obstructions as well. When you land, keep running past the green gazebo and you will reach an area packed with bleakies. Defeat them all and then try punching various bushes

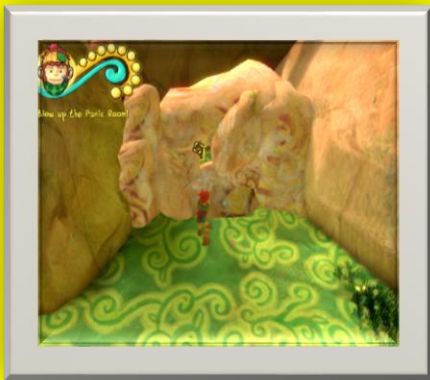
to locate the Green Spirit-he is a coward and is hiding behind one of them. The actual bush is on the top area to the right. When you reveal his hiding spot, he will just continue to run away. Jump on board the next cargo rail, and avoid the initial bleakness on your



left. You will land in a garden, and the Green Spirit will go and hide himself in a miniature green pyramid of some sort. Go up to him and press 'f'. He will say you can't get him in there. That's not exactly true, though. Go back and to your right, if you go behind some of the small trees in the corner, you will find a hidden **FLOATY BRUSH**. Seize it and then head back out.

You should find a pathway on the right just up ahead. Head along it, making sure to defeat the bleakies along the way. You will reach a rock wall pretty soon, with a small crack in the middle. Just through there you can see Bomber. Shoot color at him through that gap, and the whole wall will explode. Next, go behind him to the left to collect one more **FLOATY BRUSH**.





Next, call Bomber behind you and take him back to the place the Green Spirit is hiding at. Position Bomber right in



front of the green pyramid and give yourself some space. Then shoot him to make the structure explode. The Green Spirit will be afraid for his life once more, and rightfully so. The bleakness is attacking! All of you will be sucked into white portals then, and get transported all the way to the land of dreams-the Dreamscape!

**Go to page 37 (Section 2: DreamWorld, Part 17-Scattered)...**

## PART 18 – NEW FRIENDS

### Key TASKS:



Reunite the son with his dad

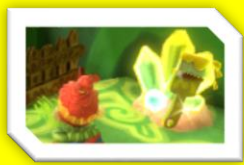


Get to Central Island

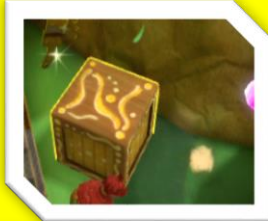
### 5 Floaty BRUSHes to collect:



#1 Behind some bushes



#2 In front of crystals when finding kid



#3 Behind a rock wall on right



#4 Behind some boxes at harbor



#5 On grass platform behind cracked wall

### ACQUISITION

EASY

EASY

MED

MED

MED



Go through the cave archway. There will be a narrow path to your right just past some thorny bushes. Travel all the way along until you reach a **FLOATY BRUSH** in the corner. Grab it and then go back the way you came. Cross the green bridge, and continue on this path until you see ledges just next to some

pinkish crystals. Jump onto them, and they will lead you across the lake. Proceed along the grass until you see a vine. Climb it, and turn left to walk skilfully across the tightrope. A green citizen will shout intruder then, but just keep going past him. Go and speak to the creature with a question mark next to its head. He will be surprised to see you, but as soon as he finds out you're here under Doc Brown's orders, he will



trust you. He has lost his son and needs you to find him. To start off, we'll be needing Bomber for this mini quest. Call him over to the first propeller belt. To pick him up (it's the opposite of Biggs since we use him for rides) use L click. When the time is right, shoot him straight (by pressing scroll up) to the cracked wall so it explodes. Then follow after him.



Lead him to the next propeller belt. This is slightly trickier because the propeller bots are going both ways. Just make sure to time it right once more, and Bomber will make the cracked wall on the other side explode. Follow right after him. Go forward through to the next area, and a cutscene should begin which





shows a large green door opening. That's where we want to go next. To get there, lead Bomber back through the last propeller belt we went through. Then take Bomber with you through the gate, and you'll notice there's a miniature cannon on your right hand side...

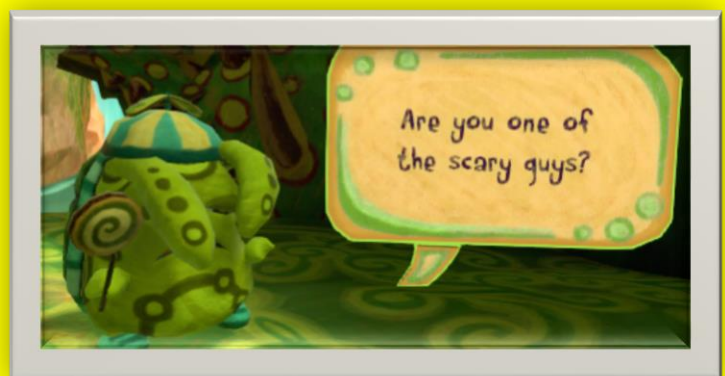


Tap explains that you can load Bomber into the cannon by picking him up and when you're standing up close, using scroll up to send him shooting through the cannon tunnel. Once you've sent him through, use the tightrope to your left to reach the next area. The path is blocked by rocks. Cross the rocks on your right and

look out for Bomber near some thorny bushes. Then lead him to the cannon up on the left, and load him in. It will shoot him right over to that area with the rock wall. But before we cross the rocks again to join him, head to your right around the corner. Right in front of some crystals should be a **FLOATY BRUSH**. Collect it and then head over to Bomber.



Position him right in front of the rock wall, and shoot color at him to make it explode. Keep going and shoot him through the next cannon just ahead of you. Then tumble down the platform and hop across the lake via the wooden post. Keep going straight. There is a cracked green wall ahead of you, which you can destroy with Bomber's help. Get him to make it explode, and then go around the corner to find none other than the lost son.



He's kind of scared at first, but Tap assures him that you are all here to help him get back to his Dad. Now follow him up to the first cannon, and make sure you talk to him. He tells you to send "Bomby" up ahead before him, so the ride through the cannon tunnels won't be so scary. Send Bomber through and the

kid will follow. Keep going until the kid says he'll go and find his dad by himself. Then return to the father and have a chat with him. He'll apologise for not trusting you, and be thrilled to have his son back once again. He tells his



neighbour to open the gate then, and talk to you about going to the harbor- apparently someone working with Doc Brown has been asking about us. The bleakness starts to spread then, so let's head through that gate and explore the harbor! Call Bomber and head to your immediate right hand side once you go through the gate. Take him up to the rocky wall and get him to destroy it.

Right behind the rocks are some crates and crystals, but just behind those crates in the left most corner is a very well hidden **FLOATY BRUSH**. Swipe it and head back to the main path. Go down the path until you reach a Tinker seed on your left. Take note that just behind the Tinker seed is a cracked wall-



we'll bring Bomber here soon. For now, head to your right and have a quick stop at Brik's dojo to upgrade any moves you need to polish. Then walk just beyond the dojo to its left. Smash the crates there and you should see another **FLOATY BRUSH** at the end of the path. Go and collect it. Then turn around and let's go and explore the boardwalks a bit more. You should find Bolzo, who tells you that he and his gang are helping the citizens of Green District get to safety away from

the bleakness. He says Doc Brown is waiting for you at Central Island, and he's set up a special jump pad just for us! Let's go find it.

Now remember that cracked wall from before? Lead Bomber to it and make it explode to reveal a whole new area. Hop across the ledge and the post, and continue onto the tightropes. You will soon reach a **FLOATY BRUSH** that is right in your path, so just pick it up as you run along to the jump pad. Press 'f' to catapult yourself back to the area where the special jump pad is. Go straight, then go left along a fairly long board to reach it, and press 'f'. But as soon as you do, guess who pops up!?



Go to NeXt page...



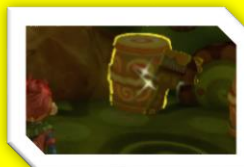
## PART 19 – DETOUR

### Key TASKS:



Get to Central Island

### 5 Floaty BRUSHes to collect:



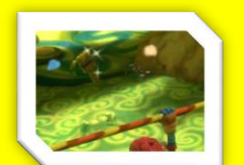
#1 To the left in front of crates



#2 Up a rope on your right



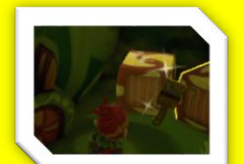
#3 In caves with bleakness webs



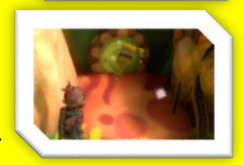
#4 Up high in front of propeller bars



#5 In octopus lake on rock



#6 Down well hidden ledge



#7 Behind rock wall

### ACQUISITION

EASY

EASY

EASY

MED

HARD

HARD

HARD

Well it looks like the bleakness has the worst timing. Go forward across the grey bridge to encounter a bleak spawner. He will spit out several bleakies, and a shooter on the ledge above. Probably the safest way to do this battle is if you climb up onto the ledge on your left. Defeat the shooter, and then aim color at

the bleakies below. This method can take longer than normal, but is useful if you are running low on health as the bleakies can't climb up the vine. Once they're all gone, shoot the bleak spawner's color cage until he spits out some more bleakies.



Shoot the bleak shooter just next to you, then quickly cross the ground to dispose of the shooter on the other platform. Now that they're out of the way, you are free to focus on the remaining bleakies on



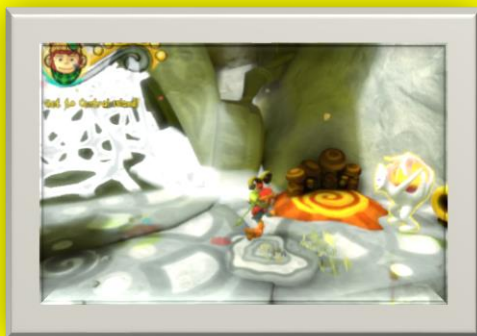
the ground. Knock them out and then head back to keep punching the color cage when the bleak spawner spits it out. Round three has three shooters—two on the platforms above and one on the ground near the harbor. Get rid of them, then attack the big bleakies. Remember you can use time freeze if you have a full power gauge. As soon as

the bleak spawner is defeated, color seeps back into the environment. Go towards the harbor and take a right turn.

Follow the path all the way to a **FLOATY BRUSH** right in front of some crates. Collect it, and return to the previous area. Then ascend the vine on your right hand side and go forward just a little bit more to swipe yet another **FLOATY BRUSH**. This area is actually pretty full of the golden beauties, so keep an



eye out! Next, it's time to head through the tunnel up ahead. Beware of the bleak geysers though. Pass the first lot, and then when you reach the second bleak geyser tunnel, wait until they're down. Then quickly head to your right or left. About half way through the tunnel on either side, there is a geyser free area. Wait there until it's safe to cross again, then leave the geyser



cave completely and reach the Tinker seed on the other side.

Across the rocks there is a hoard of purple bleakies waiting, with a classic white disappearing bleaky as their ringmaster. The easiest way to defeat them all, is to run swiftly to the other side of the lake, and the white disappearing bleaky will follow you there. Punch him until he's dazed, and then defeat him. Now you can

return to the main island section and deal with the remaining bleakies.

Once they're all gone, go up into the cave on your left. Defeat some more bleakies there, and after that it's time to go and get Bomber. He's on the right on one of his mushroom pads. Shoot him through the cannon to the other side to **make a connection** with the mushroom

bed there. That step is very important. Then, press 'f' on the original mushroom pad you found Bomber resting on, and he will materialize there. Now, take him up to the cave, and enlarge him using the plant. Move Biggs over to the mushroom pad directly to your right, and press 'f'. He should teleport to the mushroom pad on the other side right near the web of bleakness.

Now, jump on his back by using scroll up and pummel through that web. As you lumber through the caves, head to your left when you see a small opening to collect a **FLOATY BRUSH**, and then turn Biggs around to keep going down the pathway. You'll see some bleakies on the way. Just defeat them while on "Biggsback" and then use the jump pad at the end of the path to blast yourself to safety. Use a couple more jump pads to send yourself right back





to harbor, and then go find Doc Brown to have a little chat. Well, not just yet. We have some floaty brushes to find first! Go left past a Tinker seed and you will notice a gap between the rocks. Hop across all the tentacles. You'll find Bomber there. Take him up to the rocky wall, and make it explode. Then do the same with the



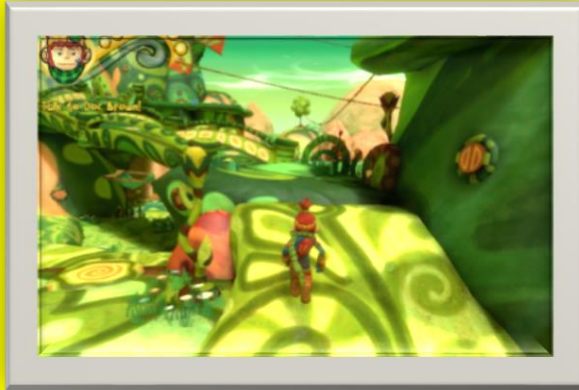
next rocky wall up ahead. Lead him as close as you can to the arches. Then go all the way back around via the octo pathway. You should be able to call him over to the rocky wall. Shoot color at him from a specific angle, and run out of the way to avoid the explosion. Then walk on through and after all that hard work, grab the **FLOATY BRUSH**.

Now return to the area where Doc Brown is waiting. Head up the green ramp right behind him. Follow it, and go left through the opening. Climb the vine you find there, and then drop down onto the grass below. To your right, you can follow some ledges which lead you to an octopus lake. Jump across the sinking boxes there, making sure to time it well so you can also hop across the tentacles and onto the rocks.

The **FLOATY BRUSH** is on a rock in the distance, so just get a feel for the timing of the tentacles, and then leap across to add it to your collection. Backtrack through octo- lake and this time, go left via some ledges. You'll have to jump through some cogs, and then across various ledges and propeller bars, but eventually, you will reach another **FLOATY BRUSH** that is suspended in the air. Jump and grab it and then tumble



down to the ground below. That's great, but we have just one more floaty brush to collect before we go and have a word with the Doctor. It is very well hidden. Go straight and instead of ascending the left green ramp near Brik's dojo, head right up another green ramp. Follow it up and make a sharp left turn so you are now walking across a green bridge.



Keep going across the next bridge you come to, and turn left. To the right of the fountain there, there is a fence in the distance which appears to be the end of the road. But keep going and you'll discover that it actually has a tiny opening on the left, which leads to a secret platform that is holding the very

last **FLOATY BRUSH**. Drop down and collect it, and now it's time to go see Doc Brown. He has an idea that might help the Green Spirit lose his fear of everything. Time to follow him to his papercraft and find out what it is! Once you're both there, jump on and prepare to be amazed by the Great Windmill!

Go to NeXt page...



## SECTION 7: THE GREAT WINDMILL

### PART 20 – HAZARDS

#### Key TASKS:



Get inside  
Great  
Windmill

#### 2 Floaty BRUSHES to collect:



#1 Around  
ledge near  
first green  
gate



#2 On octopus  
lake behind  
fence

#### ACQUISITION

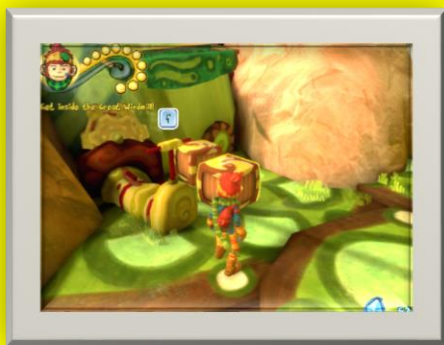
EASY

HARD



As soon as you arrive, Doc Brown will tell you that you should try to get the Green Spirit to the top of the Great Windmill. That way, he might find his confidence again! Proceed to your left through the thorny bush





you. Go through the door and hop across all the ledges to reach a cargo rail. This is probably the second most difficult cargo rail ride in the entire game, so get ready.

When you can, jump to your left, then instantly back

to your right.

Soon you'll be approaching yet another thorny bush, so jump left and the Green Spirit will scream and send you in slow-motion. Then when you pass about three obstructions (jump over them) make sure you jump right, then left immediately, then wait until you pass the thorny bush on your right and after that jump right to avoid crashing into the

bleakness.

Jump left after that, and follow the long cargo rail down until before it dips into the water-then make sure you jump onto the right, leaping over the obstructions, and you've made it! Phew. When you land, the Green Spirit will make a remark about the Great Windmill being a death trap rather than an adventure. But as Tap says, going up there is for his own good, just like medicine is for our health even though it might taste awful!





We have to teach him how to be brave. Jump across the ledges and jump through the cogs when the time is right. Head all the way through to the other side, swinging across the propeller bars and crossing some posts until you land next to a Tinker seed on your right hand side.

We have reached another Octopus lake, and this double line of tentacles is the hardest we've had to cross yet. Have courage. One line of tentacles disappears while the other stays above the surface of the water. Start jumping across either the left hand side, or the right. Then when they're about to submerge themselves beneath water, criss-cross to the other side and keep jumping straight. Take respite on the platform with the crystals. We're not anywhere near done yet! Turn back around and jump on the rocks. Use the tentacles to get yourself on the ledge off that pointed rock.



At this stage, you can take the long and dangerous path (left), or the safe path (right). The safe path is safer because it has a couple of rocks that you can rest on along the way. Proceed along the tentacles and rocks, and you will eventually reach a green platform that is hiding a **FLOATY BRUSH** at its edge, right before a jump pad. Swipe the well-earned floaty, then beam



yourself back to the start of the octopus lake. Use the double tentacle pathway to reach that platform with the crystals once more, and this time turn right. There is another octopus pathway to cross, but it's a lot easier once you know the trick. Unlike previous tentacle challenges, all you have to do for this one is wait until the first two come up, and then keep on running! The rest will resurface just in time for you to make your way across, and if you timed it right you should



make it to the platform. The game saves at this point. Ascend the vine, and there will be a mild bleaky onslaught. Punch them all and don't forget the shooters-there are two up high near Bomber, and one more on ground level. Once they're taken care of, use Bomber to make the rocks explode to unveil a vine hidden behind them. Then shoot him up to the higher platform via the cannon to your left. Climb the vine,

and get Bomber to demolish the second rocky wall. Head through it, and follow the path up to a fresh set of bleakies. Defeat them, as well as the shooters. And then there's just one last wall that you need Bomber to break down. Jump aboard the cargo rail-which is the most difficult ride in the whole game so far. As soon as you can, jump left. Then right, left, right. Jump left to avoid the bushes ahead, and then right to dodge the bleakness. Keep jumping over the obstructions and





you should make it to safe ground. Now jump along the ledges through the cogs just like before. Go all the way along the cliff face and climb up the vines you find. You will pass a shrinking/enlarging flower on your right as you enter the cave (if you go straight, the cogs are spinning too fast for you to go through). Enter the cave and stick to your right. Jump across some ledges and a couple more cogs, and you will reach a switch. Press 'f' to open the door next to it.



Now that you've done that, make Bomber stand in the plant and enlarge him so he becomes Biggs. Jump on Biggs' back and head through the webs of bleakness within the cave, until you reach the other side. Then get off of him, and notice the pad on the right hand side. Make Biggs go and step on it, and then punch him to stomp. Doing so will reduce the speed of the outside cogs, thus allowing you to make your way past them!



But don't go there just yet-we will still need Bomber for some sections up ahead. Take Biggs to the shrinking flower (either the one near the cogs or the one outside the door to the cave) and convert him to Bomber. Then, go back to the pad that Biggs stomped upon. There is a tiny cannon just to its left. Shoot Bomber through it and he will be slingshotted to a higher platform. Now go out onto the ledges and ascend the still cog pathway.



Make Bomber into Biggs again by enlarging him with the plant just in front of you. Then you are free to piggyback on Biggs once again to blaze on through the bleakness webs. Keep going until you



reach a large rock. We will need to shrink Biggs one last time. When he's been converted back to Bomber again, simply load him into the cannon and shoot him up to the cave up above. Climb up the vine there and once inside the cave, smash as many crystals as you can to stock up

for some spending money for the next dojo. Now call Bomber by pressing SHIFT (he is hiding behind some crates on the right) and get him to follow you up the ledge on the left. Make him blow up the rocks in your path, once, and then twice just in front of the dark archway. Then head on through to see what lies beyond.



**Go to NeXt page...**

## PART 21 – HIGH POINT



The Green Spirit will greet you, saying that it is madness you've come up here.



Once you're done chatting with him, head straight and you should soon turn to your left to find a vine leading up a green platform. Climb up, and continue to find another vine. Then veer left and scale the tightrope there, onto the next platform. There's another tightrope but it's blocked by bleakness. Go right, around the blob of snow and just before you climb the hook rope, look down to your left. If you tumble successfully, you can

land behind the cog to obtain a well-positioned **FLOATY BRUSH**. Then jump to the next cog down, and cross the tightrope in front of it. Keep going to your left until you reach another tightrope. Cross it to reach a large vase centrepiece. Don't climb the rope up just yet-you'll notice there is a rope leading down as well. Fall into the vessel and go into the darkness to obtain a secret **FLOATY**



**BRUSH**, probably one of the best hidden in this game.

Then use the rope to come back out and keep climbing until you reach the cog platform. Take the pipe to your left which should lead to a vine. Climb up. The moment you reach the higher platform, the floor beneath you will freeze up with more bleakness.

Jump across the grey

ledges, and up the vine to reach a switch.

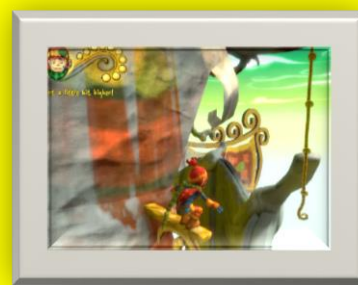
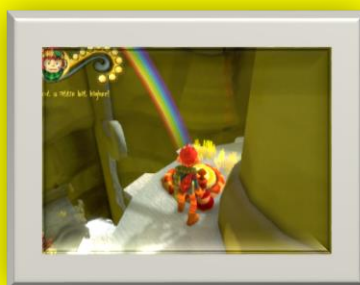
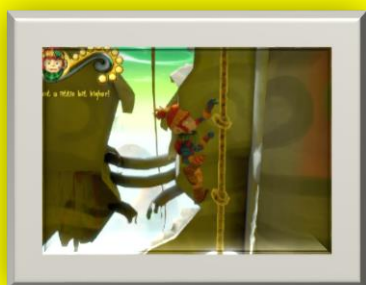
Press 'f' to make the pipes face toward you. Then use them as a means to get across the room, and travel up the vine to the higher platforms. Once you're there, keep going across the ledges and eventually you should tumble down to a platform with another switch that controls the pipes.

Press it, and it will face you-but that isn't where you want it to be. Press the switch again, another two times. Note that the long pipe that was previously facing you, is now facing the platform across the other side of the room-which is where we want to go! Climb up the rope to your right, and when you reach the pipes, jump across the gap, and let yourself fall onto the floor below-puzzle solved! Head up



to the Tinker seed and then climb up the vine that's waiting there. The Green Spirit will be pretty amazed at how high you've all come, but he ain't seen nothin' yet. Walk across the tightropes, but before you turn right, drop down onto the grey dome structure beneath you. There are some crates on your left hand side, and if you smash them, you will discover a **FLOATY**

**BRUSH** hiding within them. Use the jump pad just in front of you to send yourself flying back up, all the way to a cargo rail! Don't worry, this ride is pretty easy, it just has quite a lot of quick jumps involved. Avoid all the obstructions along the way and enjoy the scenery. When you land, cross the greyish pipes and climb the rope to reach a jump pad. Use it to fling yourself up onto the window sill high above. Then drop down, and climb up the rope to reach a series of ledges.



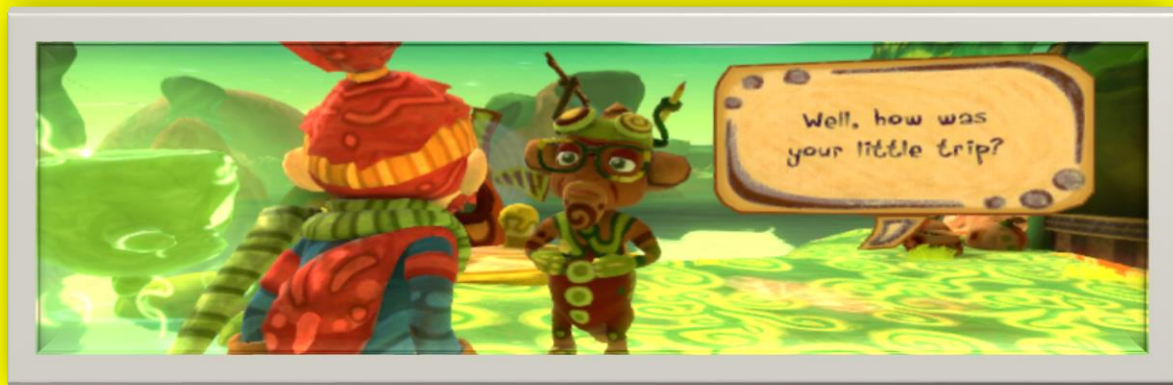
Jump across them all to reach one more rope. Go up, cross the tightrope and you are at the very top of the Great Windmill. Well done! Now all that's left to do is high five the sun. Normally that would burn our hands, but Koru is wearing Brik's gloves which must offer some special kind of protection. Climb the vine and then when you step on the jump pad, press 'f'.

You go sailing and get your very own sunny high five, but then, history repeats, and the bleakness strikes again! Everything starts to collapse. Luckily, the Green Spirit is here and lends you his powers to save you all. Press 2 to slow down time, and then make your way across the thin beams that remain. Make sure you don't spend too long standing on one beam, as they sink after a while and you will have to start again from the beginning.





You will eventually reach a cargo rail, which is one beautiful and long ride to safety, completely free of any thorny bushes or obstructions-rejoice! When you land, go up to Doc Brown, who will be waiting for you all by his papercraft. The Green Spirit seems back to its old self, but we've got to get a move on



back to the Market District at once. Hop on board the papercraft and away we go.

**Go to page 65 (Section 5: Market District, Part 22-The SLO-MO thing)...**





## SECTION 8: BLUE DISTRICT

### PART 23 – THERAPY

#### Key TASKS:

- ✓ Enter Blue Dome
- ✓ Find Admiral
- ✓ Find Admiral's soldiers
- ✓ Follow Admiral to harbor

#### 5 Floaty BRUSHES to collect:



#1 Around left near bleak spawner



#2 Box path on right near Blue Dome



#3 Behind path blocked by bleakness



#4 On right near Soldier number 4



#5 Up high near waterfall

#### ACQUISITION

EASY

MED

MED

EASY

MED



Feel the melancholy in the air? That's how you know you've arrived in Blue District, where all the folks are rather pessimistic about things. Go and talk to Doc Brown, who will be just up ahead. He'll wish you good luck on finding Brik and Bolzo, and also tells you this area was hit pretty hard by the Bleakness, which explains why there is so much

sadness around here. Go up the pathway up ahead and pass a Tinker seed on your right. This is not the Blue Dome just yet, but we're on the way there. Keep going and you will run into a Bleak Spawner.



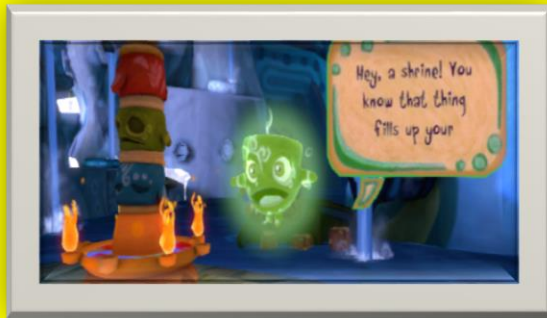
This battle will be slightly different to the other Bleak spawner battles you've faced before. There are two new bleakies called laser bleakies, and as the name suggests they shoot a laser beam that will incinerate you to pieces! Deal with them first, using green power to scare them off. You can send them into the water or the bleakness, or if you prefer, punch them until they're destroyed. Once they're out of the way, deal with the smaller and larger bleakies until they're all defeated. Defeating them will evaporate all the surrounding bleakness, clearing the pathway ahead. Before you go down the ramp ahead, follow the pathway to your left. It was previously submerged under the bleakness, but now we can access the first **FLOATY BRUSH** for this area! Swipe it and return to the previous area.



**TINKER TIP :** Use the power crystals scattered about to freeze time!

Then proceed down the ramp, and you should bump into the Green Spirit, who will launch into a little spiel about shrines. Shrines allow you to fill up your

power meter automatically whenever you pass them, so keep a lookout for them. We'll be needing a full power meter for the next section, which involves crossing a lake with sinking boxes.



The boxes plunge beneath the water far too quickly for us to cross them. To get over all of them, wait until they're all afloat, then freeze time

and hop across them. Once you get to the other side, don't go straight up to the creature with the question mark near its head yet. Turn right, and jump across the box pathway over the water and you'll access another **FLOATY BRUSH**, perched on a rock. Grab it and turn around, heading back to talk to that



blue creature. He tells you that the Blue Dome is closed because a Blue District is in crisis-there is a huge monster in the harbor. The only person with express permission to enter Blue Dome is the Admiral-Admiral Bluebeard. Turn around and take the path on your right, passing the garden areas. There is a small boat with lots of boxes on it, and Bomber is there too, which might give you a clue.

Aim color at him, and then shoot, causing him to explode and sink the ship.



When the boxes resurface, they will create a pathway that you can use to reach the other side. Jump across them and keep going past the Tinker seed once you reach the other side. There are a lot

of bleakies around here,

especially on high ledges from above, so be careful of the shooters. Also watch out for the bleak geysers that randomly sprout in front of you. Defeat the ones





that you can, and follow the path around to your left. You will eventually reach a place covered with bleak geysers for a good stretch of the path. You can't cross it normally, so make sure to use time freeze in order to pass it. Run past the big bleak and continue up the path, being careful to cross the bleak geysers when they are down. Cross the propeller bars to a ledge with a shooter, which you can quickly

defeat just by punching it a couple of times. There is a tightrope just on the right, but don't cross it yet; head left up the stone near the waterfall, and get your hands on another **FLOATY BRUSH**. Now go back over the tightrope and you should see a blue creature on your left, and a rope all the way at the end of the path. Don't go there yet; there is a path to your left which *appears* to be covered by bleakness, but you can actually use it! Veer left and collect a sneakily hidden **FLOATY BRUSH**. Then backtrack and ascend the rope up to the platform. We're almost there, the Admiral is just a bit further along the way. Follow the path and tumble down the ledge onto the ground, and use Tap as a guide if you need him. Pass the glorious looking statue (it's actually of General Bluebeard, the father of Admiral Bluebeard). Eventually you'll reach the Admiral, who is standing right next to Brik and Bolzo.



The Admiral seems very depressed and thinks that he is a failure. All his soldiers have abandoned him and he has no way of attacking the monster that's haunting the harbor. Bolzo urges you to go and help find the lost soliders. Use Tap

as your guide when trying to locate

them. The first solider is along a bridge. Cross it and you'll find a bleak spawner waiting there. Luckily there is a shrine in this area that you can use to your advantage. Use your time freeze ability to knock out all the bleakies, and make sure you also defeat all the shooters (there are several) on the rooftops above.

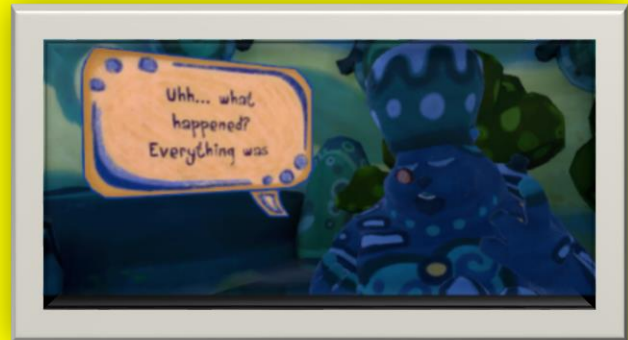


**TINKER TIP :** Knock out the disappearing bleaky to weaken purple bleakies!

Defeat them and the bleakness around you should all melt. There are two of the Admiral's soldiers here-one on your

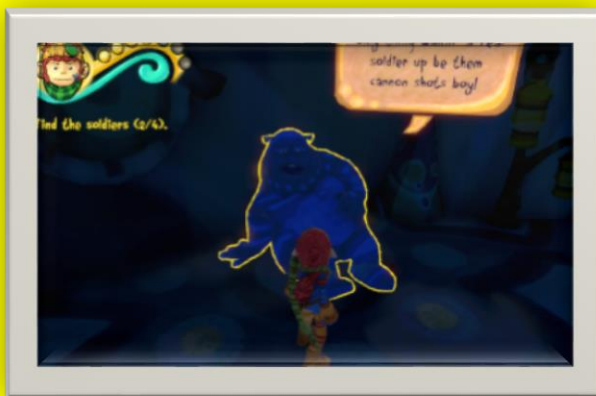
right, and one on your left.

Head to your right and ensure you press 'f' to speak with him. He seems slightly confused, but thanks you for rescuing him. Soldier number 2 is on your left. Run up the ramp and press 'f'. This guy says that was the weirdest dream



he ever had, and goes off to find the admiral after that. There are two more soldiers to find, and for one of them, we're going to need Bomber. Keep ascending the ledge, and follow it as it turns left. Whistle by pressing SHIFT and lead Bomber with you back across the bridge, heading towards your right. Use

Tap to guide you to another bridge, upon which there is a sleeping soldier. Punching him won't do much-this one's an extremely heavy sleeper! A blue creature nearby gives us a clue as to how we might wake him up-and lucky for us, Bomber is going to do all the work for us.



Lead Bomber all the way up to the sleeping giant, and then back

away and shoot color at Bomber. He will explode, and in turn, awaken soldier number 3. He asks you not to tell the Admiral he had accidentally fallen asleep, and runs off to find him. Proceed along the bleakness covered pathway, taking care not to touch it. You should come to an area with a red ball (color cage) and the very last soldier who is still trapped in the bleakness. Shoot color at the color cage to destroy it and make all the bleakness around you melt into oblivion.



Punch the soldier to wake him up, and press 'f' to talk to him. He has forgotten his cannon in the armory just behind the doorway, but he can't remember the code to open the door! It's a special plant nearby (color coded plant) that can only be activated by using colors on it in a certain order.

There are two parts to this. First, we need Bomber. There is a rock nearby soldier number 4. Use Bomber to explode it and half of the code will be revealed. The other half of the code is right back where we first met the Admiral on a wall on the right all the benches. Punch all the crates to reveal it. The full code we must use on the color coded plant is: **Red, Green, Green, Red, Red.**



Return to the location of the last soldier, and enter the code. Before you go and report to the Admiral, there is one thing left to do in this area. Go right and you should come to a pathway blocked by a web of bleakness. Right in front of it is a **FLOATY BRUSH**. Scoop it up, and it's time to go and tell Admiral Bluebeard all his soldiers are safe and sound.





He is thrilled to be reunited with his crew once more. His soliders will march off to Blue Harbor to prepare for the battle with the monstrosity along with Admiral Bluebeard himself. Let's follow them through the gate!

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## PART 24 – PIPES AND LEAKS

### Key TASKS:

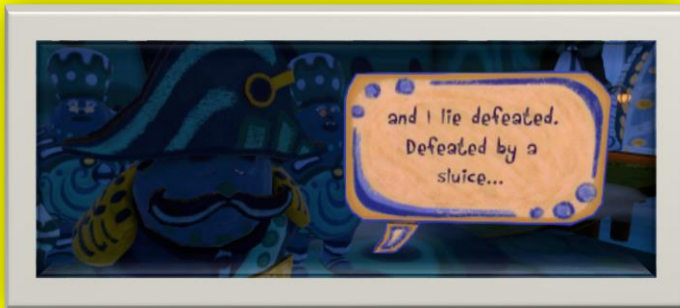


Fix the broken pipes x4



Activate the generator

No Floaty BRUSHES to collect.



The general needs you to repair the sluice, and to do that we'll have to fix a total of four broken pipes. The first one is just across the lake. To reach it, first make sure that your power meter is full. There

is a shrine on the right next to the wall, you can stock up there. Then proceed to the lake with the sinking boxes. Wait until the boxes are afloat, then freeze time by pressing '2' and dash across to the other side. Once you're there, go around the



switch and to your immediate right find a broken pipe. Fix it by pressing the 'f' key. Great, now we need to cross the lake. To do this, go and stand right next to

the nearby switch. This controls the bridge, but if you pull it now, the bridge will move without you on it! Fortunately, you have the ability to freeze time. Press

'2', then activate the switch and immediately run onto the bridge just ahead. When time unfreezes, the bridge will move, allowing you access to the other side of the lake. Make sure you jump across the gap to the platform, otherwise you'll fall into the water. Straight up ahead just behind a Tinker seed is broken pipe number 2. Run up to it and press 'f' to fix the leak.



For the next pipe, we need to cross the pipe pathway in the water to the left. Jump over and continue this way, passing Bomber on your right. Proceed up the blue ramp and you'll notice another broken pipe. Go and fix it, and that's 3 out

of 4. The last pipe is the trickiest. There is a pathway ahead of you but it's blocked by a massive boulder.



To demolish the boulder, we'll need to get Bomber, who is just nearby on a mushroom pad.

Whistle by pressing SHIFT and lead him back to the area where you fixed pipe 3. There is a small cannon nearby. Pick Bomber up and load him into it-this will blast him onto the platform over where we fixed pipe no 2. Once you've blasted him, go back via the pipe pathway. There will be another small cannon that you must load him

in, so call him over. Load him into the cannon, and a cutscene will show him exploding in the water. That's exactly what we want with the rock. Call Bomber over again once he's regenerated. When you load him in to the cannon this time, immediately press 2 after doing so. Time is temporarily frozen, so rush up the





ramp on your left and shoot color at Bomber-he'll be frozen in mid-air, adjacent to the rock. When time unfreezes, the rock will explode to smithereens. Time to go fix that leak!



Now you can head back to the bridge we used to cross over the lake earlier. There should be a switch near where we shot color at Bomber. Freeze time first, and then press the switch. Quickly run towards the bridge once you've done that, and wait for time to unfreeze itself again. When the bridge finishes moving, run straight and take

your first turn on the left. It will lead you directly to the generator, and in front of it is that secret code plant we saw earlier when we were looking for the soldiers. The same code won't work on this one; the answer lies a little further away. Backtrack across the wooden platform and go left. Scale the propeller bars and go left. There will be a vine there on the wall-climb it and you'll reach an area with two spinning fans. But they're going too fast. Freeze time, and take a



good look at the centre of each fan: There's a secret code revealing the order we must activate the plant in! The code reads **Red, Green, Green, Red, Green**. This may

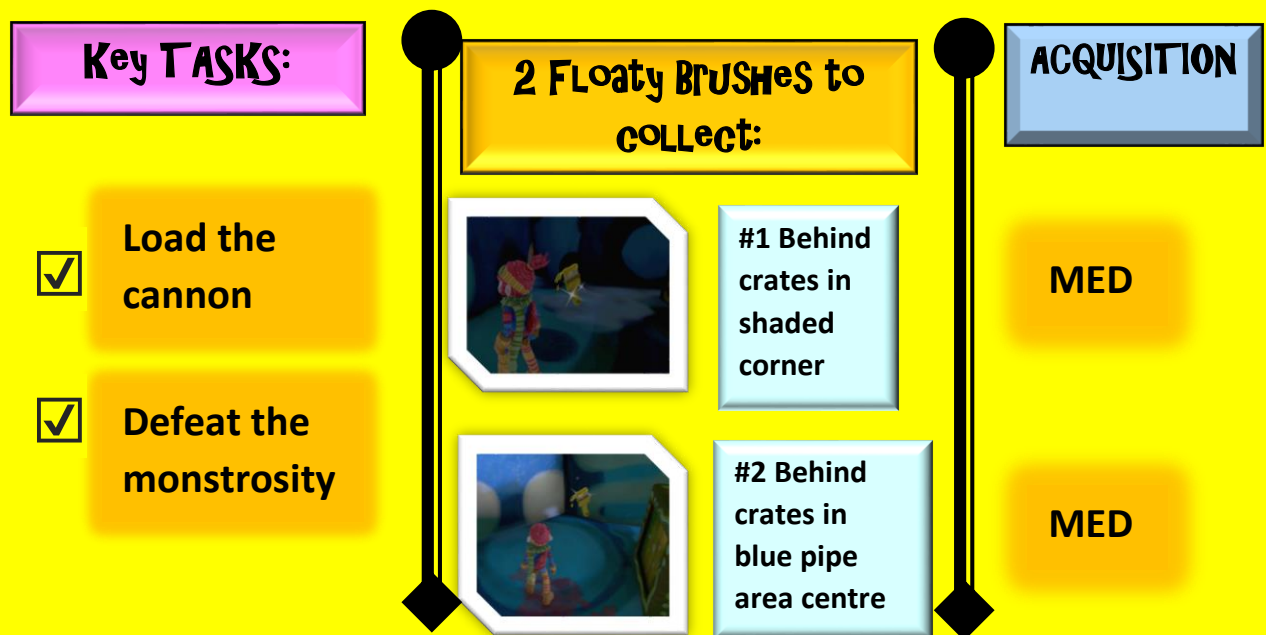


differ from game to game, so take note of that. Return to the generator, and enter the code. Remember, to make red all you need to do is punch; for green, you must scroll up with the mouse. Well done, the generator is now activated and it's time to go and speak with Admiral Bluebeard. He thanks you and give you your next task-load the cannon to defeat the monster haunting the harbor.

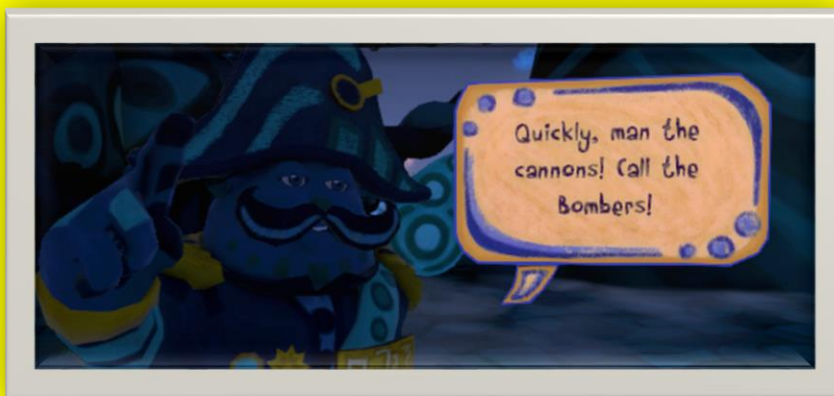


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## PART 25 – THE BEAST



Follow the Admiral and his soldiers through the gate on the right. Go up to Admiral Bluebeard once more, who will tell you that the ‘monstrosity’ is destroying his fleet.



Time to go and load that cannon. Head through the gate, and you’ll see a bunch of crates on the left. Keep going past them closer to the water, and turn left there.

There are some boxes you cannot break, but

they have a couple of crates between them. Break those and behind them there should be a **FLOATY BRUSH** hidden in the darkness. Snatch it, and backtrack to the area we were in before with the two bridges. The left one leads you to the cannon, but we’ve got one more **FLOATY BRUSH** to collect for this area. Head right, and there will be some crates beneath blue pipes. The crates in the very center of this area are the ones you should break, because behind them is **FLOATY BRUSH** number 2. Once you’ve grabbed it, head back to the left bridge,



and make your way to the cannon. Select a Bomber and lead him to the cannon aimed at sea. Then pick him up, and load him in. Press 'f' to use the cannon.



A target will appear, aim it at the tentacles on the left first. Each tentacle (there are two) should take approximately 3-4 hits in order for it to sink. Bombs away! There are two more tentacles on the right hand side, so swing the cannon over to face them. Then aim at each of them,

shooting them until they sink into the water. Then go talk to Admiral Bluebeard. He seems to think you've defeated the monster, but it rises up from behind you-this is where the real battle begins. The monstrosity will rise out of the water from one of three locations: the left, the middle, or the right. The first stage of the battle involves Bluebeard's men.



**TINKER TIP :** The water froths up a few seconds before the monstrosity emerges!

Go and press the corresponding switch (if the monstrosity appears on the left, hit the left switch) and Bluebeard's soldiers will start bombing. When the bombs paralyze it, quickly run to the cannon and aim for the

monstrosity's eyes. Once you shoot both eyes, you should be able to hit him directly. Aim for the purple ball in the centre of its mouth as hitting anywhere else will not do damage. To do this, get the circle part of the aim to be hovering over the purple ball.



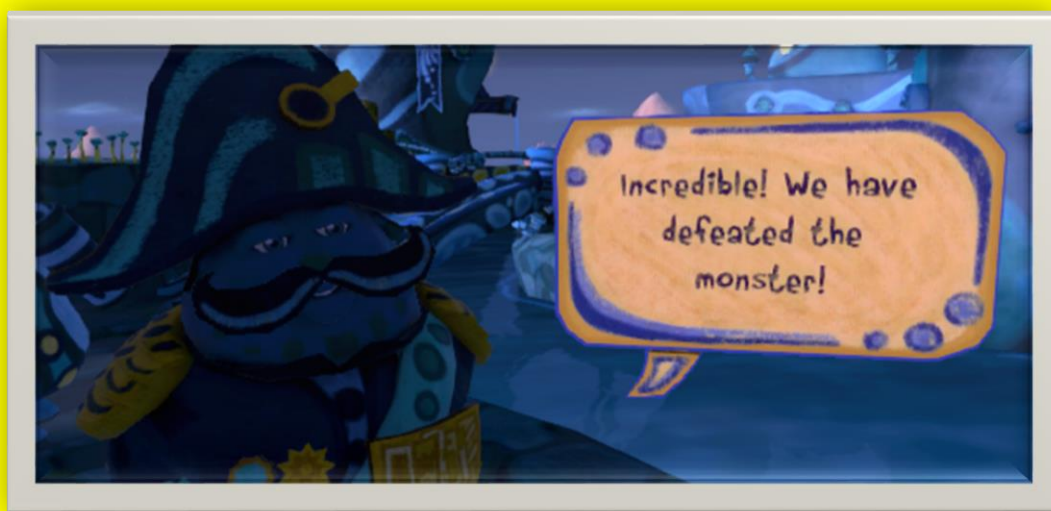
After you have bombed it a few times, the monstrosity will shrink into the sea and reappear at another location. It will also throw snowy projectiles at you. To avoid them, just step out of the red circle zone. When the monstrosity stops shooting at you, some of its tentacles will rise out of the water. Go to the cannon and knock them out, forcing the

monstrosity back down into the sea. Carefully watch for when it will pop up again, and quickly hit the corresponding switch to paralyse it before you head to the cannon. It will be waving its tentacles around its face. Aim for its four eyes, 2 on the left and 2 on the right. Shoot them all and you'll be able to bomb it directly once again. Repeat the process, making sure to activate the correct switch each time (either left, middle, or right), until you've depleted its energy gauge. Another thing to watch out for during this battle is the bleakies-they'll randomly appear, so take them on one by one and don't lose too much health-if you do, just smash some crates from around the harbor. Time for round 2.



This round is similar to round 1, but the projectiles will become slightly faster. When the tentacles rise, shoot them down with the cannon. Then when the monstrosity sinks into the sea, hit the corresponding switch as it rises once again, and head back to the cannon. Equip the cannon and shoot its eyes-if you miss, it will start throwing projectiles at you so be prepared. Hitting its eyes correctly is the key to this battle, as it will allow you to really reduce the monstrosity's health. Once you deplete its energy completely, the monstrosity will roar again, and the last round will begin.

In round 3, there are double the amount of tentacles and projectiles, but it's the same process. Always make sure to run out of the target range of projectiles, to preserve health. Then use the cannon to bomb down all the tentacles. When the monstrosity sinks into the sea, press the appropriate switch slightly before it surfaces to stun it, then it's cannon time. Sometimes hitting the monstrosity's eyes can be difficult, but if you aim patiently and send several bombs rather than one, you have a better chance of hurting it and accessing direct hit mode. Keep it up until the monstrosity is defeated, then it's time to go and talk to the Admiral-and maybe celebrate a bit!



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## PART 26 – EVA

### Key TASKS:



Find the  
Blue Spirit



Colorize  
Eva

### 3 Floaty BRUSHes to collect:



#1 Near  
waterfalls



#2 Behind  
crates in  
garden



#3 Behind  
some rocks

### ACQUISITION

EASY

EASY

MED

The Admiral's soldiers will kindly escort you to the Blue Dome, the residence of the Blue Spirit. Go straight, and run along the bridge you see ahead. Follow it to the right, and you'll bump into some bleakies ready for a fight. A good tactic to use is to defeat the smaller bleakies first, which allows you to focus all your attention on the bigger bleakies without any pressure. Remember you can also use the special Green ability (scroll up the mouse) now, which scares off your

opponents! Defeat them, but don't head past the archway yet. There should be a path to your right. Follow it, and you will pass two waterfalls. Turn to your left to find a **FLOATY BRUSH** waiting for you to take it.



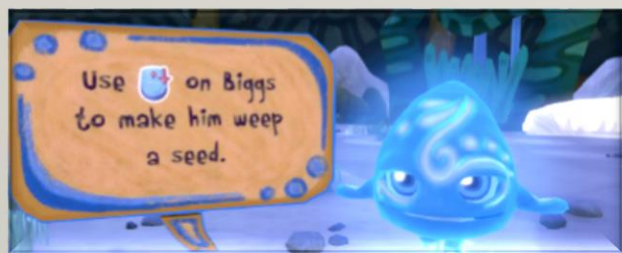
Go back the way you came, and you should come to a bridge. Proceed along it,

jumping over the post to the next section, where you will soon meet the Blue Spirit.

The poor guy looks pretty forlorn without his favourite blue tulip-Eva. He goes on to say that she was the goddess of all the flowers, and she made him happy whenever he was sad. But now she's been overrun by the bleakness, and we need to save her! At this point, the Blue Spirit gives you his powers if you promise to help make Eva sing again. Let's give it our best.

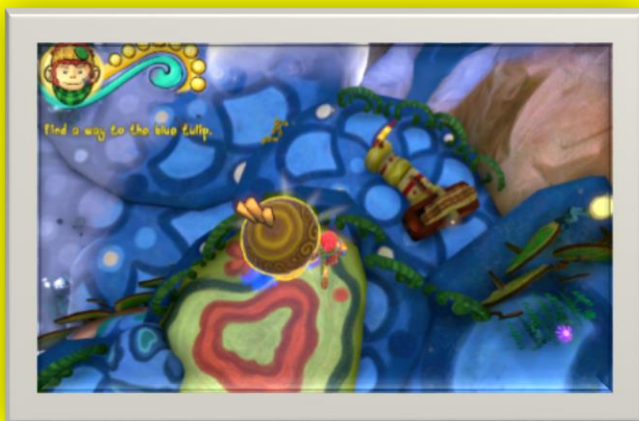
There is another path nearby, go down it to find Biggs, then call him back to the area where you were talking to the Blue Spirit. He'll pop up again and tell you how to make Biggs 'weep a seed'. Basically, this means that Biggs can melt the bleakness and restore the color of various objects (Eva included).

What we need to do first is melt the bleakness next to the door. Take Biggs over there and make him weep a seed, revealing a pad



beneath it. Then get him to stomp on it, by either punching him or shooting color at him. This will open the door. Don't go through it yet, as there's one more area we need to colorize. On the opposite side of where the pad was, there is a switch, but it's frozen by bleakness so Koru can't use it. Make Biggs weep a seed over it to restore its color. Now go through

the opened door and follow the path down to the switch. Climb the vine and activate it, causing a nearby bridge to fall down.



Cross the bridge and follow the path which curves to your left. You should pass a Tinker seed on the right, which saves your progress. Go on to meet the Blue Spirit once more, who will complain about 'trampers', mean creatures (bleakies) who are destroying his beloved flowerbeds. He tells you a special method of attack-stunning the white bleakies to make them

especially vulnerable to attacks. The blue ones are already very weak, and you can knock them out with one punch from the back. When you defeat them all, look out for an area with three stacks of crates next to each other. Smash them to reveal a **FLOATY BRUSH** hidden behind them. Take it, and then head up to the gate to meet the Blue Spirit. He will thank you for defeating the bleakies, and then give you the secret code to open the gate. You'll have to enter it on that special code flower (like the ones with the soldiers and the generator).



Enter it and the gate will open, granting you access to a whole new pathway. Run along it, going past the Tinker seed, and keep going until you find the Blue Spirit bemoaning his trampled flowerbeds. This guy sure needs some cheering up! He will explain to you that Bomber can also 'cry his eyes out' all over the bleakies and defeat them, and you won't even get harmed. All you have to do is use scroll down on him and you'll make him start crying. Go towards Bomber and when the army of big bleakies starts approaching, make Bomber cry. Now take him back a little bit, and look out for some rocks right near the



mushroom pad. Use Bomber to blow up the rocks and underneath them you will find another **FLOATY BRUSH**.



To your right, there will be a path leading you to some more bleakies. Hop over the wooden post, and keep going a bit more until the cutscene begins, showing off a beautiful looking flower in the centre of the garden. Once you cross the bridge, prepare yourself for battle.

Remember Bomber can't hop across the post so you can't use him to cry all over them. If you punch them enough, your power meter should fill up and you can freeze time to defeat them all in one go.

As soon as they're defeated, the Blue Spirit will open up a gate. Enter it, and then immediately hop onto the ledges on your right, crossing along the rocky wall structure all the way to Biggs.



Lead him down the pathway and melt the bleakness in front of you to progress. There is a switch on a platform just in front of you which you must press to make the bridge fall down. Leave

Biggs in front of the bridge, and go back via those ledges on the rocky wall structure. Then use the grey bridges in front of you to reach more ledges on the wall, which allow you to get to the switch. Activate it, and the bridge in front of Biggs will fall. This process is slightly tedious, but we must do it to save Eva! Head back to where Biggs is and



move him to the second bridge. Once he's there waiting, head back to the switch and press it again, changing the arrangement of the bridges once more. Go back to Biggs, and lead him towards Eva. It's time to colorize her back to her full glory!



Although Eva looks stunning, her voice has been ruined by the bleakness. The Blue Spirit tells you she has a sister who

lives in the caves nearby-Maria. A blue creature will then come along saying Admiral Bluebeard requires your presence, so it's time to leave Blue Dome. Use Tap as a guide and jump across the ledges just ahead, following the path down to a shady door below...



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## PART 27 – COLOR MATTERS

### Key TASKS:

- ✓ Talk to the Admiral
- ✓ Defeat the beast

No Floaty BRUSHes to collect.

A blue creature will be there with an question mark near its head. Talk to him and he'll say Admiral Bluebeard is waiting for you to help him evacuate the district-problem is, he's on the other side, and there's a beast standing in our way. Head to the path on your right where there is about a dozen floating boxes

on the lake, and cross them.

Pass the Tinker seed on your right, and soon you will see the beast that the blue creature was talking about!



This guy really packs a punch, but there is a special way of defeating him. Run past him for now, until you reach a shrine. It is surrounded by bleakies, but as soon as your power meter is filled to the brim, freeze time and start

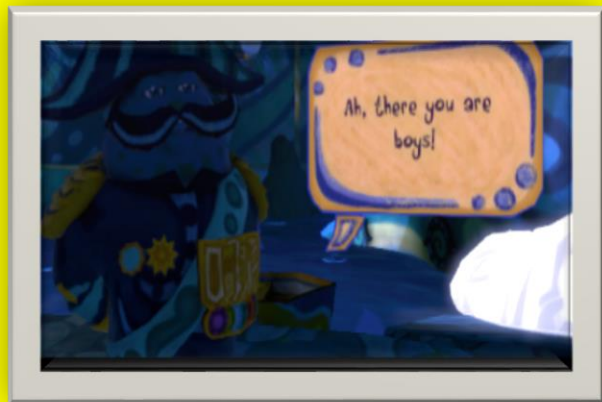
punching them until they've all

gone (you may need to freeze time a couple of times for this). Then you can focus on the beast. You will notice that he has crystals on his head and both of his shoulders; they make him stronger, so any normal punch will actually damage you and not him.





The same applies for ordinary attacks such as trying to make him run away with the green power. To defeat him, punch at his legs. If this option doesn't work, try using special green (R click scroll up), special blue (R click scroll down) and special red attacks (R click L click) at his feet. This will destroy the crystals, one location at a time. Once the crystals on both of his shoulders, and his head are all broken, he will become dazed. Freeze time and start punching him until he is defeated. Alternately, use normal blue attack on him to paralyze him (once dazed) and go and punch him from behind, where he'll be especially vulnerable.



Great, now cross the bridge ahead and go through the gate. Keep going along the path (use Tap for guidance if you need him) until you reach the Admiral, who is waiting for you by a small boat. He will also tell you that he is evacuating the people of Blue Creek, and that Maria the singing flower is within the caves just nearby! When you're ready, jump onto the boat Bluebeard has prepared for you and sit back and enjoy the ride to Blue Creek...

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## SECTION 9: BLUE CREEK

### PART 28 – NOIR\*

**\*DID YOU KNOW**  
that *noir* means  
'black' in  
French?

#### Key TASKS:

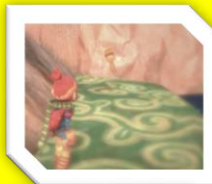


Talk to  
suspects



Investigate  
crime scene

#### 4 Floaty BRUSHes to collect:



#1 Right path  
near entrance



#2 Along  
wooden fence  
pathway



#3 Submerged  
by bleakness



#4 Within  
bleakness  
near cave

#### ACQUISITION

EASY

EASY

HARD

MED



Blue Creek, the infamous tourist village near the caves, is submerged in a fog so thick it could hide one thousand secrets-the perfect place for a crime.

To your right, follow the path near the welcome sign all the way near the end to find **FLOATY BRUSH** number 1. Then go and talk to the guard, who mysteriously says that no one can enter or leave the town of Blue Creek. Luckily, Admiral

Bluebeard is with you and insists that you go along with him, since he has permission to investigate the town. Follow the admiral until you meet a glasses wielding creature-it's the Mayor, and he'll tell you to stop. He's prohibited anyone from entering this area. But then the Admiral will explain that your reasons for being here are not dishonourable. The mayor will reveal that a creature has been terrorising the town and demanded that the caves be shut down. Sounds suspicious, so it's time to go and look for suspects.



Your first suspect is up a few rams near wooden fences-the gardener. Use Tap as your guide to reach him. He seems to think that a woman named Phyllis, the gatekeeper's wife, is a dangerous and manipulative woman. That sounds like strong candidate for someone who could be guilty. Before you leave, explore the wooden fence area to find another **FLOATY BRUSH** at the end of the path.

Suspect number 2 is the hat maker, who is in front of a building. Find him using Tap for a guide. He suspects the gardener is the one responsible for the disappearance of the gatekeeper, as the gardener has a rather shabby hat.



The final suspect is Miss Phyllis, who is in a large red room with the Mayor and the general. She believes that the Mayor is guilty for the gatekeeper's disappearance, as he was jealous of him and always wanted her for himself. We'll see if that's true! Report your findings from each suspect to the Admiral.



**TINKER TIP :** Use the dojo to buy any new moves or upgrades!

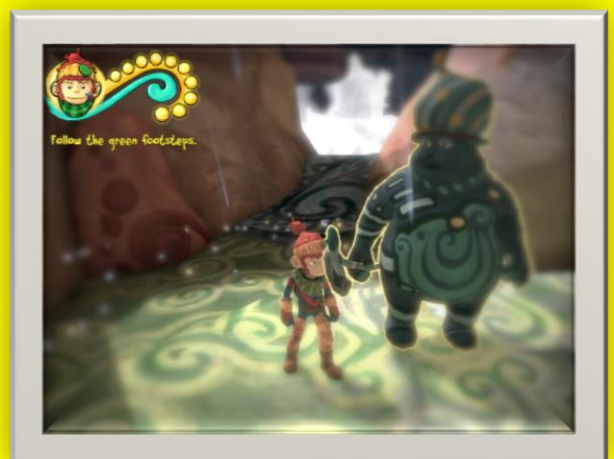
He will now give Koru 'special investigator dust' to check out some recently damaged paintings. Head up the red ramp on the other side of the room, and the guard will let you through

to investigate. Press 'f' to get a closer look, and Tap will point out that the culprit has left a trail of green footprints behind them. Follow them.



The footsteps eventually turn white, but we're looking out for the green ones only. Before we leave, let's go and get Biggs. He is in an area just nearby the large red room. Call him, and head him down the grey ramp ahead of you. Keep going

past the city map on your left, following the path. You'll be running into some bleakies soon, so hop onto Biggs's back and you can fight them much more easily like that-especially the laser bleaky. Continue until you pass one of Biggs' mushroom pads on your right. Then turn right and go up the green ramp.



You will need to use Biggs for this part. The pathway is no longer blocked by a guard; good. Take Biggs through and unfreeze the bleakness to reveal some green footprints. Keep going. Unfreeze the bleakness on the left hand side for a well hidden **FLOATY BRUSH**. Then, melt the bleakness on the right to reveal where the gatekeeper has been the whole time! Talk to him, and you'll find out that he saw someone in the caves last night, so the guilty one can't be the gatekeeper. It's either Phyllis, the Mayor, or

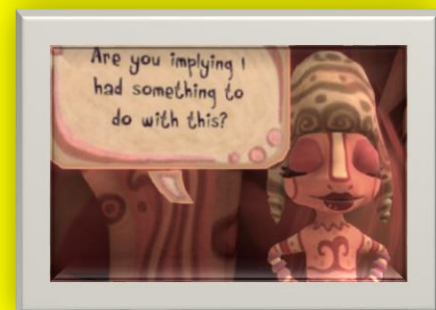
the gardener. The gatekeeper will also reveal that the culprit smelt of roses, just like his wife's perfume...

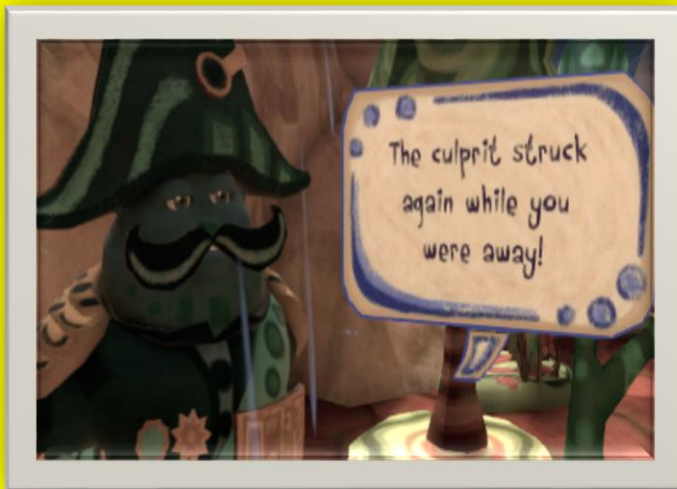


Once you've saved him, head back (with Biggs) to investigate a total of **four** new suspects, the Mayor included. First stop by the red room to investigate both the Mayor and Miss Phyllis. When you ask Mr. Mayor whether he's got anything to do with

the gatekeeper's disappearance, he flatly denies it.

However, both he and Miss Phyllis are reluctant to do anything but maintain their innocence. She uses rose perfume, but tells you she would never do anything to hurt her husband. The Mayor When you're done investigating them, go and ask says he loves roses and has the most beautiful garden in town. Then Tap will ask what happened to his glasses, as they are broken, but he won't answer you. Next up, the hat maker. He will say he simply does not smell of roses, so that's out of the question. And he gardener just says that he has nothing to do with all this, and that it's obvious he would smell of roses from time to time since he does after all work in the garden. Hmm. Somebody has to be lying here.

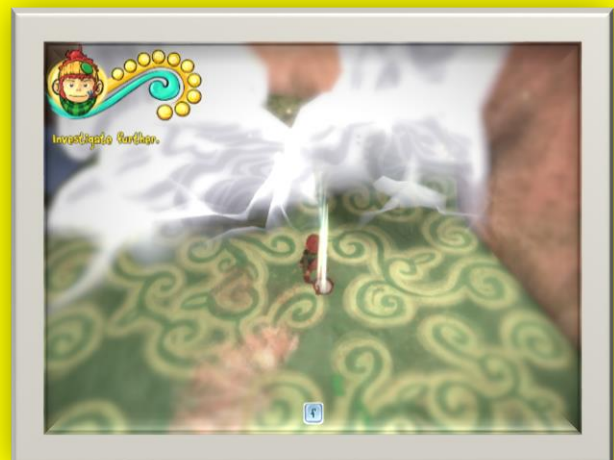




Go and report your findings to Admiral Bluebeard, who will tell you that the culprit has struck once again. This time, it's the welcome sign that's been knocked over. Time to go and investigate the new crime scene. Now use Tap to guide you back to the welcome sign, bring Biggs, and use your special investigator dust on it to reveal some more green footprints.

Follow them to your left, and they will lead to an area swamped with bleakness. Make Biggs weep a seed in order to melt it, and go forward to uncover something very interesting!

It's a piece from a pair of broken glasses, which only means one thing. The Mayor is the one telling fibs. Head back to the red room to confront him, and he will still initially deny that he is guilty. However once Tap argues with the evidence, he admits he had no choice but to lie. He



wanted to protect the image of the caves, which have been overrun by bleakness and wouldn't look very nice to tourists. From there on, he gives you his express permission to enter the caves! Head right, and follow the bridge that leads past the welcome sign to the caves. And lastly, before you go inside head to your right. You'll

need Biggs for this part. Get him to weep a seep to melt the bleakness there, and grab the final **FLOATY BRUSH** in Blue Creek. And now, onto the caves!

**Go to NeXt page...**





## SECTION 10: THE CAVES

### PART 29 – LINE-UP

#### Key TASKS:



Collect lost music sheets x3



Make Maria sing

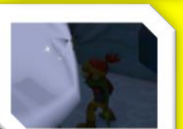
#### 5 Floaty BRUSHES to collect:



#1 Right behind you at cave entry



#2 Behind large crystals



#3 Behind the bleakness



#4 Near Colortown Orchestra



#5 Up on pathway to right on route to Melody Cave

#### ACQUISITION

EASY

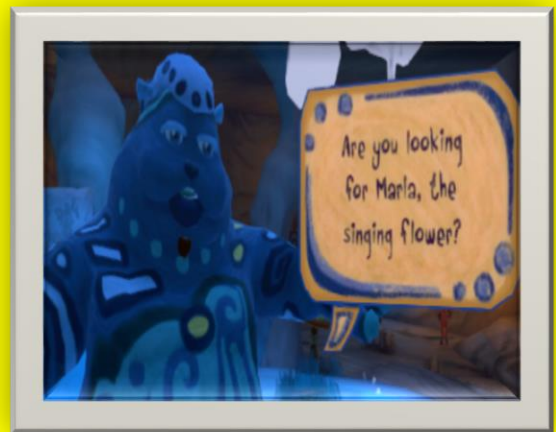
EASY

MED

EASY

HARD

When you very first enter the cave, don't go forward, but instead turn around to find your first **FLOATY BRUSH**. Pick it up, and then proceed forward to find some bleakies there. Defeat the bleakies and watch out for that shooter right up on the ledge. To deal with the big jewelled bleaky, just use a blue upgrade attack using right click and scroll down. Then when he's dazed deal the coup de grace.



When that's done, proceed through the cave ahead. You'll see the Blue Spirit there. There's also a floaty brush that we can collect nearby. For now, go straight ahead and talk to the blue creature. He'll say something about Maria, the singing flower (Eva's sister) who is up in the caves ahead. Now go



behind him to the ramp, but notice the crystals just on your right. There is **FLOATY BRUSH** right behind them, so swipe that. Continue onto the path, following it all the way around to the entrance of a shallow cave. The path on your left is blocked, so turn right and travel in that direction until you find a switch.

is blocked, so turn right



Press 'f' to roll open the door just ahead.



Then gather your wits, and enter the musical caves. Go straight, and then take the path to your right. One thing you will notice about this place is that even the rocks and ledges are musical! Follow the path higher, past the mushrooms and flames. Before you go left up

the pathway that will lead you to somebody important, duck in to the bleak gardens behind and if you're careful, you can grab a **FLOATY BRUSH** in the

corner (you can also acquire this without the bleakness). Now, use Tap to guide you in the right direction and go up and speak with the conductor of the Colortown Orchestra. He will first request that you make all the bleakness go away, so just shoot the color cage that's behind him. Do it from a distance so you don't get damaged by the bleakness.

Once all the bleakness has been melted away, he will try to conduct the orchestra (composed of many duplicates of Biggs and three Bombers) but it will sound terrible. They've lost their music sheets, no wonder they can't play. The conductor entrusts you with the job of finding and returning a total of 3 sheets of music. Let's get started. Firstly, drop down to your right and you will find a **FLOATY BRUSH** right next to some flames on the ground level where the orchestra is situated. Take it, and now let's go and find those sheets.



The first sheet is actually in a very high position on top of a tall, pointed rock. To get to it, go back to the starting area of the cave near that Tinker seed. Instead of running up the pathway all the way to the conductor this time, note the ledges on your right. They were previously covered up by bleakness, but since we've destroyed the color cage and restored color back to this section of the caves, we can now

climb up those ledges onto that rock. First you must cross the rocks, and then follow the ledge pathway all the way up to the tightrope, which you can cross in order to access the first music sheet. That is the only sheet we can get in this area. There is one final floaty brush to access as well, which is right near the



melody caves. At the original cave entrance, cross the path to your left, which should be a series of rocks above water.



Then when you reach land, take your left to climb a steep ramp that leads you all the way to a Tinker seed straight up ahead. That is the direction of melody caves, but stop and turn right. There is in fact a well hidden pathway that leads you to the final **FLOATY BRUSH** for this area. Follow the stone pathway until you reach it at the very end. The road

from here is up to you-you can either choose to proceed straight ahead to the melody caves just nearby, or go back across the room to the rhythm caves by using Tap as your guide.

**Go to Next page or pg 132 Section 10: The Caves, Part 31, Melody)...**

## PART 30 – RHYTHM



Tumble down the ledge to find the Blue Spirit there. He'll comment on the music, saying it sounds like a dancing, sad and lonely couple. We'll come back for his poetry in a bit, but for now, we need to cross the boxes to your right. The

water level keeps fluctuating, so make sure the water level is high and then quickly jump across them onto the first green platform. Then jump across the ledges onto the boat, and position yourself so you are facing the grass and start moving against it. When the water levels rise again you'll be running onto the land. Keep going, Don't cross the box pathway in front of you just yet.

Turn left and you'll notice a region

of grass that gets covered with water and then resurfaces again. There's a **FLOATY BRUSH** right near the edge, so just when the water level has dropped, quickly run and snatch it and then head back to dry ground. Now scale the boxes



onto the next grass platform. You will reach an area with a couple of rocks, a ledge, and a boat. When they're all afloat, rush across them to the other side. Then follow the ledges past the waterfall on your right, and use another box pathway to access another small grass platform. At this point you should be near a couple of turtles who for some reason keep circling around a pointed rock. Wait in the boat just in front of the ledge. When it drops, move forward onto the platform ahead and if you've timed it right, a turtle will pull up for you. Hitch a ride on its back.



Wait until it's positioned in front of the next area, then jump off. You should pass a Tinker seed on your left. Follow the pathway around the plants until you come to a snowy garden area-which is filled with bleakies! Around one of the dark bushes just near when you enter is a **FLOATY BRUSH**. Collect it, and then deal with the bleakies. Watch out for the shooters, who up the

difficulty level of this battle somewhat, as well as the bleakness surrounding you-it can be easy to fall into it accidentally. Once they are defeated head up along the rising pathway to an area with many a turtle. There is a pattern to how they move. You'll be wanting to catch the one that forms a 'turtle bridge' with a turtle of the next lot, so you can access the next section. Wait until the right turtle comes near you, then jump on its back. It will rotate around in a circle until it reaches halfway, where it meets the other turtle. Jump on its back. Wait for it to move left twice, then jump on the platform to your left for another **FLOATY BRUSH**. That one is particularly difficult to see in all this darkness.



Jump on the turtle's back again. Allow it to move you closer to the other turtles, and when the time is right, jump onto another turtle's back so you can move to your **right**.

Repeat this process with the turtles until you can jump on land. Run along the green pathway and ascend the vine there. Smash the crystals up ahead for some extra spending money, and then head left, all the way along the fantastic flame lit pathway. You will meet a large fish (haven't we seen this guy before in the Colortown Gallery!?) who is

hiding a sheet of music within his mouth.

He agrees to let you have it, under the condition that you teach the orchestra how to play some good music. Take the sheet of music, and then press 'f' to catapult yourself onto a jump pad, and jump again, all the way to the entrance of Rhythm cave. Climb up the vine

and we're on our way out and ready for the next adventure-Melody Cave!

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## PART 31 – MELODY

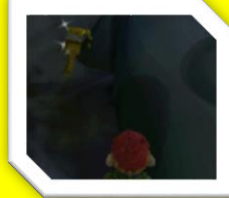


### Key TASKS:



Free the trapped owl

### 2 Floaty BRUSHES to collect:



#1 Within secret rock area in garden



#2 Behind rock near trapped owl

### ACQUISITION

MED

MED

As soon as you enter the Melody caves, you'll notice there is a gate up ahead



that is flanked by two sets of mushrooms. The ones on the right are large, and the ones on the left are pretty miniature sized. The Green Spirit will tell you to go and investigate the miniature mushrooms first. Go up to them to hear a melody play. It plays in a specific order, so remember that when you go to the mushrooms on your right. You have to shoot color

at the mushrooms to make them sing. Each color will produce a note of a different pitch; what you need to do is shoot them in the correct order. Shooting blue produces a low note, shooting red produces a medium note, and shooting green produces a high note. The clue from the original song is that it is gradually ascending in pitch. Choose the color that matches the beginning section of the melody, and shoot the mushroom on the left with it. The correct order should

be: **Blue, Red, Green**. Once you play this, the gate should open, so proceed through it. There are some bleakies just up ahead. There are lots of them, but watch out for the disappearing bleaky. Deal with him first to make the rest of the bleakies lose their purple shields, and then the battle will be much easier.

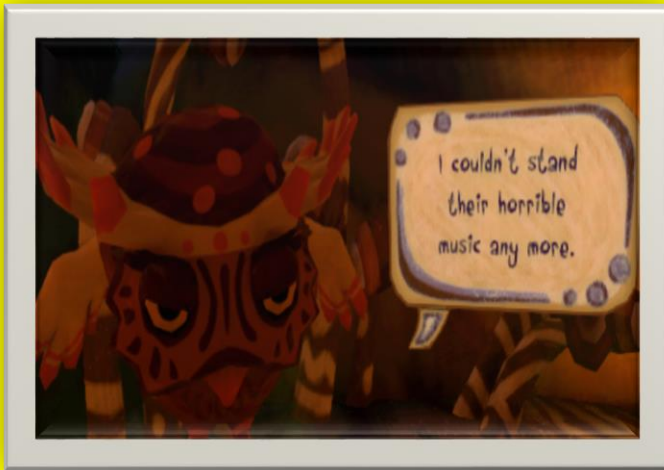


Proceed through the hallways, listening out for the melody as you go—you'll need to keep it in your auditory memory for later! Each time you pass a mushroom, a new part of the song is revealed. For this mushroom puzzle, the order is slightly different; red produces a low note, green produces a medium note, and blue produces a high note. Thus, the

order is: **Red, Green, Blue**. Play it and open the gate to your right, then step on through the caves ahead. You will reach a room that has an owl who is trapped within a cage. To free it, Koru will have to solve another musical mushroom puzzle. This one is a little bit longer than the previous two, but works via the same principle. Listen to the melody produced by the miniature mushrooms first. Try to find the lowest and the highest sections of the melody first (write them down if you need to). Then listen for the sounds that could fit in between. When you're done, head up to the large mushrooms in front of the owl cage. For this puzzle, the lowest pitch sound is Blue. Green is medium pitch, and Red is the highest pitch, so the order is: **Blue, Green, Red**. As soon as you play it, the cage will fall apart freeing the owl! Go and talk to him and he'll reveal that he's been holding onto the orchestra's sheet of music for a very secret reason.







Take the sheet of music from him once he has disappeared into the night sky, and it's almost time to head back to the main cave to give the music sheets back. There are just two things we need to take care of first. Just on the right of the owl's cage, go behind the rocks there to uncover a **FLOATY**

**BRUSH.** There is one more in this area, which is located right near where we originally fought the bleakies. Run out of the room through the bleakness filled caves and head right. Climb up the vines there. Jump down from the platform onto the ground.

Behind one of these rocks, there's another **FLOATY BRUSH** waiting to be grabbed. Once you take it, swoop out of the area like an owl on a mission.



**TINKER TIP :** Come back to the owl cave and play the musical mushrooms in the correct order again for a surprise!

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## PART 32 – THE ORCHESTRA

### Key TASKS:



Play with the  
Colortown  
Orchestra

No Floaty BRUSHES to  
collect.

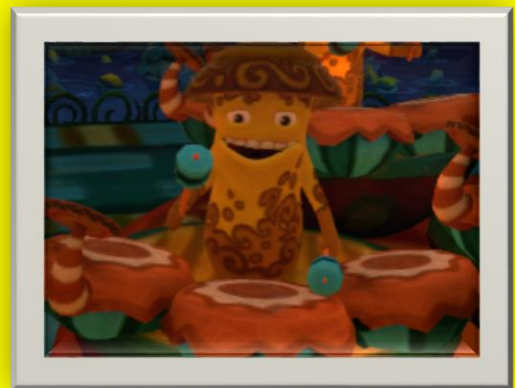
Return to the main chamber where the Colortown orchestra is awaiting their sheets of music. Then head up the ramp that leads you to the conductor, and speak with him. He lets you take his position as the grand conductor of the entire

orchestra! Speak to him again when you're ready to begin.

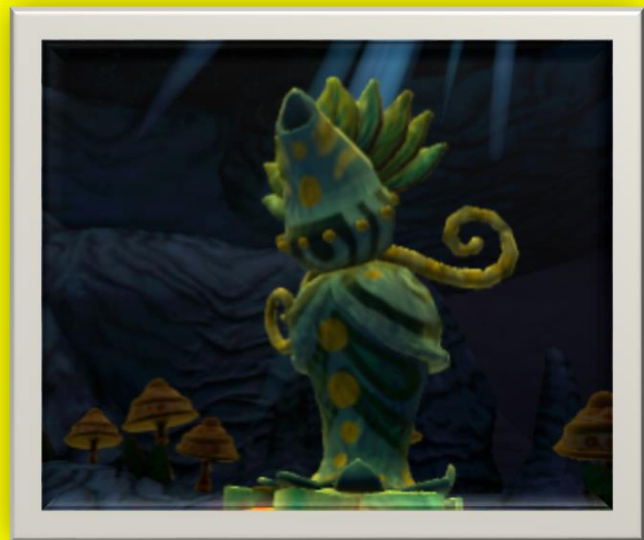
This part of the game uses the WASD keys (mostly A to move left, and D to move right). A music bar will appear at the top of your screen; this is to signify how well or how badly you are conducting. If you make a mistake, the musical note will start heading towards the left hand side. Try your best to keep



it in the green zone! At first, you will only have to worry about the middle section. Use your mouse to deliver the correct color that matches the card being presented (eg if red is shown, use L click). The music is slow at this point, but as soon as you complete the middle round, the right section will also begin. Now you have to focus on both the middle and right sections at once. To switch from middle to right,



simply use the D key, and deliver the correct color again. Repeat the process, making sure to keep in time with the beat of the music (it makes things slightly easier). Now all three sections will be active, so you must flip to whichever section is waving a card, and deliver the corresponding color. Things get much faster and a lot trickier, but as long as you don't make too many mistakes, you should be able to help the orchestra just fine.



If you do stray too far in the red, the Blue Spirit will say it's abysmal. But don't worry, just try it again-after all, perfect practice makes perfect. When you succeed, Maria will finally sing! The Blue Spirit will be thrilled, but as soon as he's 'cheered up' again, the caves will start to crumble. The real conductor creepily demands that the orchestra must stay on and play anyway, but we don't have to stick around any longer!



Use Tap as your guide to escape the caves, heading back towards the entrance. But alas, it's covered by bleakness. At that moment, the Blue Spirit appears and informs you that if you press 3 you can activate a shield

that will protect you. Perfect timing indeed. Press 3 and blaze on through the bleakness. When you reach the next section, your power meter will have run out. There is a shrine there however, which will top it up again. Press 3 once more to completely exit





the caves. Talk to the Admiral, who's waiting there for you with a boat. Jump on it to go back to the Market District. **Go to next page...**



## FINAL SECTIONS:

### MARKET DISTRICT, DREAMWORLD, & THE TOWER

#### PART 33- LAST HOPE (MARKET DISTRICT)

##### Key TASKS:



Find the  
Purple Spirit

No Floaty BRUSHES to  
collect.

The Market District, once the last hope of Colortown, has now been overrun by the bleakness as well. Master Mi, Admiral Bluebeard, and the three color spirits have all gathered here. It is finally time for you to step through the Portal! The Admiral says he says he will escort all the fleet to safety. Then the color spirits encourage you to use the portal, promising to come with you to defeat



the bleakness once and for all. Walk ahead towards the portal, and press 3 to step through it and seal your fate.

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## PART 34- LION'S DEN (THE TOWER)



Koru is thrust within the Tower, and hopefully with all the fighting techniques he's learned so far, he'll be able to find the Purple Spirit. Proceed forward until you reach a section with two laser bleakies. They will shoot a purple beam at you that will incinerate you if it touches you. You can either dodge it by rolling, or you can use the Green Spirit's time freeze ability and knock them out one by one (there's a shrine just in the middle of this area).



Once you've defeated them, break the crates around the area. One bunch of crates there is hiding a floaty brush within it, so grab that before you go. Then turn to your right and follow the path there. It will eventually come to a stop, as bleakness is blocking the way. Use Blue Spirit's shield by pressing 3 and pass through the bleakness unscathed. When you climb up the vine, quickly grab the floaty brush and run past the two laser bleakies (or defeat them taking care not to get lasered to death!).



Fall down the ledge ahead of you and walk past the tinker seed on the right to an area with more bleakies. There are several small bleakies, two large ones with horns, and a monster bleakie. Use the shrine to your advantage by freezing time and taking out the smaller bleakies first, then the large ones, so it's easier to take on the monster without any distractions. To defeat the monster, you must



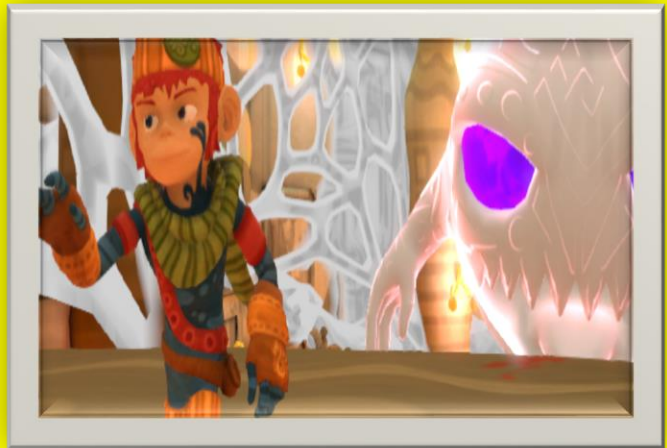
destroy the crystals on his head, his left shoulder and right shoulder. To get rid of them, aim for his legs and start punching. He moves his arms around which can make hitting him difficult, so you can also try using the special attacks on him: super red attack (R click, L click), super blue attack (R click, scroll down), and super green attack (R click, scroll up) if hitting his legs doesn't work or is costing you your health. When you've got him in a daze, repeatedly blow punches to him

until you've defeated him.



Bleakness around you will melt away. Follow the newly uncovered pathway all the way up to the Colortown Gallery, where you will meet Red Spirit and Green Spirit. The Purple Spirit says he will destroy Colortown, but we'll be the judge of that. Go forward and notice the curtains are slightly open. A cutscene will begin showing the Purple Spirit pop up behind you. Koru is transported back to the Dreamworld then. It's time to explore the memories of the Purple Spirit.

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## PART 35- MEMORIES (DREAMWORLD)

### Key TASKS:

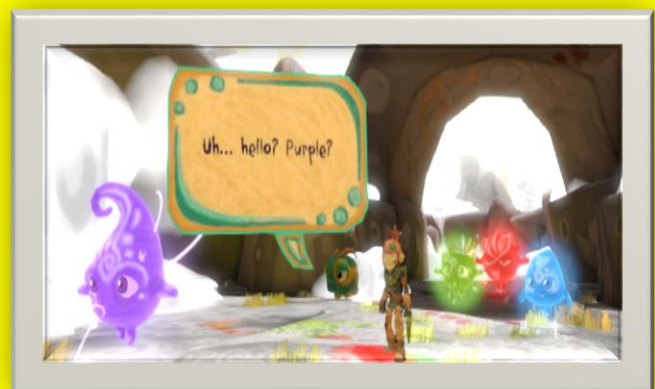


Explore the memories

No Floaty BRUSHes to collect.



We're back in the Dreamworld now, and all three color spirits come to the



conclusion that you should do some exploration to get out of this place. Go forward, passing Brik's

dojo on your right and hop over the posts. In the middle of the pathway, head left and top up your power meter using the shrine embedded on the wall. Return to the post path, and use the Blue Spirit's power by pressing 3 to create a protective shield around yourself. Use it to pass through the bleak geysers ahead. Climb the vine when you reach it, and get ready to battle some bleakies. There are 2 large ones- defeat them and continue along the bleak geyser filled pathway. Through the archway ahead there are a whole lot of bleakies, with some laser shooters and a monster bleaky. Take out the laser bleakies first, then defeat the other small and large bleakies. Last but not least, defeat the monster bleaky by aiming for his legs, and dodging any punches he deals out. Once you defeat them all, the Purple Spirit will appear. Go and talk to him.

He is lost in thought and doesn't realise you're all there. In fact, he doesn't seem to recognise you at all. The only thing he knows is bleakness. He reveals that Colortown stopped working a long time ago, and then he will show you just how it all happened. Go forward and use the jump pad to access the next area. Purple's memories highlight the worst of the people of Colortown-showing how





arrogance caused them to divide themselves into separate districts instead of working together. And it all began when somebody asked which color was best. Keep climbing up each rope to learn a new section of the story:

Although things start out as peaceful, they quickly turn sour. Things get more depressing with each memory



you view, until you finally reach the present day when Bolzo and his gang beat up Tap outside your hideout. Then, you'll meet the Bleak Spirit who says he will destroy Colortown-which is the only solution Purple could think of to make the fighting stop.

When the Bleak Spirit disappears, you'll be transported back to the Dreamworld you were in before, where there is no color whatsoever. Jump across the grey posts until you reach the jump pad, and catapult across to the other side of the chasm.

Purple will be waiting there, and insist that there was no other solution apart from destroying Colortown. But Tap thinks otherwise-he believes that there isn't a need to destroy anything. He thinks that the creatures of Tinkerworld have changed, because they have started working

together again. He tells Purple that he's actually *fixed* the city. Time to explore some of our own memories. These are a huge contrast to Purple's memories





because they show all the people working together again, to defeat the bleakness.

Finally, the Purple Spirit will agree to lend you his power. He's been persuaded to fight against the bleakness! Follow him, and you will reach a large painting of the tower of Colortown. Go up to the purple structure, and press 'f' to create a portal. Then all you have to do is jump in for one final battle...



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## PART 36- EYE OF THE STORM

### Key TASKS:

No Floaty BRUSHES to COLLECT.



**Defeat the Bleak Spirit**



Walk around the Boss Arena, and the Bleak Spirit will appear suddenly after a little bit. Purple will jump in, telling him to leave the city in peace, and give back the Colortown painting. But the Bleakness doesn't want to play nice. We're going to have to fight him for our city!

There are three rounds in defeating the Bleakness. In round 1, the Bleak Spirit will throw bleakness projectiles at you, not unlike the monstrosity we faced in Blue harbor. Dodge them by running around. Then the Bleak Spirit



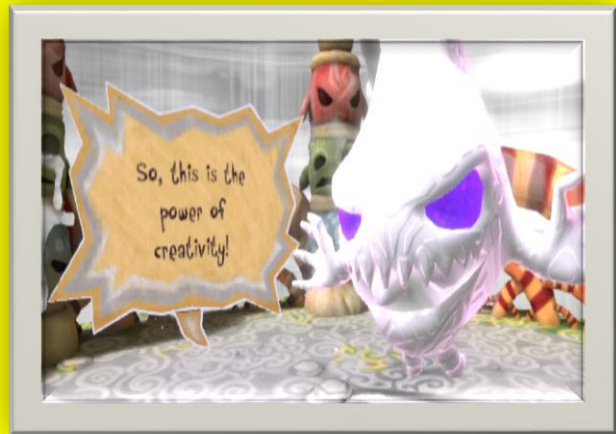
throws down some purple switches. Press 'f' to break them apart, and you'll get some health crystals and power drops. Break another one apart to reveal some thorny bushes. Wait for the Bleak Spirit to come and land on it, so it pricks itself and gives you a chance to deal out some punches.

When it recovers, it will throw down bleak geysers all around the arena. Stay out of their path to avoid losing too much health, and the Bleak Spirit will throw down some more purple switches. Try to get him to land on the bushes again and keep punching him when he's still and the red health bar has appeared on him. Eventually, he'll ask you why you're trying to resist, and round 2 will begin.

The Bleak Spirit throws the bleak projectiles more furiously this time, and immediately after bleak geysers start raining down over the arena. He'll throw the purple switches down after that, so go and press 'f' on them. One of them will have Biggs. Jump on his back and run into the Bleak Spirit, paralyzing him to the ground. Punch him then, as many times as you can.



**TINKER TIP :** Freeze time before you start punching the Bleak Spirit so you can deal even more damage!

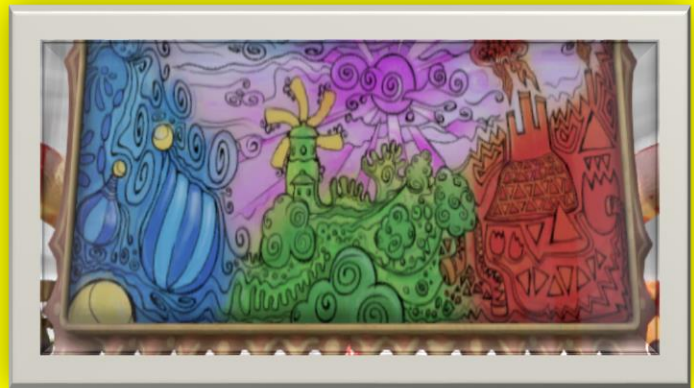


He'll get up again, and say something about the power of creativity. But he still hasn't given up quite yet. Entering round 3, the rate of bleak projectiles only gets faster. Keep running, and when bleak geysers appear, be careful not to get stuck in them. This time round, hitting the purple switches will reveal Bomber. You can make him weep by pressing L click, scroll down, or send him crashing into the Bleak Spirit by using L click, scroll up. Alternately, punch the Bleak Spirit yourself, further reducing his health meter. We're almost there.

Break any remaining purple switches and collect health crystals if you need to. Then once again, avoid the projectiles and the bleak geysers. When the purple switches appear again, grab Biggs if you find him in time and jump on his back. Ram into the Bleak Spirit, forcing him to fall to the ground. Freeze time and rapidly punch him until he's been vanquished.



Congratulations! You've defeated the Bleakness! The very last thing you need to do is touch the painting ahead of you and restore color to Colortown. The Bleak Spirit warned you that it is a part of Tinkerworld, and it will return if people call it and unity has been destroyed. But for now, it looks like the citizens of Colortown (Purple Spirit too) have finally learned what's truly important: helping one another.



**THE END**





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Mushrooms



## GLOSSARY

- Admiral** The commander in chief of a navy; the highest rank of all naval officers.
- Bleakness**
1. A white spirit who is set on destroying Colortown, originally called upon by the Purple Spirit
  2. State of being without any hope or encouragement; depressing and heavyhearted.
- Dreamscape** Area in which all thoughts, ideas, and dreams are born and created.
- General** Commissioned officer in the army, air force or marine corps.
- Mushroom** Fleshy body of a fungus, which may or may not be edible. Usually high in B vitamins, some varieties of mushroom in Tinkerworld are also famous for their musical capabilities.
- Noir** Derived from the French word for 'black'. Pronounced 'nwah'.



- Papercraft** A vehicle designed for use on aqueous surfaces, similar to a hovercraft. Papercrafts are composed of paper, one of the key materials in Colortown.
- Sluice** An artificial channel used for conducting water that is usually fitted with a gate; a drain for carrying off extra water.
- Tinker** A person who in the past has travelled to different places around the world, and made money by selling or repairing small items like pots and pans.



**THANKS FOR PLAYING!**

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# NOTES

