





Introduction

LittleBigPlanet lays the cute on thick, but it's not all rainbows and lawn gnomes. Running, jumping and grabbing are the extent of your Sackperson's repertoire, and you'll soon find that these skills must be honed to perfection to navigate the flames, electricity, spikes and a curiously deadly fog that make LittleBigPlanet a perilous place. You can bring three friends with you on your adventure, but you'd be wise to let us be your fourth.

It's hard out there for an animated sock puppet. At times you may want to hide in a corner and watch your Sackperson cry its little button eyes out; but it's time to turn that frown upside-down. Press up on that D-PAD—IGN Guides is here to lead you to victory!

- **BASICS** // To understand a Sackperson, you must become a Sackperson. Or read this section.
- **WALKTHROUGH** // How to get every Item Bubble, Sticker Spot and Key while still looking adorable.
- **LEVEL CREATION BASICS** // Picking up where the tutorial leaves off...
- **TROPHIES** // How will people know you're the champion if you don't have Trophies?

Guide by: Samuel Claiborn

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LittleBigPlanet Basics

Checkpoints

See that little door your Sackboy just popped out of? Throughout levels there are many doors like these that provide the opportunity to try any challenge just one more time—or five more times. Some checkpoints only allow you three goes, while others are more lenient. Your first priority upon surviving that impossible gamut of spikes, fire, smoke and/or electricity should be to saunter past a checkpoint.



A checkpoint lights up when you pass it, and the glowing ring reveals how many lives you have left. A chunk of it disappears each time you are destroyed, and it glows red when you have one more try. You'll also be treated to an obnoxious warning buzzer. Does before reaching the next checkpoint and you'll have to restart the level.

Acing a Level

To "ace" a level, you must not use any lives. That's it: just survive the whole thing without having to resume from a checkpoint. For doing this you'll be rewarded with items like stickers, costumes and objects.



You'll get a message at the end of the level mentioning what you won, and you'll receive a gold "ace" which appears under the level icon on the world map.

Item Bubbles

Each level is full of Item Bubbles, which contain stickers, costume items and objects for level creation. There are a finite number of these for each level which you can view from the world map or from the pause menu. Many of these Item Bubbles are extremely well hidden in the levels.



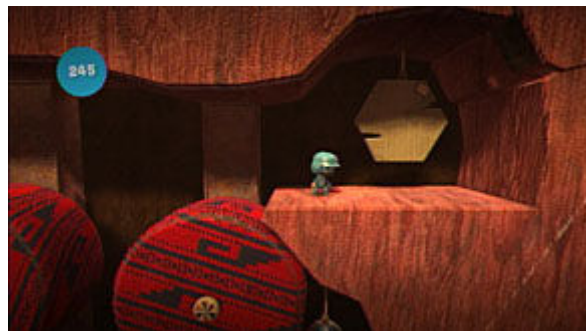
To truly get everything out of life on LittleBigPlanet, you'll need to fine tune your sense to tracking these bubbles. Or use our Walkthrough—we'll show you how to get them all. What's your reward for getting all the Item Bubbles in a level? Why, more Item Bubbles naturally. You'll also win more just for completing the level, and for acing it (not losing any lives). You can keep track of the Item Bubbles you need on the world map (choose a level and press right on the D-PAD to access the Items info) or by pausing the game.



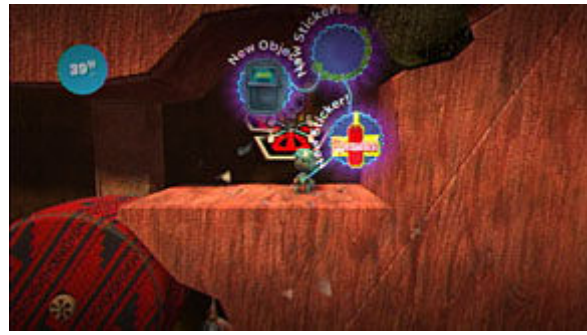
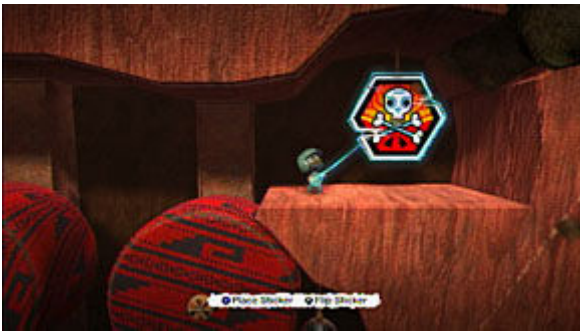
In multiplayer, there's no need to fight for Item Bubbles, whatever you get will count for everyone. Moreover, you can exit a level after collecting the stickers you need at any time and they'll stay with you. To get the 100% Item bonus items, you'll need to beat the level again, though.

Stickers and Sticker Spots

Found in Item Bubbles, the level creation tutorial and rewarded at the end of levels, stickers are more than just decoration. In each level of LittleBigPlanet there Sticker Spots: blank cardboard cutouts just aching for a certain decal.



You'll have to learn to spot these as they hold many of the levels' secret Item Bubbles. Our Walkthrough outlines the locations of every Sticker Spot and the sticker needed to activate the spot. You see, when you pull up your Pop It menu, you'll see a section marked "Switch Triggers." There are several specific stickers that work as Switch Triggers on any given level's Sticker Spots. There are up to three Switch Trigger stickers per level, and they vary widely.



Sometimes, these Switch Trigger stickers are located in other levels (usually in the same world), or even the level creation tutorial. We'll let you know where they all are in our Walkthrough, and where to use them.

Score

Score Bubbles are littered throughout each level. Getting consecutive score bubbles lands you score multipliers, up to 20x. Item Bubbles become large Score Bubbles after their retrieval and count for more points than small ones.



To maximize your score you'll need to not only get multipliers, but win races and avoid losing lives. Each life costs you score points. In multiplayer, the person with the highest score is rewarded with a trophy. You can see your score and multiplier in the upper left corner of the screen. To make score bubbles easier to spot, you may want to change your player color in the Pop It menu to something brighter than the default light blue, as it tends to blend into the background. You can do this in the same area you outfit your character, just press the D-PAD right a few times to see the player color options.

Enemies

Aside from spikes, electricity, fire and that mysterious smoke, enemies sometimes appear as hazards. They have weak spots that you must touch to make them crumble. Usually they just have one, sometimes several.



Look out for the deadly parts of an enemy—they are comprised of the four deadly elements mentioned above. All other parts of an enemy can be touched safely. Some enemies may even be used to give you a boost to an out of reach Item

Bubble—just hop on them Mario-style.

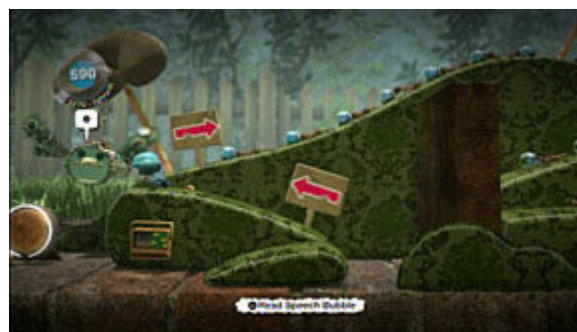
LittleBigPlanet Walkthrough

<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
FIRST STEPS		GET A GRIP		SKATE TO VICTORY	
First Steps					
ITEMS // 18		KEYS // None		STICKER SPOTS // 2	
MULTIPLAYER SPOTS // None					
SWITCH TRIGGER STICKERS // Round Blue Body, Rainbow Shoe					

The three levels in The Gardens will introduce you to the ins and outs of LittleBigPlanet. While these levels may seem simplistic at first, there are actually some well hidden Item Bubbles (which contain stickers, costumes and more, check out our Basics section for an in-depth explanation) you'll have to hunt down for 100% completion. Throughout the first level, be sure Dumpty, the talking egg, lives up to his namesake by tipping him off the various platforms he appears on for Score and Item Bubbles.



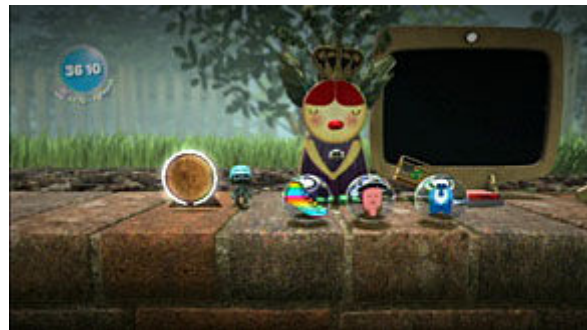
Hop up the mushrooms and you'll come to the first **Sticker Spot (1/2)**, which you'll have to return to once you get the Rainbow Shoe Switch Trigger Sticker later in the level. If you slap on that sticker, you'll get a few Item Bubbles and a race for your trouble.



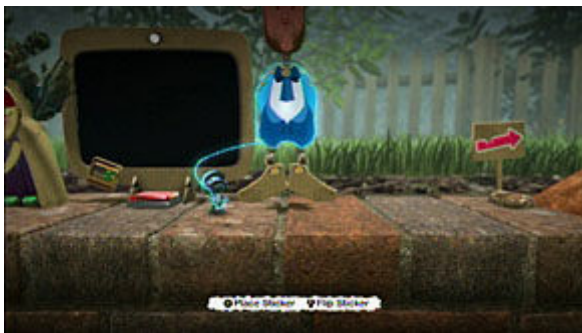
Carefully hop into a space on the water wheel to cross the water. You can hop in place for some Score Bubbles if you'd like. When you come to Dumpty again, you can knock him off his soapbox after his speech to make a platform to the Score Bubbles on the left. Grab the Item Bubbles here and continue onward.



At the bridge, make a leap of faith to grab the "bird" that descends, this avoiding a lesson in self-destruction. If you do fall down, you'll have to detonate yourself and lose out on acing the level (to ace a level you must not lose any lives, there's more on that in our Basics section). When you come to the Queen she'll ask you to slap some stickers on the King—whose body comprises the second **Sticker Spot (2/2)**.



Pull out your Pop It menu and find the Round Blue Body and Rainbow Shoe triggers in the Switch Trigger section and place them on the cardboard outlines they match. The King will then knock down the drawbridge allowing you to proceed.

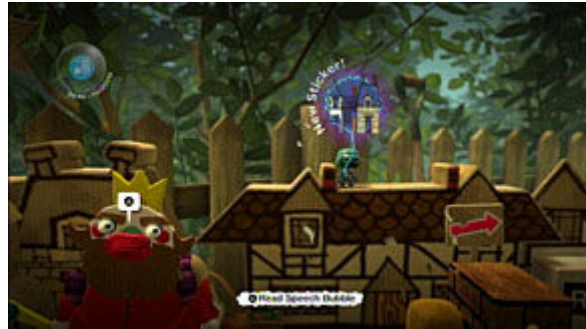


There are a few more item bubbles at the end of the level; grab them and hop on the platform to exit.

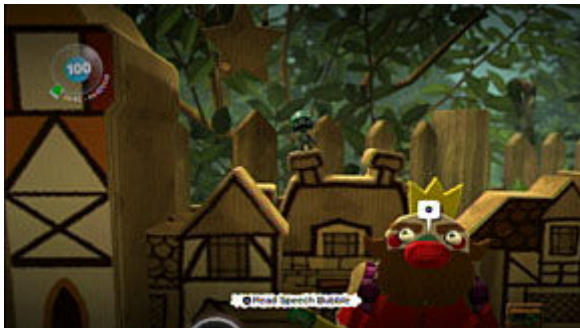


<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
FIRST STEPS		GET A GRIP		SKATE TO VICTORY	
Get a Grip					
ITEMS // 51	KEYS // 1	STICKER SPOTS // 6	MULTIPLAYER SPOTS // None		
SWITCH TRIGGER STICKERS // Yellow Star, Tea Kettle					

As the name implies, this level will acquaint you with grabbing, gripping and even a bit of grappling. You can tug or push the yellow block to the wall for use as a step. Back track a bit on the rooftops to grab all the item bubbles in the vicinity.



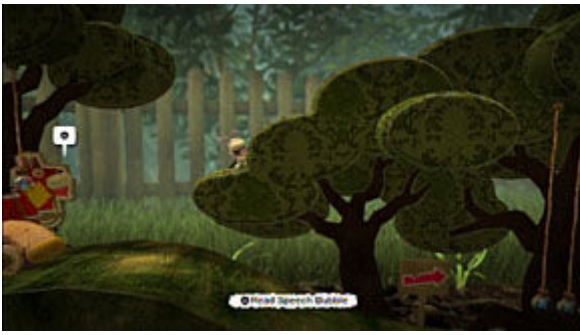
You'll notice high above and to the left of the king is a **Sticker Spot (1/6)**. You'll get the Yellow Star needed for this later on, so you'll have to return. The Yellow Star can be found at the end of the next level, Skate to Victory. Placing it here will get you 3 Item Bubbles.



Yank the triangle object to the next hurdle and hop on over. Here you'll find a Tea Kettle **Sticker Spot (2/6)** and a Yellow Star **Sticker Spot (3/6)**, each of which will nab you some Item Bubbles.



Instead of hopping on the horse at the top of the next hill, pull it down carefully, pushing back on it so as to stop it on the level area halfway down. Use it to get on the trees to the right for a **Sticker Spot (4/6)** up high and a hard to reach Item Bubble as well in the upper branches.



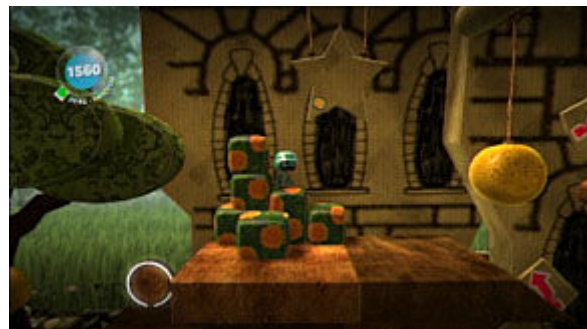
You'll now need to tug more objects in place to hop up the platforms. Don't forget to leap for items hanging up high in the trees here.



Once again, don't ride the horse down. Instead, explore for Item Bubbles on the way down, including the ones below the ramp on the ground.



Use the see saws to get up high, positioning them then running quickly before they fall. Be sure not to miss the Item Bubbles in the dark corners here!



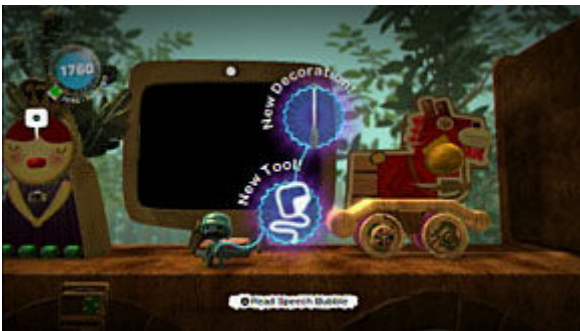
At the top you'll find another Yellow Star **Sticker Spot (5/6)**, which will net you 5 Item Bubbles. Here you should be careful not to topple the green and orange boxes, since you can use them to reach the treetops to the left. Here there are Item Bubbles galore, and another **Sticker Spot (6/6)** that requires the Yellow Star to grab 5 more Item Bubbles.



Now you should head right, using the yellow sponges to swing up the ramps. Here you'll find your first **Key (1/1)** which will unlock a mini game on the world map.



Now the Queen will ask you to pin a Decoration on the horse to proceed. Before doing so, hop into the background (tap up a few times on the Analog Stick to switch planes) and run behind the Queen for a cleverly hidden Item Bubble. Now, open your Pop It menu, scroll over to Decorations (this isn't a sticker) and grab the Donkey Tail to pin it anywhere on the horse (or donkey, apparently).



This will clear the way for you to roll onwards.



Be sure to grab the Item Bubble amidst the mushrooms at the bottom, then head right to the level's end.



<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
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FIRST STEPS

GET A GRIP

SKATE TO VICTORY

Skate to Victory

ITEMS // 63

KEYS // 2

STICKER SPOTS // 6

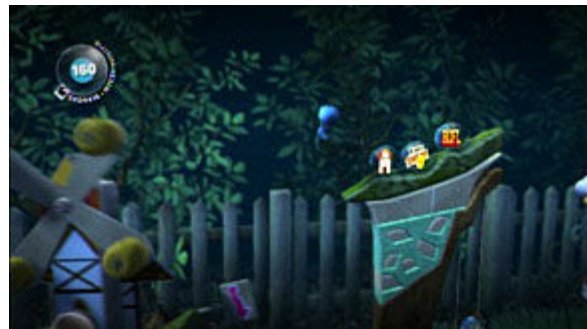
MULTIPLAYER SPOTS // x2 Area

SWITCH TRIGGER STICKERS // Yellow Star, Red Lion Emblem

Back track at the beginning of the level to find your first **Sticker Spot (1/6)** which requires the Yellow Star Sticker Spot Trigger you'll get at the very end of the level. This will get you 3 Item Bubbles when stickered.



Head to the right and grab the chain to head up to the windmills. You'll have to work with the physics of LittleBigPlanet here and let the windmills fling you. We let go at about 4 o'clock to get the biggest boost. At the last one you'll need to get a good boost to hit the platform with the items to the right...



Happily, it just collapses if you touch it slightly, delivering the items, so you won't need to get all the way on top. At the bottom, return with the Yellow Star to activate the **Sticker Spot (2/6)** for 4 stickers.



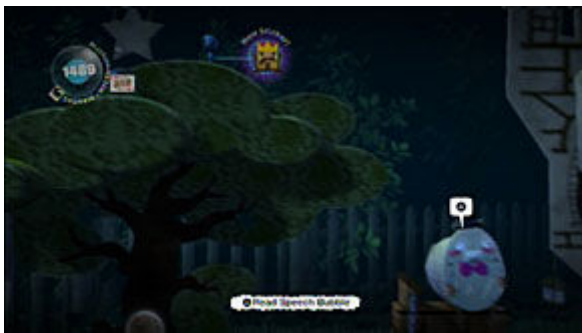
Hop onto the water wheel and jump in place at the top for Item Bubbles between all the paddles. Afterwards head right for a chain pulley you can grab to get a lift upwards. Grab the Item Bubble on the way up.



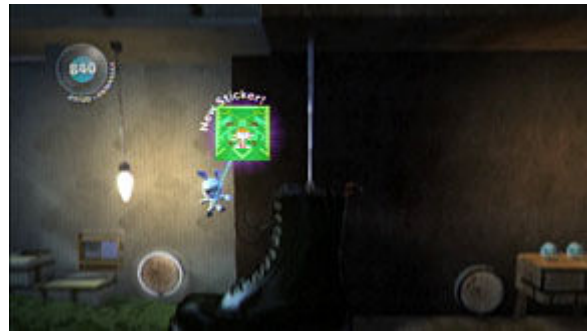
Now you can head back left for a chain pulley that will take you to the remaining Item Bubbles above the water wheel.



Your old friend Dumpty will now return to teach you the way of the jetpack. Use the jetpack to clear out all the area Item Bubbles in the boughs of the tree, then land on top of the trees for a **Sticker Spot (3/6)** for another 5 Item Bubbles.



Grab a jetpack and carry the yellow sponges up to the box.



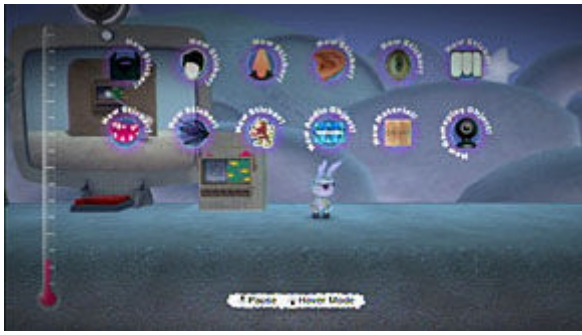
Once inside, be sure to nab the tricky item above the first boot—the first of many, many hidden items in this area. The ghosts are quite deadly, and must be avoided. Pull the box from across the room to get up to the platforms above. Head to the right with some big jumps to reach a switch at the top. This will open the door on the right. Make sure to get the Item Bubble with a big leap off the tallest platform!



The next area is similar, but with a much more unpredictable ghost. This switch lets down a boot. These boots act as more than just elevators, they can also launch you if leap off of them while they make their upwards motion. The next switch is above the boot. Another boot is now activated which can launch you to the top. Up here are several secrets.



First of all, nab the **Key (1/2)** hanging from the ceiling. You'll see to the left of this is a shield that is actually a **Sticker Spot (4/6)**. This requires the Red Lion Emblem sticker, which can't be found in The Garden—instead, you'll have to play a bit of the level creation tutorial on My Moon. To get this sticker (and many more!), you'll have to endure three lessons—you'll get the Red Lion emblem after the first music placement lesson. Place it on the shield to get two Item Bubbles.



Head over to the right and you'll find your first x2 Area.

MULTIPLAYER AREA

If you have a companion, you should each line up next to the switches and hop on when it's safe. Hit them simultaneously for 2 Item Bubbles.



To the left of the x2 Area are moving platforms and a dangerously erratic ghost. You can get enough momentum from the top platform to launch up and to the left into a secret area with a **Sticker Spot (5/6)**. Slap on a Yellow Star here for 6 Item Bubbles.



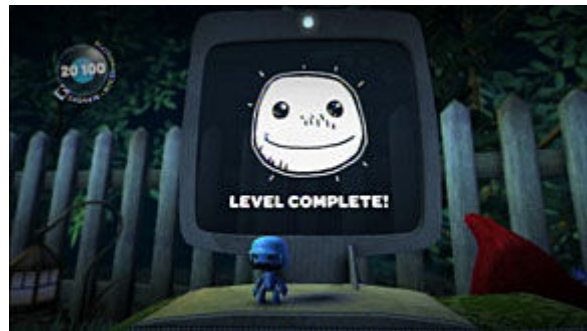
Above the x2 area and moving platforms, grab the dangling item to pull down a plank. Run up and get ready for a race.



If you are looking for Item Bubbles, though, it's best to take it slow. Run down the ramp and grab the Item Bubbles underneath it—you'll have to backtrack a bit for these. There's also a key in a tree above where Dumpty wipes out. You can drag half of his shell over and use it to leap up to the **Key (2/2)**. Be sure to grab the items inside Dumpty as well. Finally, there is a Yellow Star **Sticker Spot (6/6)** just before the finish line that will nab you 5 more Item Bubbles.



And luckily, the Yellow Star sticker can be found right at the end of the level as well... time for some backtracking! Head up the hill for the level's end.



<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
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SWINGIN' SAFARI

BURNING FOREST

THE MEERKAT KINGDOM

Swingin' Safari

ITEMS // 54

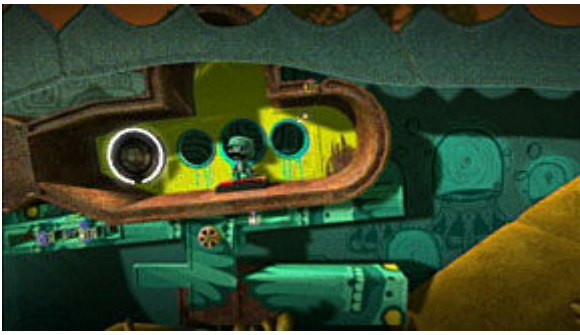
KEYS // None

STICKER SPOTS // 2

MULTIPLAYER SPOTS // x2 Area

SWITCH TRIGGER STICKERS // English Rose, Wooden Steed

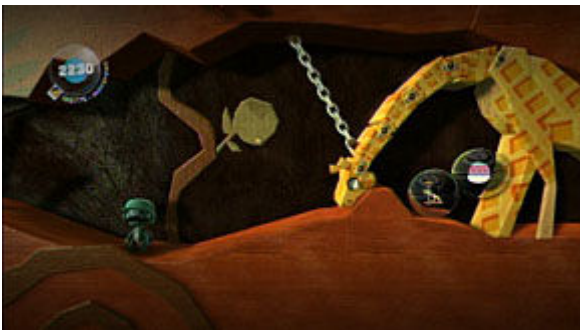
Hit the button in the submarine and you'll launch onto the arid planes of the Savannah. It's hot here, on fire occasionally, and a bit less friendly than The Gardens. Backtrack to the left for some Item Bubbles before proceeding.



Items are often obscured in the layers of the background in these levels. Hop into the rear (tap up on the analog stick while standing still) to grab the Item Bubble under the giraffe you come to first. Hop into its neck when it's down and run into the tunnel to the right.



You'll have to have the English Rose to slap on the **Sticker Spot (1/2)** to lift the giraffe's neck and nab these two Item Bubbles. You should already have this sticker from Get a Grip.



Now, head up the giraffe necks and use the monkey to swing far to the left for Item Bubbles.



Now head right and swing across the spikes with the help of the tails. Briefly release the grab button between swings to hop over—you can hold the left analog stick in the direction you want to swing to hold there in mid-swing.



Now swing right onto the tricky branches. You can get momentum on these if you jump at the right time during the branches' rebounds. Use this to get the item, otherwise continue right. These next giraffes only raise their necks when you grab onto their heads. Use them to head up. Climb to the left on the branches for Item Bubbles.



At the giraffe just before the x2 Area, you'll spot an Item Bubble seemingly encased in the ground. To get this, you'll need to go far into the background. Do this by tapping up on the left analog stick between the giraffe's legs. Run right and you'll go behind the foreground straight to the tricky Item Bubble.

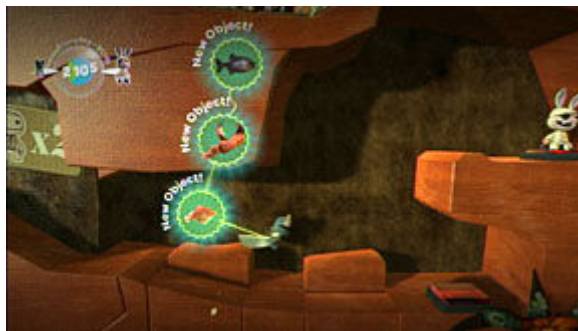
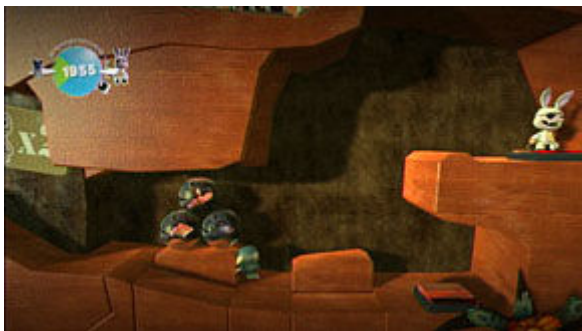


MULTIPLAYER AREA

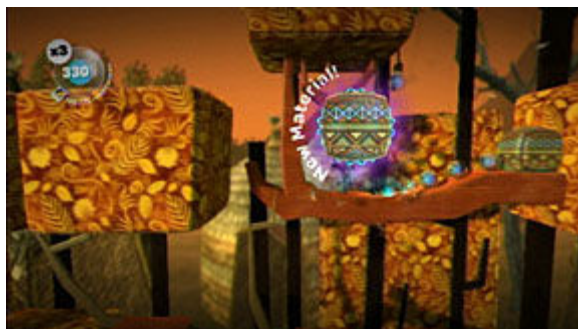
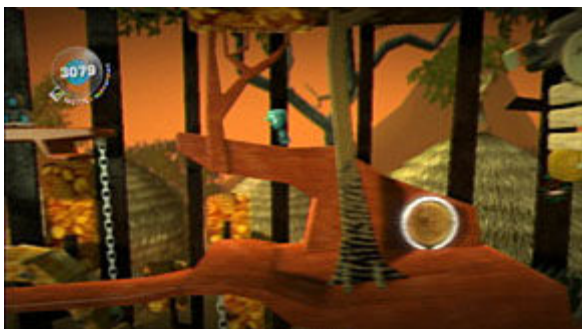
For this x2 spot you'll need a companion to stand on a switch. This activates a pillar you can ride up to three items.



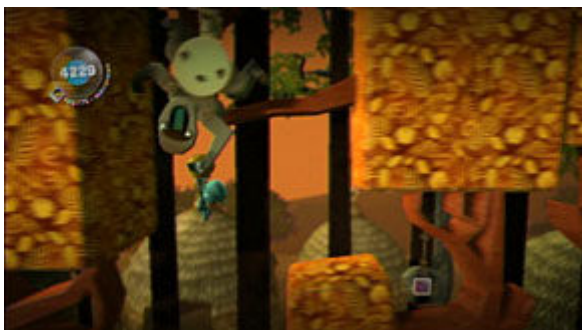
Hit the button while you're up there to allow your cohort to nab the three additional items on the bottom!



Grab the giraffe head and head above the x2 Area. Here, grab any items you see and take the giraffe up to the drum—look out for Item Bubbles obscured in the background around the giraffe's legs. Take a leap of the large branch to the left and run over to the items in the nook high above.



Push the block over and then grab the monkey for another lift skyward for many more Item Bubbles.



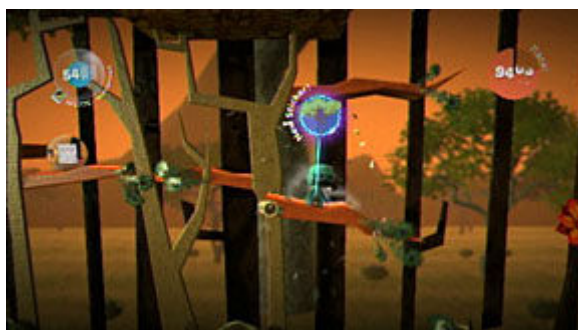
Head right on the ground and leap the fire under the monkeys—you can get singed and not die as long as you cool off for a few seconds before an additional burn. You'll find Zola at the end of the fiery gauntlet.



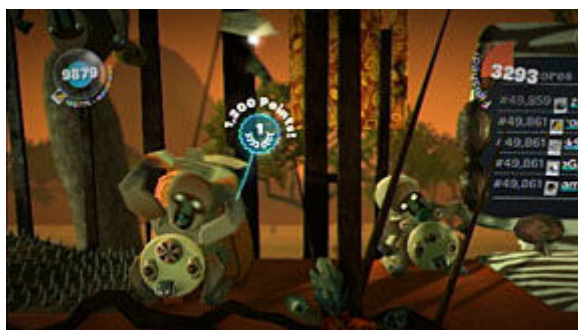
Be sure to grab the monkey with the yellow sponge hanging to the right of Zola to swing over to the Item Bubble—if you miss it, then you won't be able to hop back up. There are also items in the branches below Zola. Here you'll also find the Sticker Spot that requires the Wooden Steed Switch Trigger. Slap it on for four Item Bubbles.



The next area is a race, but you should take it slow for the Item Bubbles. In addition to the ones in the air above the buffalo, you should use access the branches above for many more back to the left, high above the herd.



Just a few more swings over spikes and you're in the home stretch.



<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
SWINGIN' SAFARI		BURNING FOREST		THE MEERKAT KINGDOM	
Burning Forest					
ITEMS // 23	KEYS // 1	STICKER SPOTS // 3	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Cat Head, Amazing Diamond, Stylized Antelope					

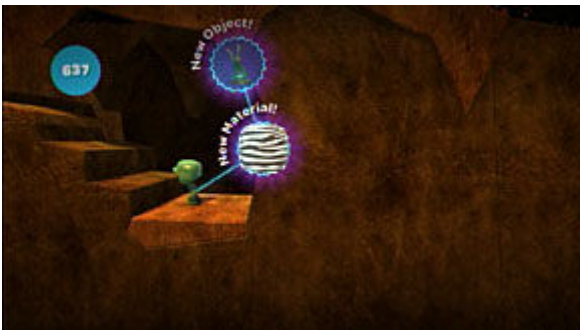
As if the stampedes and blazes weren't bad enough, now you'll have to contend with crocodiles in the Burning Forest. Before heading right, go left from the start to grab the hidden **Key (1/1)** and two Item Bubbles.



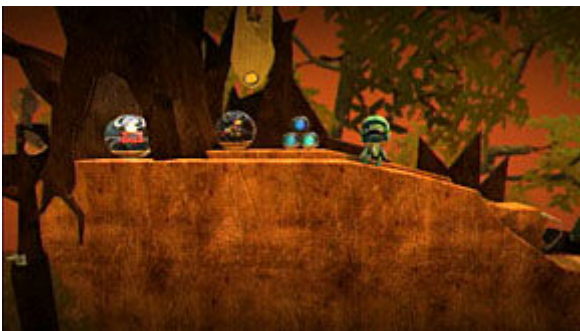
Head right across the platforms and then hitch a ride on the herd.



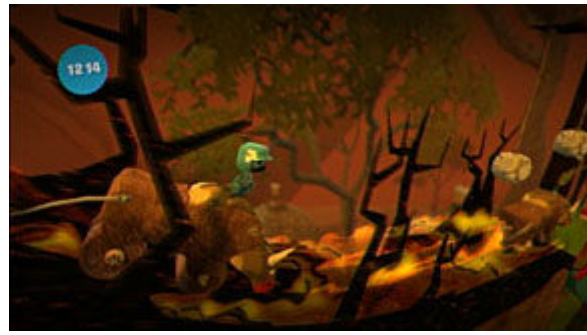
Disembark at the check point and go into the cave for some Item Bubbles. Hop back on a buffalo and ride it all the way to the left, past the bridge.



There is an Item Bubble here and a **Sticker Spot (1/3)**, for which you'll need the Cat Head sticker—this can be found in The Meerkat Kingdom. Slap it on to release the Item Bubble under the tree.



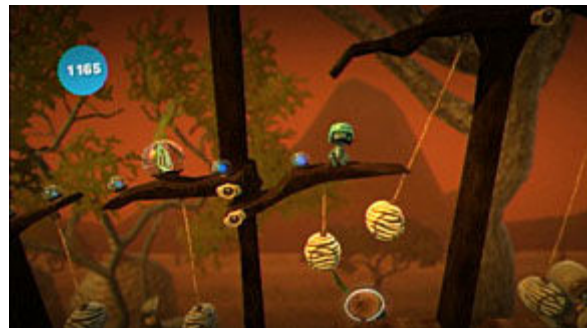
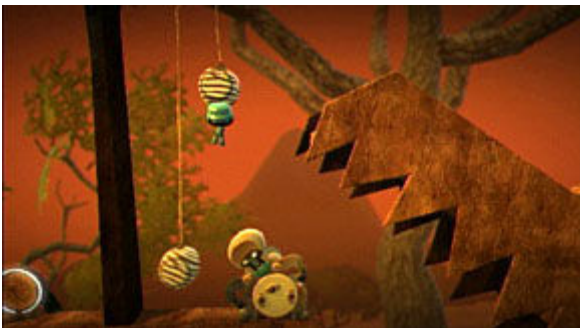
Head back to the bridge and use the tip of the buffalo peaking above the ground to get the item just out of reach. The herd will head downhill, and when the perspective changes, get read to leap for the swinging sponge.



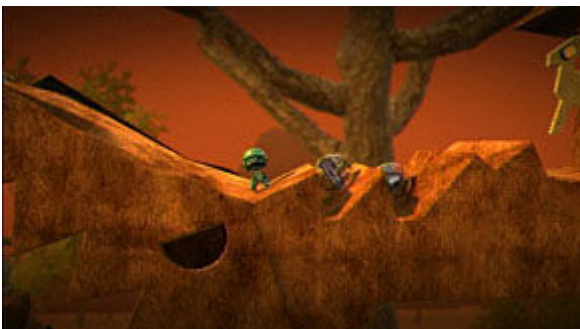
This will begin your not-so-perilous journey across the crocs.



On the other side, use the sponges to swing upwards by holding the rightmost one you can reach all the way left and continuing in that fashion. In this manner you may reach the Item Bubbles in the branches to the left. You may also reach the area above the metallic alligator jaw.



Above the massive alligator are a few Item Bubbles and **Sticker Spot (2/3)**, which you should activate with the Stylized Antelope.



Now, head inside the jaws to find some bat-like enemies on the ground. Use one to boost up to the item above. Swing across the crocs and you'll find an x2 Area.



MULTIPLAYER AREA

For this area you and a buddy should swing across the croc's mouth then one of you should stand on the red button. The door can be propped open with the zebra-striped block allowing both players to enter the room.



One inside, one person needs to tug on the string while the other travels up the branch to the three Item Bubbles.

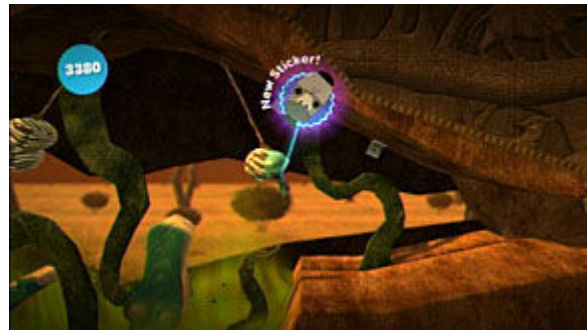
Now, drop straight down through the jaws. Grab the Item Bubbles in the corners of the area.



At the bottom, kill the bat enemies and head left for a **Sticker Spot (3/3)** which can be activated with the Amazing Diamond sticker you should already have.



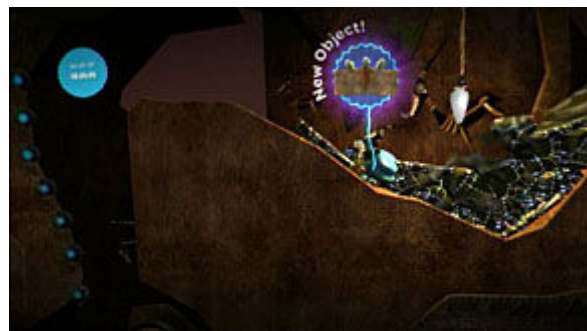
Before you head down the web through the crocs, grab the item above the top right croc by jumping on its mouth when it's closed—don't grab the sponge, just leap across the gap.



Hit the final enemy and swing to victory!

<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
SWINGIN' SAFARI		BURNING FOREST		THE MEERKAT KINGDOM	
The Meerkat Kingdom					
ITEMS // 44	KEYS // 2	STICKER SPOTS // 3	MULTIPLAYER SPOTS // Two x2 Areas		
SWITCH TRIGGER STICKERS // Fluffy Tree, Growl Face, Voodoo Face					

Right off the bat head right into a secret area with a Sticker Spot. You'll need the Fluffy Tree for this one, found in Swingin' Safari. It will land you five Item Bubbles. Now, head into the meerkat den, sliding downwards with an eye out for Item Bubbles.



Once again, you'll want to take this race slow for an excruciatingly hard-to-find Item Bubble, located under a white block you can pull out.



Grab the Item Bubbles in the upper right area past the meerkats by swinging across the gap. In the area with the all the Score Bubbles and a springy meerkat, be sure not to miss the **Key (1/2)** on a ledge above. There are plenty of items to be had here, as well.



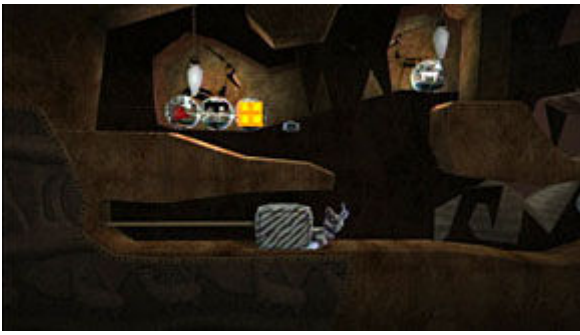
As you head ever deeper, you'll come to a place with zebra balls on the ends of levers you can grab. Here you'll find the Cat Face sticker for use on the Sticker Spot in Swingin' Safari. Just mind the spikes! If you head to the left, you'll come across an x2 Area.

MULTIPLAYER AREA

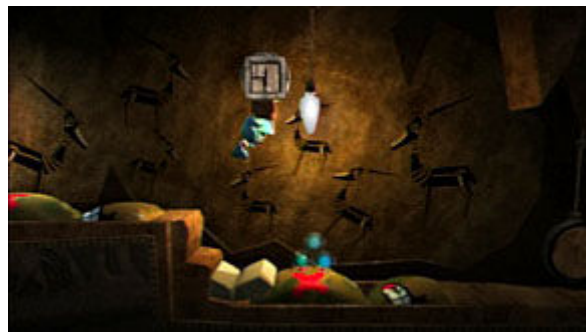
Notice the lever here—there are two ways to lift it to allow access to the area on the left. One of your party must stand on the lever to let the first in. Next, pull the chain to let your partner through.



Now you must both pull on the zebra box all the way out (tap jump while tugging for an extra oomph!) and then one person must let go and use it to hop up to the four items. An additional zebra block will fall allowing you both to exit via the background of the top level.



The next area is something of an unmarked x2 Area—you'll want a partner to make things easier. When you hop on the red X on the belly of the meerkats, the head becomes a spring to launch you. It's almost impossible to coordinate these launches by yourself.

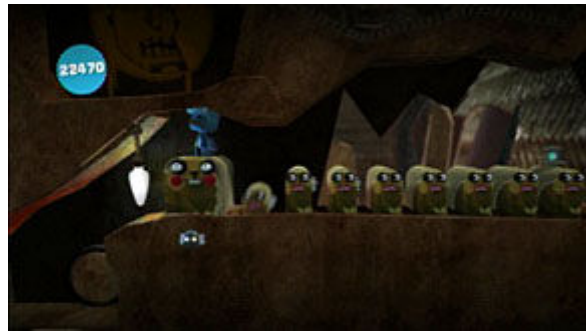


MULTIPLAYER AREA

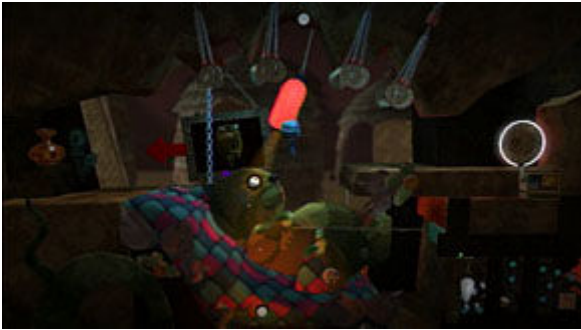
Use a friend to hop on the meerkat bellies to vault you up to the Item Bubbles above.



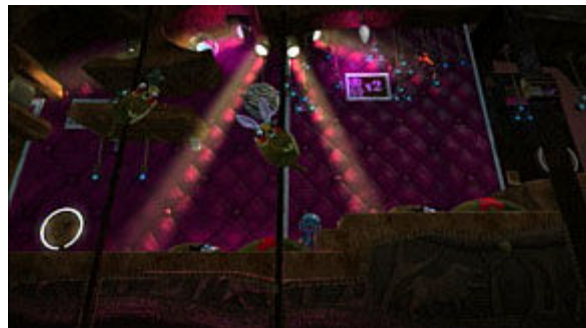
You may spot another Key on the way down, but you can't get it quite yet. Grab the items above the crumbling parts of the tunnel. At the end of the line of meerkats, use the big one to hop up into the secret area for an Item Bubble you can see just above.



When you come to the giant Meerkat, she'll request you find her stripe-tailed son. He's at the meerkat night club, obviously (?), so swing across and head left to the night club. You'll need to drag him back to this spot to continue.

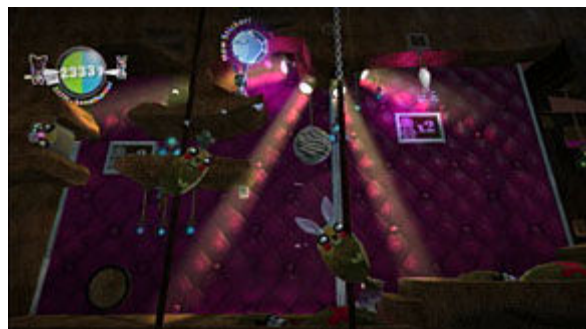


Just before the night club, there's a spot where you can hop on a ledge in the background and run up to the right for a **Sticker Spot (2/3)**. Use the Growl face for two Item Bubbles. Head out to the night club.



MULTIPLAYER AREA

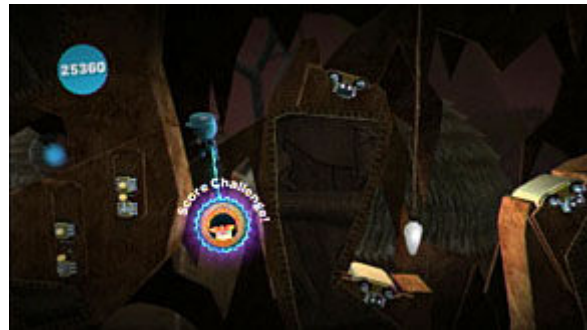
Here, have your partner hit the belly-launcher while you collect the Item Bubbles above. Try and grab the zebra-striped swinging sponge to make things easier.



In the rear of the club is the meerkat you are looking for. Drag him to the right, opening the area blocked off by the meerkat before for an item. The meerkat launchers will help you get him home.



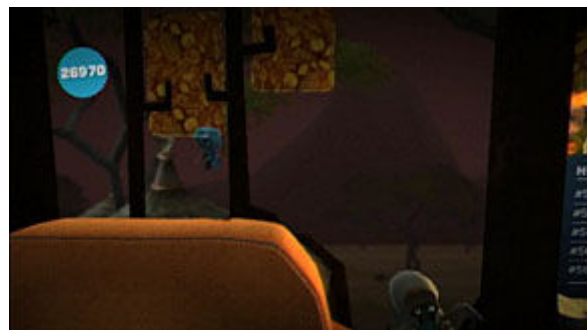
Head through the open door and you'll come to a series of springy meerkats that will launch you skyward. Work your way up to the highest meerkat to grab the **Key (2/2)** you saw earlier.



The meerkat launcher on the far right will get you up to a platform with a Item Bubbles (both butterfly stickers) and here you'll see your final **Sticker Spot (3/3)**. Slap on the Voodoo Face for one Item Bubble.



Essentially in the clear now, burst out of the meerkat den for some more items and the end of the level.



<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
THE WEDDING RECEPTION		THE DARKNESS		SKULLDOZER	
The Wedding Reception					
ITEMS // 65	KEYS // 1	STICKER SPOTS // 2	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Skeleton Hat, Huge Eye					

The Wedding will take everything you've learned thus far and add lots of spikes. First, hop out of the giant skeleton and grab the little swinging columns to tilt them over for Item Bubbles.



On these purple and pink springy trampolines, timing is everything. If you time your jump towards the end of the upswing you'll bound higher and higher to grab the Item Bubbles way above.



Take the high road above the enemy for a **Sticker Spot (1/2)** that requires the Skeleton Hat (found later this level). This will net you 2 new Item Bubbles.



Head right across the precarious column then grab a balloon to collect some Item Bubbles above. The balloons are surprisingly controllable; even if you get to the ceiling, you can pull the balloon swiftly into the corner to bump it back down for item collection—just don't let go until you are finished!



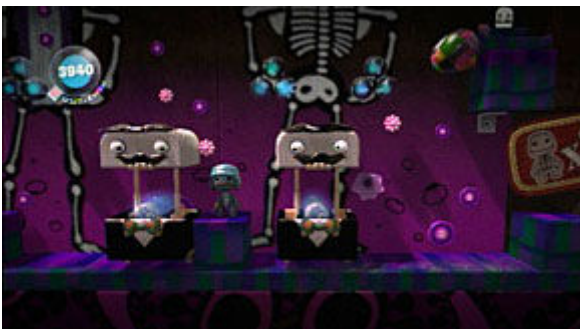
At the area with the skull that bounces you and all the stretchy strings, use the leftmost one to swing into a hidden area with four secret Item Bubbles. This area is directly under the balloon takeoff point.



You can use the button to launch you onto the yellow sponge to bash the platforms with Item Bubbles. Grab the Huge Eye Switch Trigger Sticker here for later...



The tuxedoed enemies can launch you to lofty Item Bubbles in the next section. Just don't hop in their mouths when the electricity is exposed. You'll notice the x2 Area here, as well.

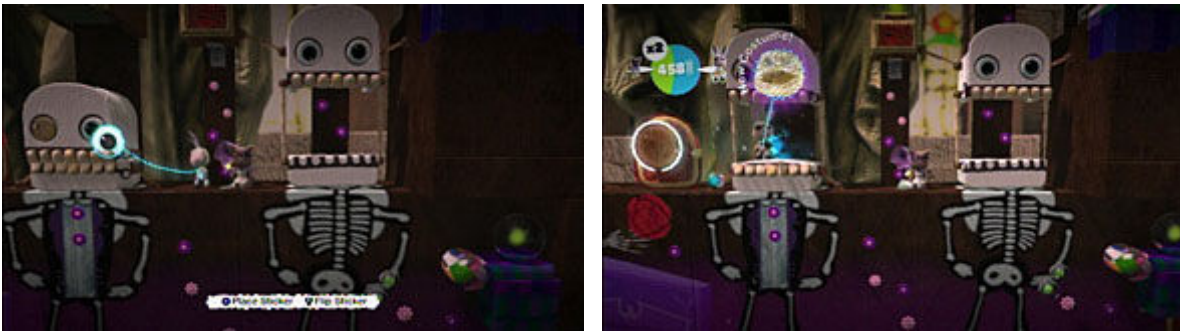


MULTIPLAYER AREA

This one's easy enough with two people. Just grab the colored balls and yank the platform down. One person can rock it while the other tries to jump on top. Grab the skull's dangling ball to get the 3 Item Bubbles.



You'll spot an item in a box with seemingly no way to access it. This is actually a sneaky **Sticker Spot (2/2)**. Slap the Huge Eye on the missing eye of the skull just below it to open the box for an Item Bubble—you'll have to shrink the sticker down significantly (right analog stick) for it to fit.



You can use the jaw-elevators to give your jumps some momentum. Use this to get on top of the boxes for the high Item Bubbles. Then, use that momentum to hop on the platform above the elevators, and from there jump across the tops of the wedding guests for even more Item Bubbles.



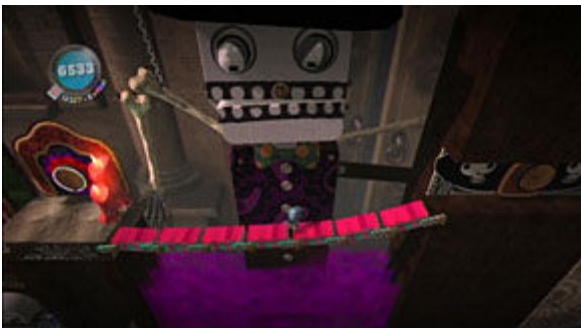
Drop below to the left of the checkpoint for more secluded Item Bubbles.



Now it's time to bounce some more for lofty Item Bubbles. You can also nab a **Key (1/1)** high above the rightmost trampoline.



Cross the bridge beneath the very large skeleton and use the bouncers to get up top. Hop on the giant skeleton's hat for Item Bubbles.

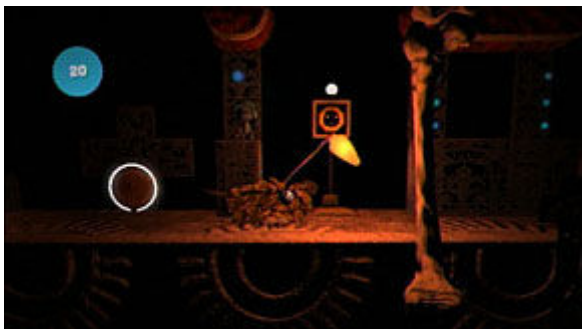


He'll rock back and forth, allowing you to jump of the hat's brim onto the top. After that it's a straight shot to the finish line!

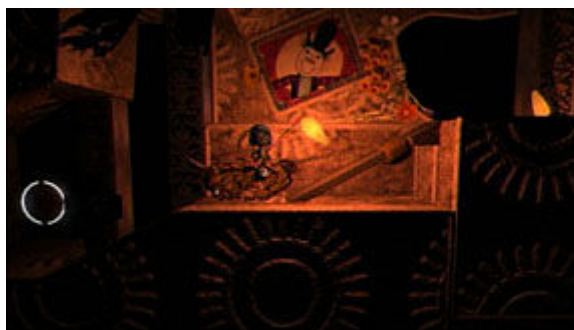


<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
THE WEDDING RECEPTION		THE DARKNESS		SKULLDOZER	
The Darkness					
ITEMS // 38	KEYS // 1	STICKER SPOTS // 1	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Pixel Skull					

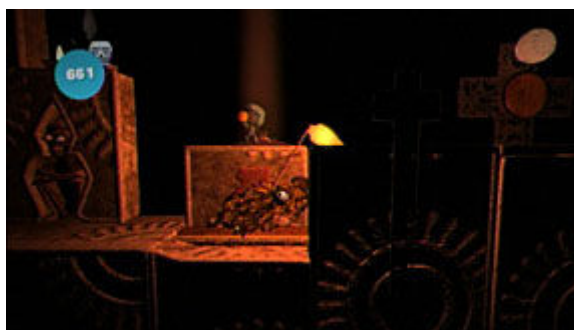
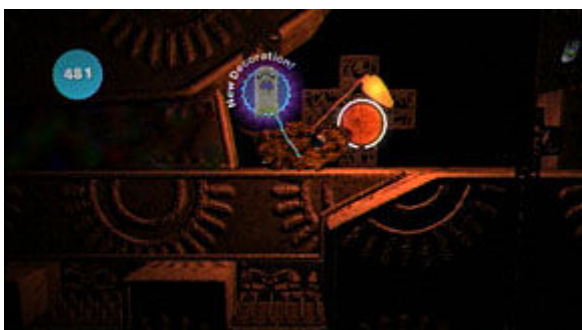
Drop down into the dark cave and you'll find a helpful puppy with a light to make things like spikes visible. He'll head towards you at all times, so if you want him to reverse, just hop over him and he'll reverse. You can ride him, too.



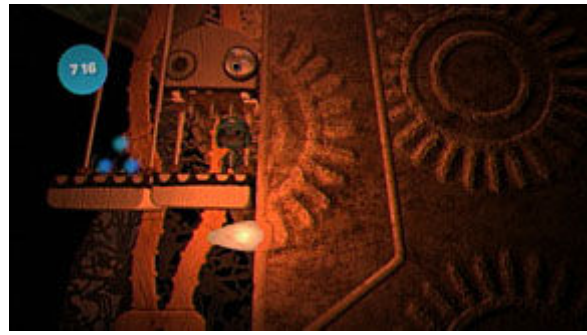
Ride the dog over the spikes, hopping off into the background to get item bubbles. At the dead end, hop off and pull down the ramp for you friend. Lead him away, then back and up the ramp to continue.



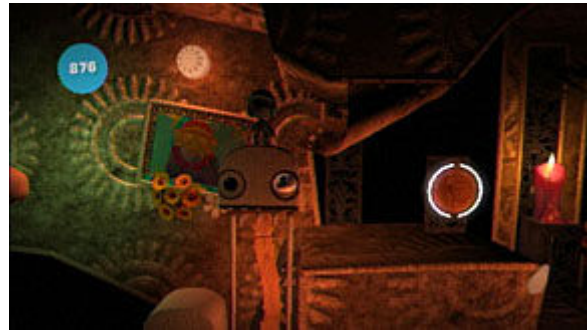
In the next area you'll have to ditch the dog on the upper level so he can light your way across the bottom. Hop across the platforms, and up the other side to meet your dog again—be sure to backtrack on the dog's level for an Item Bubble.



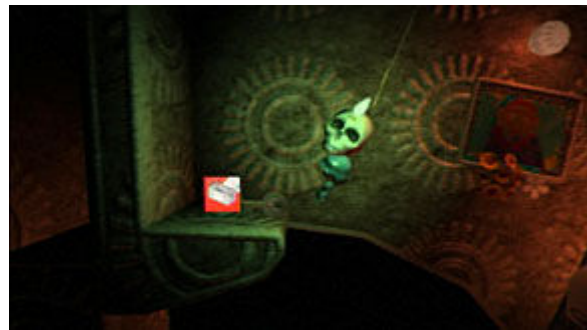
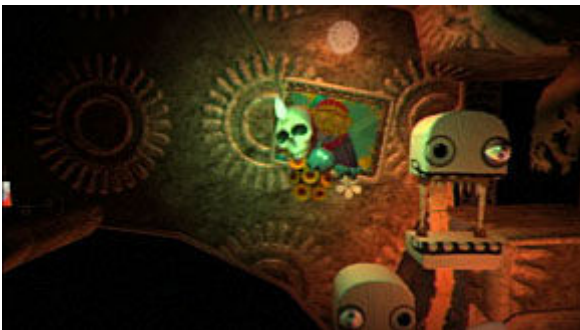
At the next dead end pull the lever to let your buddy up. Once he's up there, lead him back left for some Item Bubbles. Be sure not to continue riding your dog as he'll now fall into a trap door in the ground.



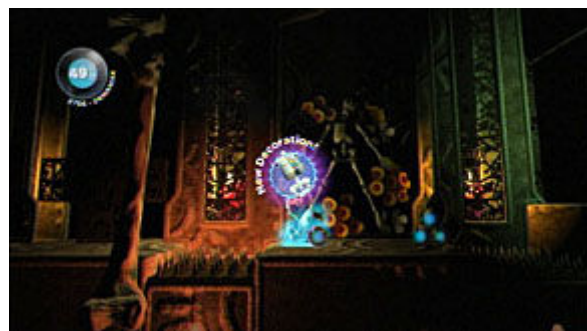
At the jaw elevators, there's a passage into the cliff wall to the right for another completely secluded Item Bubble.



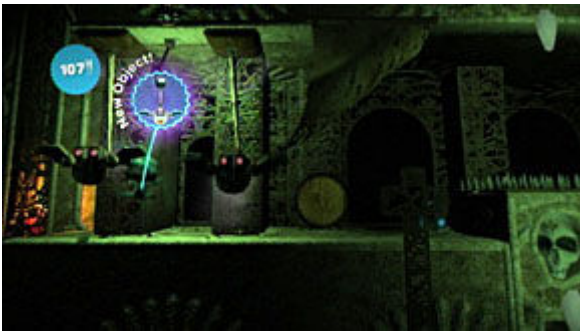
Use the momentum from the top elevator to jump up and to the left to grab a skull hanging from the ceiling. With this you can swing left and grab an Item Bubble and the level's only **Key (1/1)**.



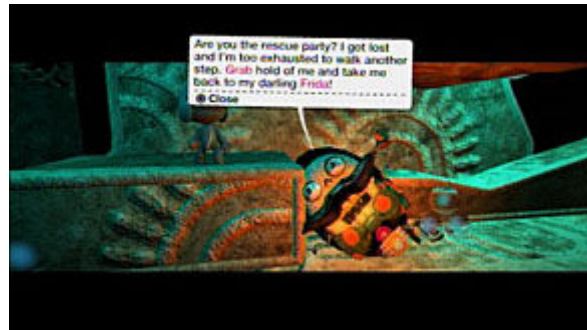
In the area with the candles in the background, search the sides of each one for Item Bubbles—these are really easy to miss, so search well!



The next area features bats and deadly spikes. It's pretty straightforward, just mind the Item Bubbles around. You'll have to leap for the skull to swing across the last few pits.



Pull the yellow skull block over for some Item Bubbles and a path up. There are some Item Bubble up and to the left in the dark here too. Leave the egg-shaped groom for now and hop out onto the chained skulls. To the upper left is the x2 Area.



MULTIPLAYER AREA

This area is tough since it's mostly obscured by darkness. There are more Item Bubbles than initially meets the eye. One person must yank the skull down, while the other must jump up and grab the light.



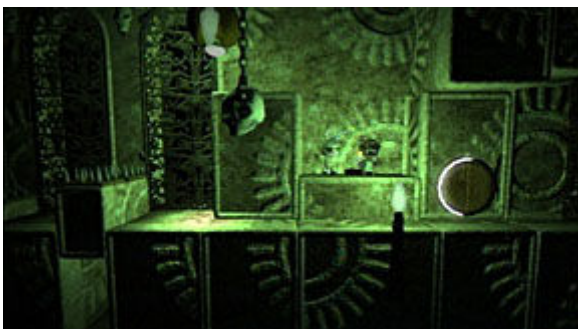
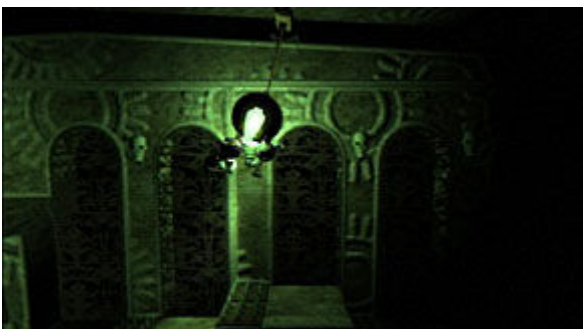
The person with the light may go over and nab the Item Bubbles, jumping back over the spikes. Better yet, the player on the ground can progress over the rising and falling spikes with the help of the light.



Hop from the light to the button in the inner chamber, allowing your partner to enter the room and grab all the goodies.



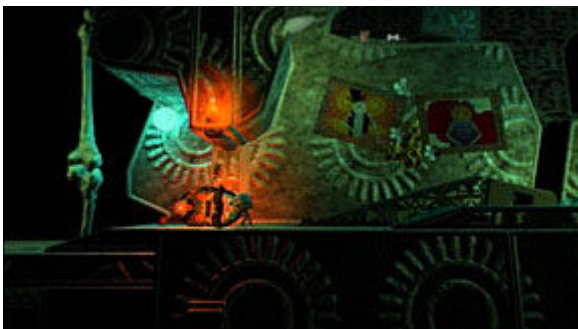
He or she can then jump up and over the partition via the piled boxes to the red button area, and you can both swing back to the entrance of the area. That's six more Item Bubbles in the collection!



Back at the skull chains, swing across to the lever and pull it.



Pull the groom to the right, through the open door. There is a button here you can use to launch the groom up onto the higher level. This can also be used by two people to access more Item Bubbles above in the second x2 area.

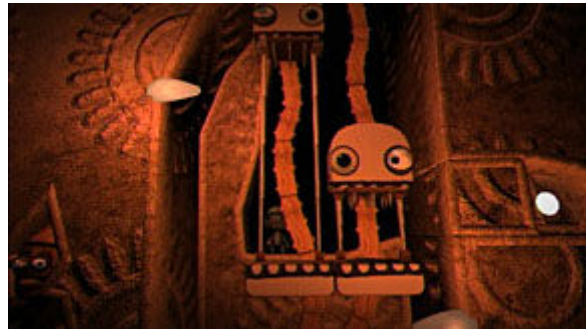
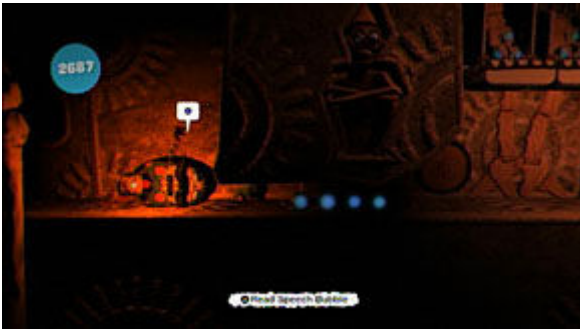


MULTIPLAYER AREA

This is tough to line up, but a well positioned launch off coupled with a timed jump can get you up to the x2 Area. The key is to jump off the launcher right when, or slightly after, the other person hits the button. This will nab you 3 more Item Bubbles.



You'll now have to leave your egg-shaped friend and work your way out of the cave.



Drop into the background when the second elevator is in its bottom position for the stone-locked Item Bubble. These elevators have spikes, so using the momentum they give you for jumps is difficult.



Hop up to the left off the elevators for a skull/chain pulley up to the **Sticker Spot (1/1)**. Slap the Pixel Skull sticker on the spots when they come to a rest. Your reward this time is a whopping two Item Bubbles.



After that, you can hop across the elevators and into a scary situation. The monster here can't hurt you for now...



Head up the ramps to the exit.

<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
THE WEDDING RECEPTION		THE DARKNESS		SKULLDOZER	
Skulldozer					
ITEMS // 18		KEYS // None		STICKER SPOTS // None	
MULTIPLAYER SPOTS // None					
SWITCH TRIGGER STICKERS // None					

Welcome to LittleBigPlanet's first boss level! Collecting Item Bubbles can be tricky here, but remember: you can always try again. There's no need to get them all in one run. Most of the tricky ones require you to jump precisely up platforms, or just wait for Skulldozer to knock them down so you can grab them from the rubble.



To survive Skulldozer, it's best to lay low. Just run along the bottom, hopping over the few hazards at the end and you'll ace the level, no problem. The final Item Bubble can be a bit tricky. It's in the air above the bridge and won't fall down. To get this, get ready to jump just after the three "bridges" suspended between the block towers. Get a good running leap at the item and press up on the analog stick to keep yourself in the background. You should hit it on the way down.

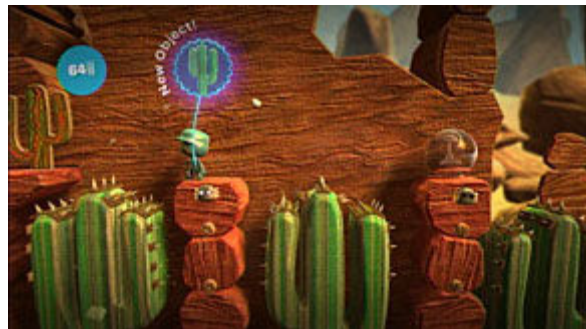


<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
BOOM TOWN		THE MINES		SERPENT SHRINE	
Boom Town					
ITEMS // 80	KEYS // 2	STICKER SPOTS // 1	MULTIPLAYER SPOTS // Two x2 Areas		
SWITCH TRIGGER STICKERS // Orange Bird					

We can't emphasize enough the importance of checking behind cactuses in this level for Item Bubbles. Behind almost every thorny saguaro are one or two Item Bubbles. So be sure to hop into the background as much as possible.



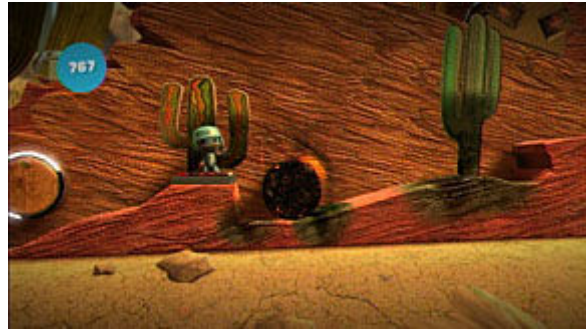
At the mustachioed man is a particularly hidden set of Item Bubbles. Leap across the gaps and try to keep your momentum going, those cactus are sharp!



At the other side, check the background for Item Bubbles. Tilt the boxes over and pull them to the barrel cactus to jump over them.



Are you still checking all the cacti for Item Bubbles? We hope so. Hit the button to detonate the TNT on the hill—but stay back, just touching the edge of the detonator.



Wait for the barrel to roll down, then leap over it and proceed. The next detonator works the same way, but two burning barrels come down. You can risk your neck for points here by squeezing into the background crevice while they pass with Score Bubbles.



Notice the **Key (1/2)** hanging from Bessie there? Well, mosey on over to the third switch, duck into the little scoop in the ramp (or jump down one level) and watch her fly as the barrel knocks her into your reach. Just hop down and collect—don't miss the Item Bubbles that fall too!

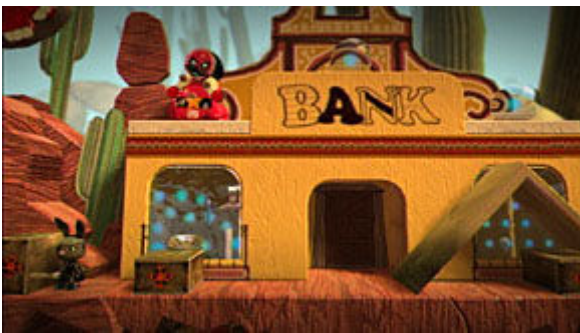


MULTIPLAYER AREA

We want to emphasize first that this x2 Area is pretty tough, due to some touchy explosives. However, you can bypass part of it completely to make it easier on you and a buddy. The object of the area is to free the bank of its burdensome supply of Item Bubbles. You can do the job by detonating the first set of explosives in the building area before the bank, then dragging the second set of explosives (hidden behind the building) in front of the bank windows.



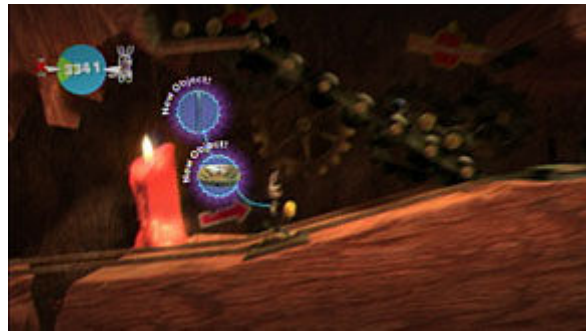
Detonate them with the button on the roof of the building they were under after they're in place and the Item Bubbles will tumble to the x2 Area cave below. You'll have to do each window at a time since only one explosive is linked to the detonator. It's less sloppy with a friend, though! So gather your crew and pull the ramp in place.



You want to fill the mine carts with the spherical explosives, but they are VERY SENSITIVE. So go slow—you won't only die, but blow up your ramp as well!! If they drop from a tiny distance, kaboom! If you jump on them, blammo!



Fill the carts by pulling them over each other carefully until both carts have two mines. Now, one person needs to push the cart quickly over the gap, while the other catches it. So hop across the wide spike gap and play catch. On the other side, one person must pull the lever while the other lets the cart down onto the conveyor belt.



If you let the ramp up while the cart is traversing it, it will end up on the right side. If you let it travel all the way up the ramp, it will come to a rest on the left side. Once both are in place, hit the button to detonate them and send Item Bubbles your way. You can get 5 or 6 Item Bubbles from each side here!

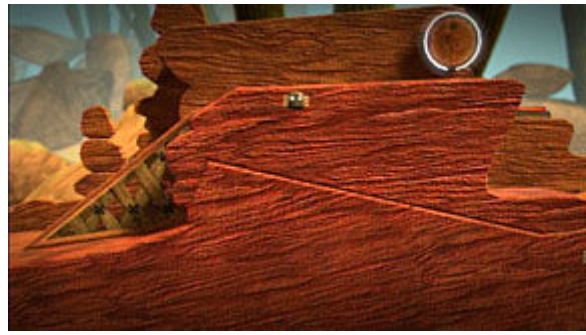
In the town area there are many hidden Item Bubbles to be sought out around the explosives. Be careful when detonating—you don't even have to set the TNT off to proceed.



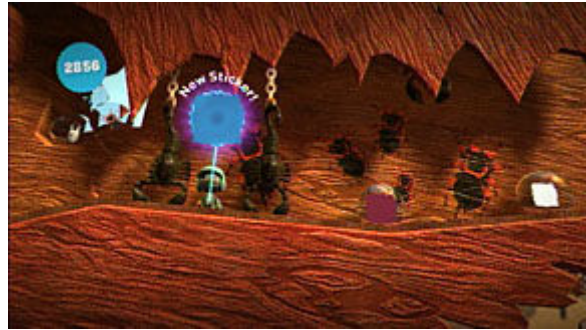
Be sure you've checked behind everything, then hop onto the bank's roof for some more Item Bubbles. Between the bank and town there's a giant red dog in the air. If you grab or jump on it, it'll drop some bubbles and the level's second **Key (2/2)**!



To the right of the bank is a ramp with an item behind it, just stop and tap up on the left analog stick to hop into the background and grab it. Hit the red button and hop on the rocket, grabbing the yellow part to launch it. Hold on tight!



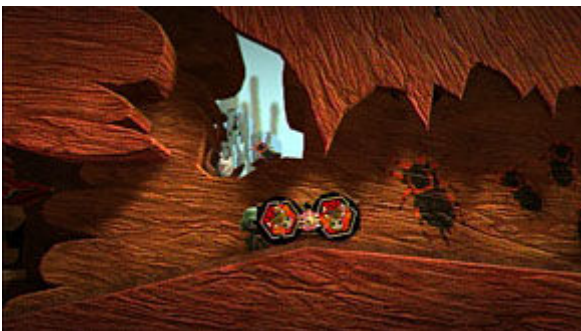
After you "land," check the crash site for Item Bubbles you may have missed. Pass the jail for now and continue up the hill past the scorpions. They're easy enough to avoid.



Pull the cart over to the dead end and hop up to find a shooting gallery that serves as this level's **Sticker Spot (1/1)**. If you sticker the background, an explosion will kill you, so time your sticker to coincide with the turnaround at the end of the swing of the bird outlines. You'll get six Item Bubbles for your trouble.



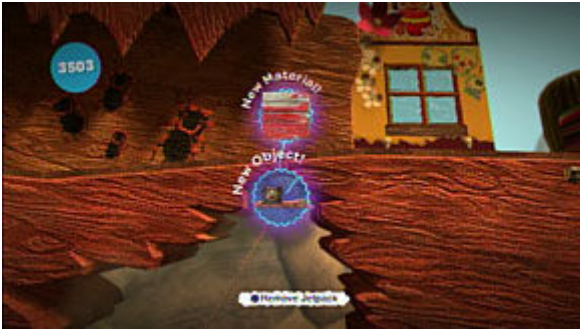
Now, take the cart of explosives down the hill past the scorpions. Stop and use it as a platform to get the three Item Bubbles in the window on the way down.



At the bottom, let the cart rest where it stops, then go over and stand on the red X to detonate it. Search the jail thoroughly for four Item Bubbles before heading down the hole.



In this part, you must carry ultra sensitive explosives up and over a spire to a blockade passage. Two well placed drops will clear the blockage. Grab the Item Bubbles when your hands are free.



Next to the second batch of explosives, you'll see a yellow substance that can be bombed as well. This is another x2 Area.

MULTIPLAYER AREA

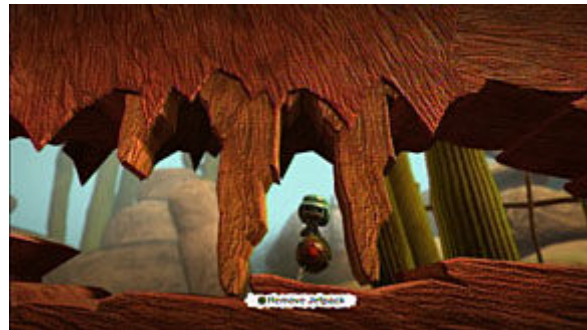
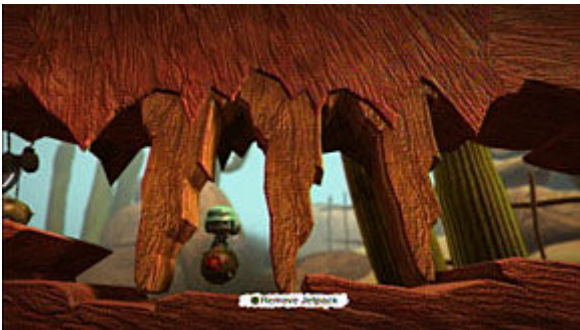
Blow up the yellow stuff and head down. Here, your partner will have to hold a switch while you carry bombs up and over the spire, through the open hatch, clearing the blockages on the left.



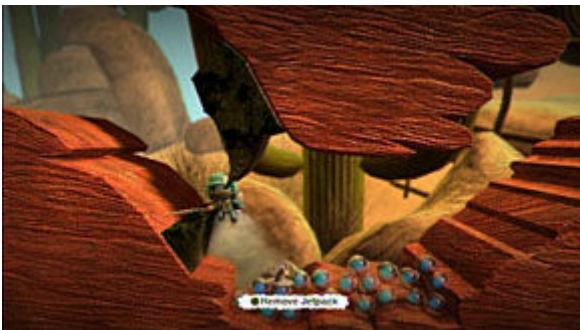
It's tight quarters, so watch your swinging of the bombs mid-flight. You'll get five Item Bubbles at the bottom and a shortcut back up.



This next part is the bane of level-acers worldwide. Sure, you can get through the dropping stalactites with a few lives, but if you want to get through unscathed, you'll need a plan. The best way to get through these still requires some twitch adjustment. We recommend going fast. You should get close to the first stalactite and hover far enough off the ground so you won't run into the lip in the next gap. Zip over when it rises and correct your motion with a quick burst in the opposite direction as soon as you get between the two so as not to swing your mine into the next one.



Take the last two at once, zipping through when they are both up. Aim for the thinnest part of the blockage so you'll only have to make that daunting trip twice! The good news is that following this there are no more risks. The mine cart will take you to the end of the level.

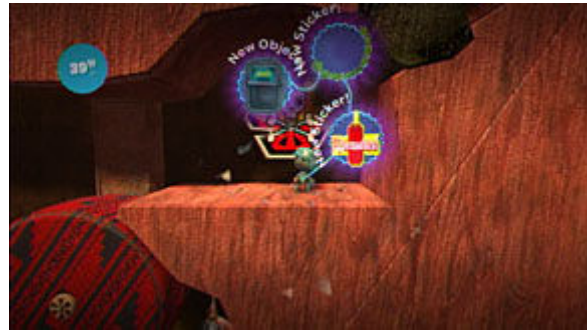


<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
BOOM TOWN		THE MINES		SERPENT SHRINE	
The Mines					
ITEMS // 42	KEYS // 2	STICKER SPOTS // 3	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Angry Skull, Red Explosives, Mexican Scary Mask					

Nail the enemies and hop the gap. Use the next group of enemies to get up to the items. The red cylinders can be gripped, but you should hop these for an item and a **Sticker Spot (1/3)**



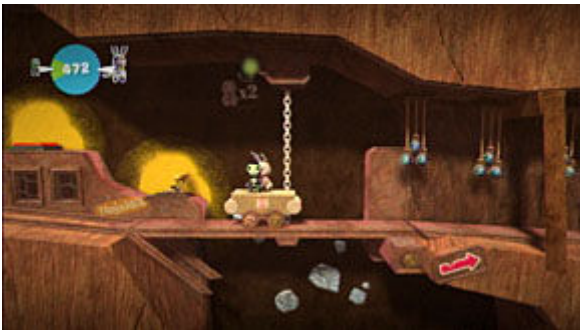
Slap on the Angry Skull for three Item Bubbles. Fall down the right side of the second cylinder for an Item Bubble.



Just below, hit the switch for a mine cart then head into the newly blasted tunnel to the left for an Item Bubble obscured in the dark. Hop on the cart and hold on tight! At the end you'll get dumped and you need to make your way right to the next button. At the next button, you'll see an x2 spot. Let out a mine cart and pull the lever to cross the gap.

MULTIPLAYER AREA

This spot can be done by one person, but it's supposed to be done with two. You can pull the lever to let the bridge down, then knock it back with a body motion towards it and hop onto the bridge as it rises to get the item; or just have a friend work the trigger for you and you can ride up to the Item Bubble.



Use the cart to hop up to the next level. In the next area, pull the trigger when the cart above you is overhead to get its Item Bubbles. This will also empty the one on your level so you can hop across. Get the Item Bubble on the opposite side then head up the belt in the background by hopping onto it.



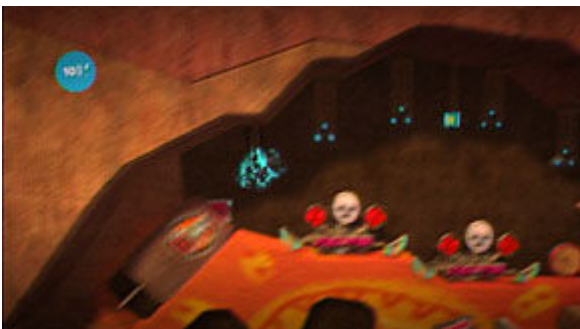
Head left across the suspended cart, minding the enemy on the other side. Here you'll find an Item Bubble and a Sticker Spot. Slap on the Red Explosives for three Item Bubbles.



On the orange area there are two enemies with dangerous spikes beneath them as well as a weak point. Get directly under them and jump or just wait and they'll come down on you and die. Head to the far end to find a launcher.



With a well-timed jump mid-launch you can sail across the area to the explosive detonator on the far side, picking up an Item Bubble on the way.



Hop across the cylinder for an Item Bubble, then head down. Hit the button and hop on a cart. You can nab this bubble in the air with the help of the cart, but it will most likely cost you a life. Otherwise, hang on!



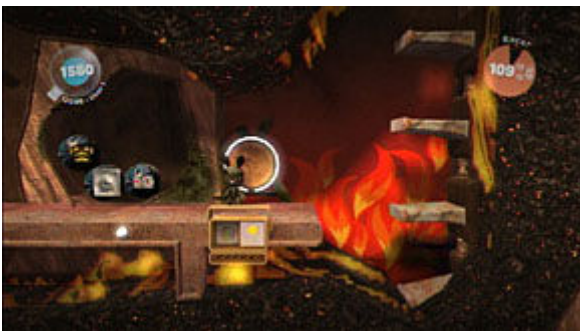
Wait until the platforms are about to dump you before jumping between them on the descent.



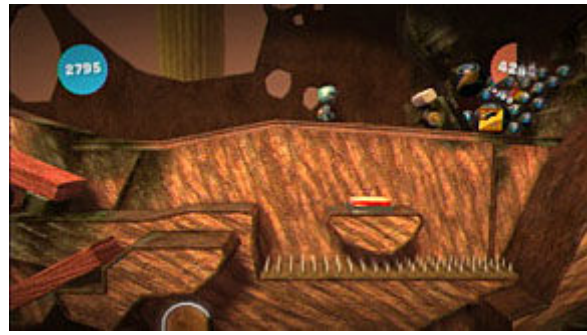
Before the race, you may spot a suspicious-looking wall. Start the race and hit the button to drop a time bomb. These should be used on the blockage, but you can also drag them back to the suspicious spot and detonate it for three Item Bubbles!



Blow your way through the blockage carefully, then head left.



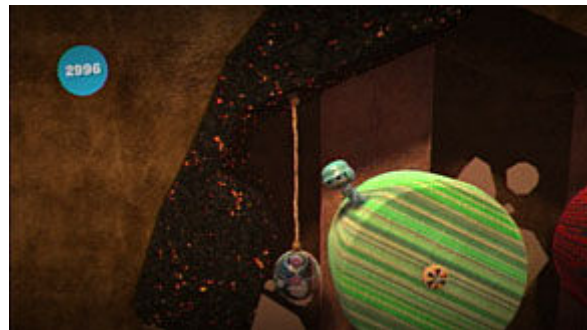
Hit the buttons you see to make a path upwards. Grab the Item Bubbles all around here. The one under the fallen beam can be nabbed by going above it and pressing down on the analog stick and jump. Pull the mine cart packed over to the wall on the right to blow up the explosives and grab some additional Item Bubbles.



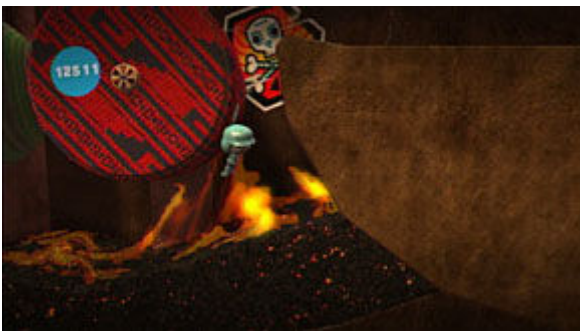
Head left and hit another button to hop into another mine cart. You are safe from the fire in the mine cart so long as you don't stick your neck out. However, we recommend sticking your neck out for the Item Bubbles and the Key above the tracks here. (1/2)



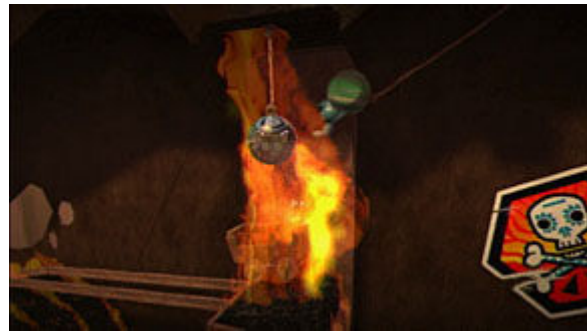
The red and green cylinders are easy since you can grip them if you make a misstep. Make a full round on the first and last for Item Bubbles!



After you drop onto the penultimate cylinder, jump to safety using the next as a platform—don't grip it.



Yet another mine cart ride is in store now. At the end of this one you'll have to leap for a dangling item and grab it, then swing to another cart that conveniently spawns below.

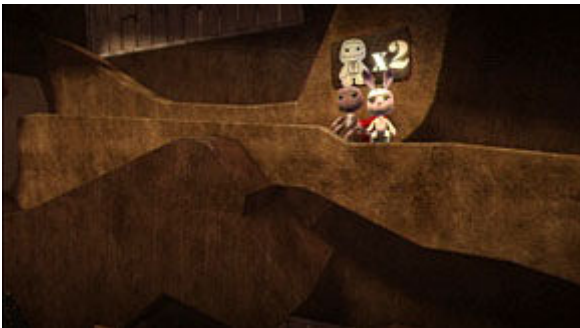


Safely on solid ground again, look for a place near the checkpoint to hop into the background and run up to the right. Use the Mexican Scary Mask (found in the Serpent Shrine next to the x2 Area) on the **Sticker Spot (3/3)** here for some Item Bubbles. You may notice the x2 Area up here as well...

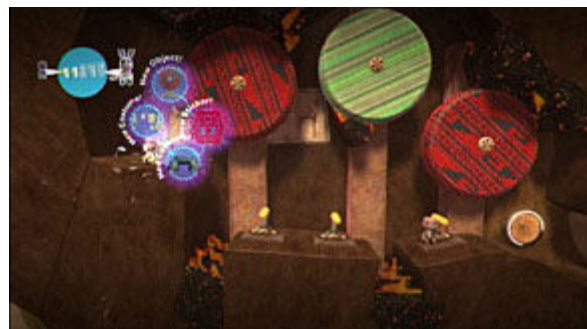


MULTIPLAYER AREA

One person must lift the catch on the wheel, while the other pulls it into place.



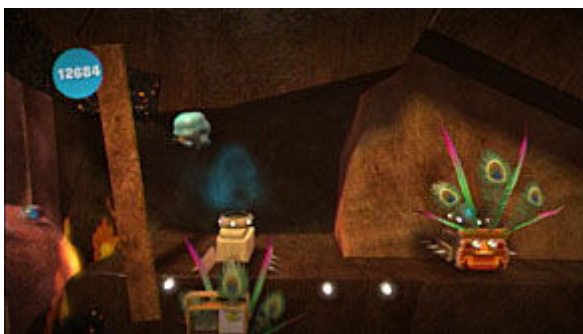
Once inside, the levers correspond to spinning the cylinders both right and left. Simply work the other player over to the cache. Your reward is four Item Bubbles!



Swing down the red and green cylinders, grabbing the Item Bubble on the far left one. Grip the final red one and rotate up for a **Key (2/2)**.



Be very careful to land on the enemies at the bottom. Head right and as soon as the ground gives way, book it! You'll need the lead to outrun the ball, which only slows at the drop offs.



Leap the sequential fiery spots in short, low leaps—it's OK to get a little singed—and take long jumps off the ledges and you'll eventually outrun it. Be sure not to miss the last Item Bubble, hidden in an obscured tunnel to the left of the skeleton dude right before the exit!



<<	The Gardens	The Savannah	The Wedding	The Canyons	>>
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BOOM TOWN

THE MINES

SERPENT SHRINE

Serpent Shrine

ITEMS // 31

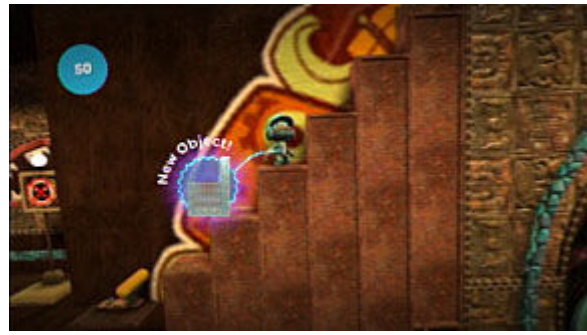
KEYS // None

STICKER SPOTS // 3

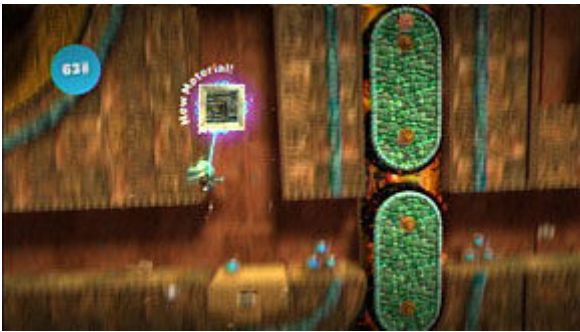
MULTIPLAYER SPOTS // x2 Area

SWITCH TRIGGER STICKERS // Aztec Face, Green Gecko, Orange Motif

This level's prominent feature is the tubes with "snakes" hurtling through them. Even touching the sides of these things will singe you, so keep your distance. Pull the lever at the start to make some stairs.



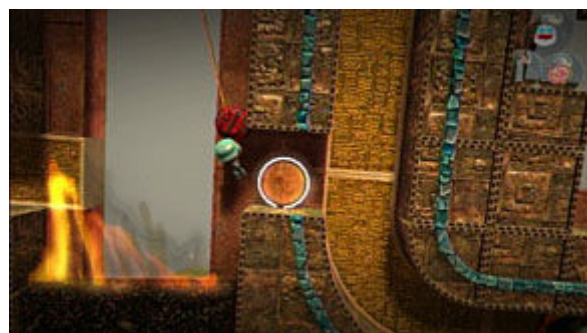
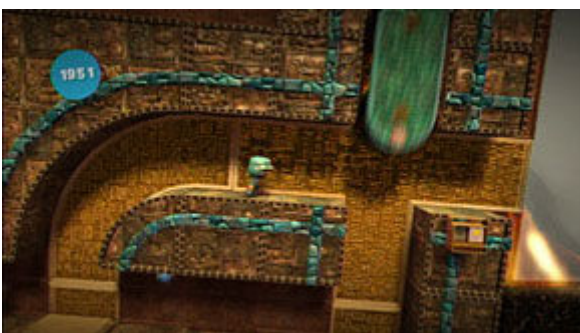
Make your way right, using the spring to get the Item Bubble up high. Your jumps across the snake tubes should be easy to time, since there's a significant delay between passes.



In the area with the enemies you'll find the familiar Goomba-like baddies that just need a swift stomping, but you'll also encounter a larger enemy that resembles a caterpillar. These enemies have spikes on their sides, but can be taken out by simply hopping on top of them and running right through their 3 weak points. They house Item Bubbles, so take the risk!



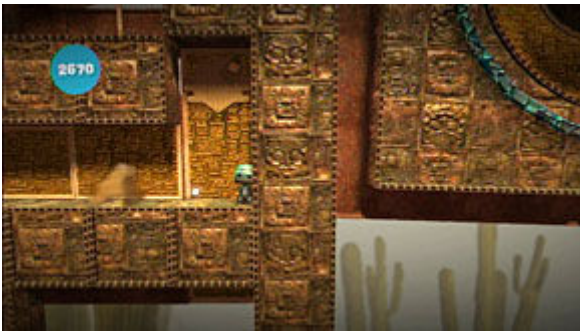
Hop across the gap, skipping the spring and killing the enemy in tight quarters for another Item Bubble. Now bounce up on the spring and swing across the flaming pit.



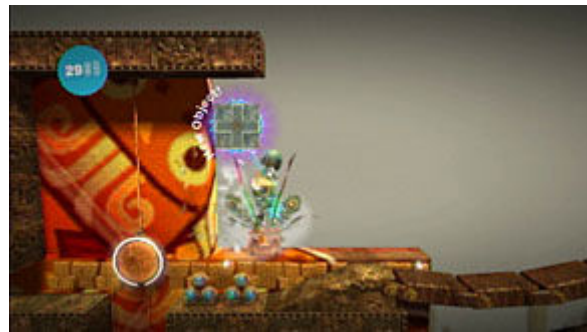
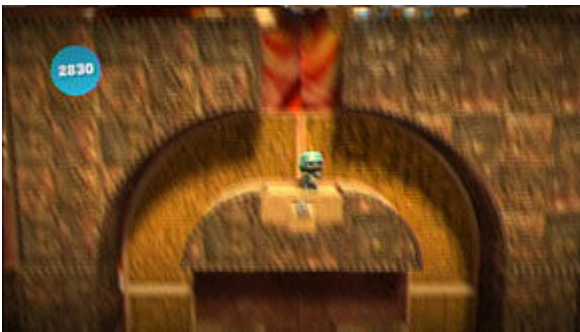
Wait at the checkpoint until a serpent passes, then hop in the tube and let gravity take you down to another caterpillar. Hop on top of it when it heads towards you and take out all the glowing weak spots.



Head left, hopping the fire and bopping the baddie and you'll come to a dead end with a **Sticker Spot (1/3)**. Slap an Aztec Face on here for three Item Bubbles.



Now take the springs up, clear the enemies around the checkpoint and grab the Item Bubble.



Don't cross the bridge quite yet. Instead, head left for another secluded **Sticker Spot (2/3)**. This one requires the Green Gecko, found at the very end of The Mines in a secret tunnel to the left of the skeleton by finish line.



Slap the Green Gecko on there and head across the moving blocks for three Item Bubbles.



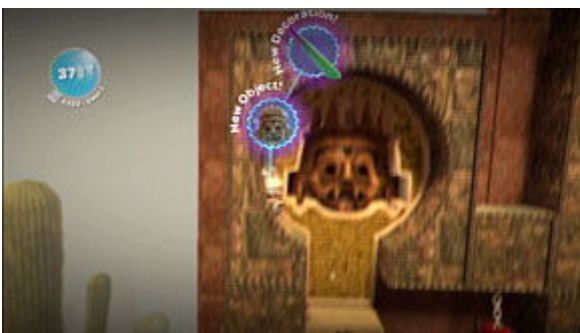
Now head across the bridge and slay the caterpillar—you can wait until it moves under the gap for some jumping room if you wish.



Take the red sponge on the chain upwards and, at the checkpoint, head left into the tube when the coast is clear. You'll find a secret red sponge pulley here that will take you to two Item Bubbles including the Orange Motif—the final Switch Trigger Sticker for this level!



Go down and back up on the pulley and you'll come to another baddie and a pulley that leads you down. If you leap this gap you'll find the level's x2 Area and also the Mexican Scary Mask, the Switch Trigger Sticker for The Mines!



MULTIPLAYER AREA

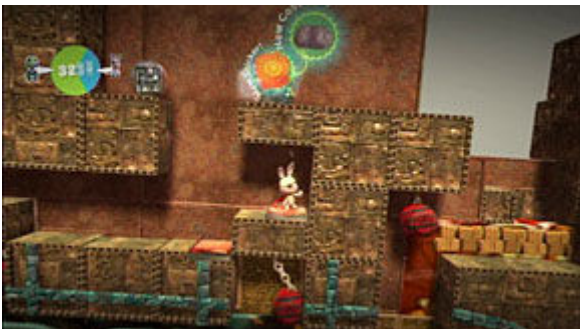
Track down a comrade for this area and head up the chain pulleys. The idea here is to hit the red buttons to raise the red sponge chain pulleys in the serpent tube in the nick of time, sparing your partner from obliteration.



One of you must run the gamut while the other runs above them to the switches. Move onto them at approximately the exact time your partner grabs the sponge to yank him or her into the clear—don't make big jumps onto the switches as it will throw off your timing.



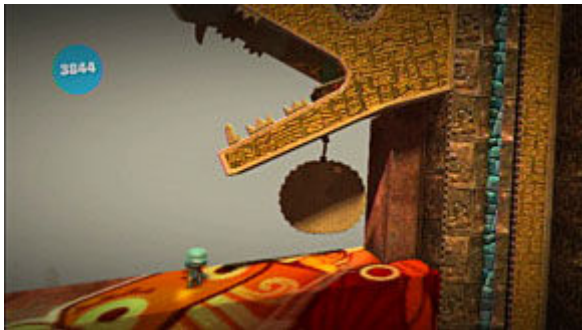
If you complete this successfully you'll land yourself three more Item Bubbles.



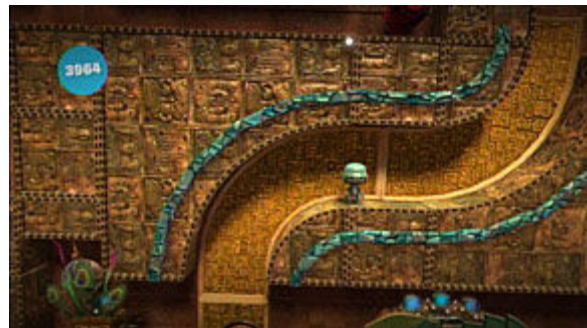
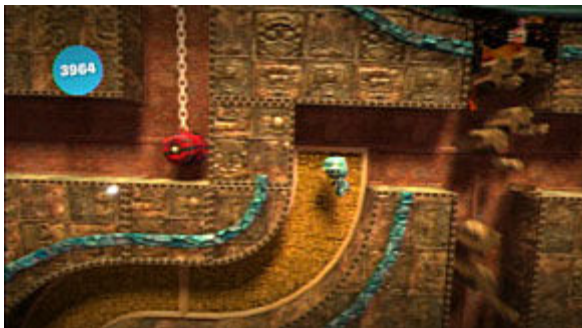
Take the red sponge chain pulley down and head towards the apparent dead end on your right. You can grab this block and move it, making it possible to leap into the background and exit to the right.



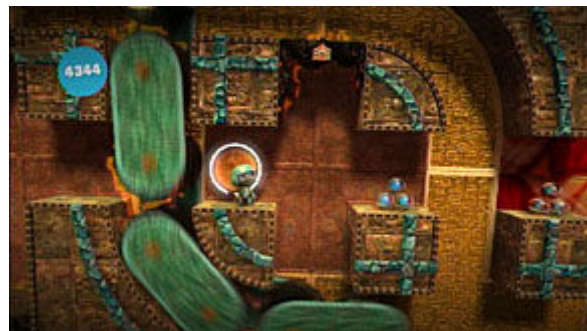
You'll see a large set of jaws here with the final **Sticker Spot (3/3)** dangling from them. Hit it with the Orange Motif, found earlier in the level in the secret nook, for three Item Bubbles.



Now, head left from the checkpoint, waiting alternately for the rubble to drop five loads, and the serpents to drop every few seconds. Drop down the tube and take out the enemies on the left and right for two Item Bubbles.



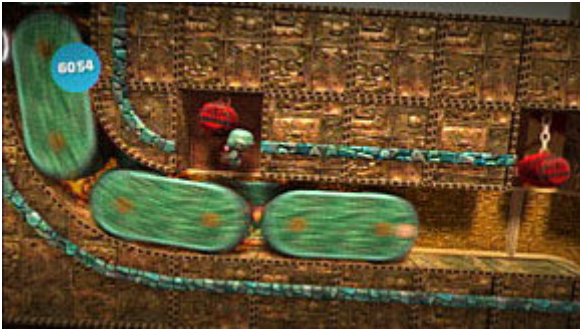
Now you'll have to contend with some additional easy platforming that takes more patience than skill.



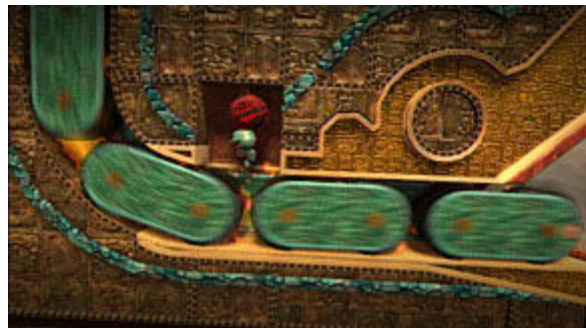
Use the enemy before the bridge to bounce up to the item bubbles. Head across the bridge and it will break away—don't dawdle.



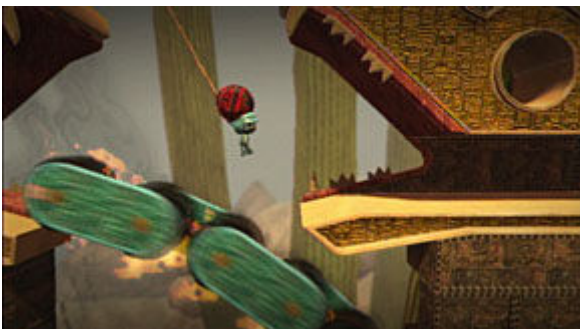
Now you'll need to hop into a serpent tube with pulleys spaced out to save you. Just run from one to the next—don't skip any.



One safety spot is a checkpoint, and after that there's a big drop and a pulley you'll have to scramble to grab. Don't try and outrun the serpent here, it won't work!



Drop off the pulley and pull an Indiana Jones across the gap. Be sure to hop up and to the left in the exploded area here for an Item Bubble.



After grabbing that, head down into the boss area.



This fellow will chuck explosives in three specific spots in one order, right, middle, left. Every few tosses he'll also include a time bomb that he'll hurl to the far left. To stay safe, you'll want to hover in the middle of the area, leaping or running left right after that first bomb explodes to avoid the second.



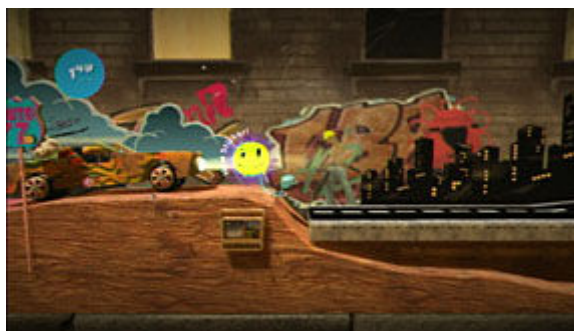
After a bomb volley, grab the time bomb and pull it all the way to the right. This should give you enough time to get back to the middle and avoid another streak of bombs. Repeat this twice to blow out the platform under the boss. Head right for round two.



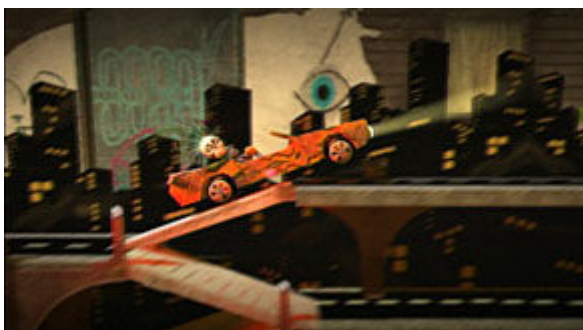
Take a breather under an overhang and get to know the simple pattern here if you want to ace this level. First, he chucks the time bomb over to the left. Then, he drops two bombs in the middle, followed by two on the right. These are tied to the bobbing of the platforms, so it's easy to devise a strategy. Hop up to the leftmost platform right as a time bomb is thrown and *push*, don't pull, the time bomb over to the right, getting under the overhang of the second platform as the bombs drop. Wait for the second pair of bombs to drop on the right, then head over the top of the right platform. From here you can safely leave the time bomb to do some damage and hop left quickly. Run under the middle spot for shelter. Wait for another time bomb and repeat; two should do the trick. Grab the final Item Bubble at the level exit.

<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
LOWRIDER		SUBWAY		THE CONSTRUCTION SITE	
Lowrider					
ITEMS // 69	KEYS // 1	STICKER SPOTS // 3	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Route 77, Pink Blaster					

The Metropolis adds an urban vibe to familiar obstacles. Before you enter The Metropolis you'll have a bit of driving to do. Be sure not to go so fast as to miss the first **Sticker Spot (1/3)** here, which you'll be able to activate after getting the Route 77 Switch Trigger Sticker later in the level.



Take your car up the ramps by reversing its motion with the lever inside. Hit the jump button repeatedly to tug it the desired direction so you won't get flung around too much.



Upon arriving in the garage you'll notice Item Bubble galore. Some are on top of the garage itself, others suspended around the Statue of Liberty and a healthy pile right there on the ground. In this level it is always a good idea to explore the background for items. For now, head right and use the lowrider to bounce up to the hanging lamps to swing for an Item Bubble.

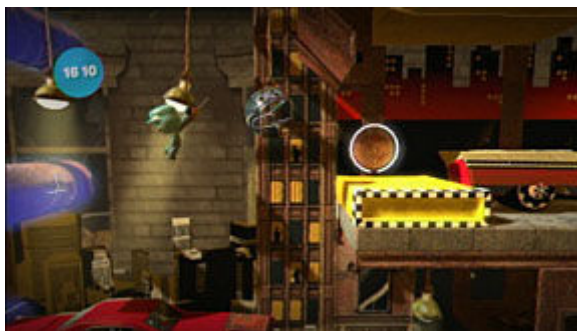


Go up to the next tier and you'll see a little box with a window. Bounce into this and pull the lever inside to access the second **Sticker Spot (2/3)**. You may already have the Pink Blaster, if so, slap it on the rectangular spot between

lowriders and they'll start bouncing. If not, it's located in the building structure nearby, read on!



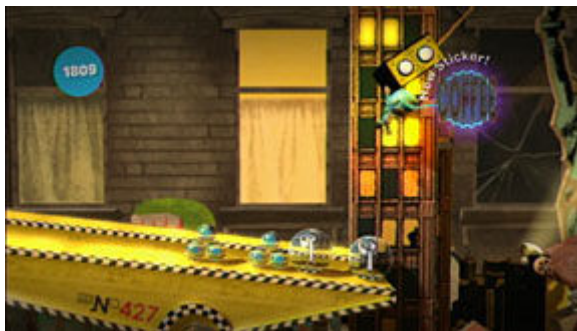
You'll get five Item Bubbles for this switch. Now, head out to the left and bounce up to the checkpoint. From here you can swing across the lamps for Item Bubbles in the air, as well as ones in the building on the left.



There are three levels to this building, each with Item Bubbles, and the middle houses the Pink Blaster Switch Trigger Sticker. From the lowest tier you can hop to the left and swing over to those Statue of Liberty area Item Bubbles.



Grab both of the ones under the stop lights as well as the one on the tip of the roof.



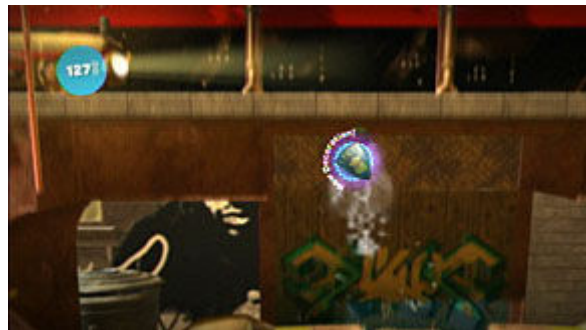
Swing left to get onto the garage roof and run out to the far left edge for the last Item Bubble in the area. Now, head back to the checkpoint above the bouncing lowriders.



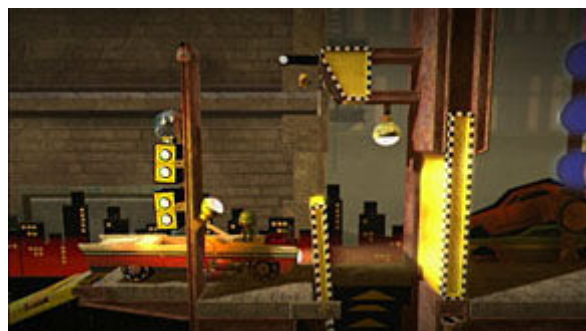
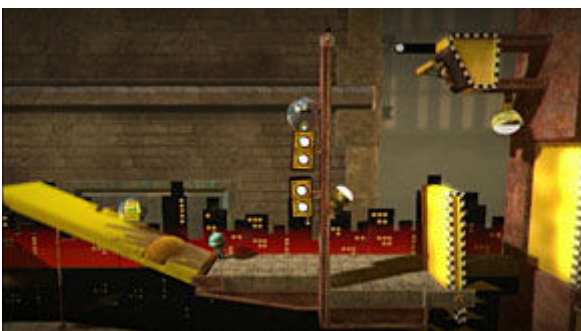
You can drive the red and white convertible and use its hood as a mobile springboard to items in the area, not to mention the **Key (1/1)**. Just watch the electric spots. A well-timed jump off the hood mid-bounce can send your Sackperson soaring to the highest items, but it will take practice.



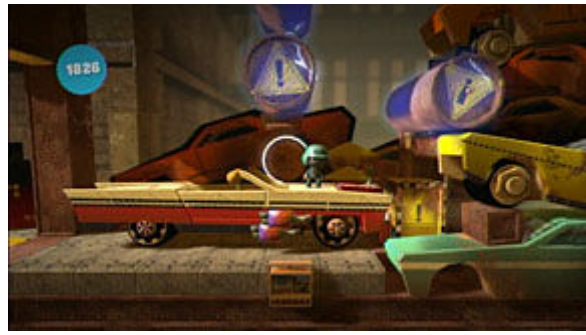
There's a spot just above the checkpoint with a few Item Bubbles that you need to push out with a movable, yellow block (it has an arrow on it pointing left).



After you bounce up to all the Item Bubbles, drive the car right to the dead end. Hop up via the hood and push down the ramp with some yellow grippy substance on it.



Now you can reverse the car and drive up the ramp to score some Item Bubbles: one is above the stop light, the other dangling from the lamp. Grab the lever while you're up here to proceed through the next door.



Take a leap off the hood and hold right to clear the gauntlet of electric spots. Hop in place over the electric hazards on the bike wheel to grab the many Item Bubbles on the wheel above it.



Hop down the car hoods and collect more Item Bubbles. In the next area there are three bubbles in the air that you can get by using the raising and lowering platform above the car it's holding to launch you mid-jump. Grab the Item Bubbles in the wheels of the overturned car and pull the lever on it to open the x2 Area below.



MULTIPLAYER AREA

One person must go below and grab the yellow sponge. The other must drive them through the electric hazards. After the first hazards there's a lever for the dangling player to pull.



This lets the car proceed on top. Grab the Item Bubbles in the air while swinging, then get the cache on the far left. More importantly, don't forget the two Item Bubbles on the top by the drivable car on your way out, they are easy to miss! There are six Item Bubbles total down here.



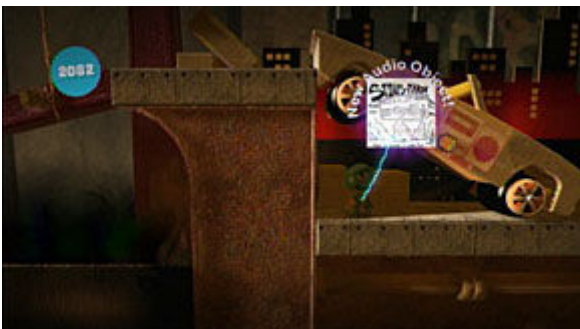
In the garage after the check point, you'll get a new ride. It's classy cardboard finish may catch your eye: it's the third **Sticker Spot (3/3)**. Since this is your ride, you can put *any* sticker you want on it. However, you must put it on when it's in the garage to get the three Item Bubbles.



Now you'll just have to maneuver your car out of the level.

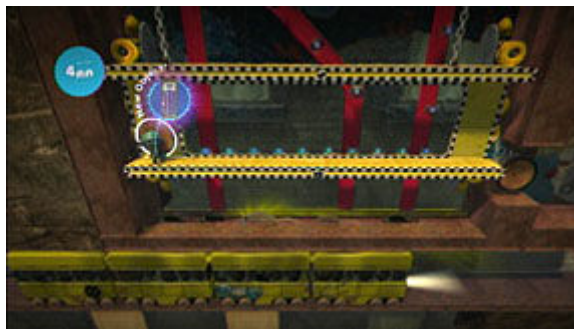


After the "race," be sure to grab the Item Bubble on the ground amongst the boxes.



<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
LOWRIDER		SUBWAY		THE CONSTRUCTION SITE	
Subway					
ITEMS // 48	KEYS // 1	STICKER SPOTS // 2	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Yellow Fries, Intense Blue Graffiti					

Take the elevator down and look out for Item Bubbles. Remember, you can just restart the level over and over to get missed ones, you'll keep them even if you don't beat the level.



Hop your first subway of many and disembark when you can. Look out for a Sticker Spot down near the tracks (1/2). You'll need to slap the Yellow Fries sticker on it for two item bubbles



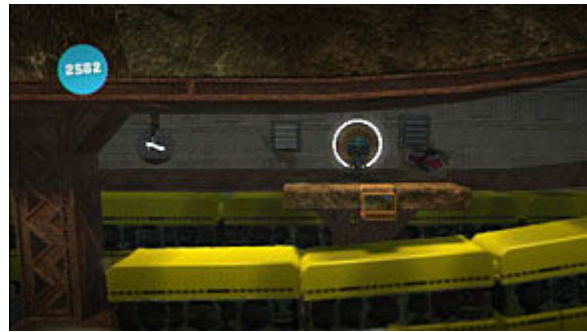
The next elevator can be controlled manually. Take it almost all the way down but stop short of the subway tracks and head left for a secret area filled with the spinning vents and Item Bubbles.



Work your way up the vents to grab all the Item Bubbles then hop back on the elevator and head down to the bottom of the shaft



Take the train left, leaping the obstacles while standing in place. At the end of the line, hop into the background and run left on a train, jumping to gain ground, in order to grab the Item Bubble.



As you travel right on the train in the background, you'll come upon some spinning vents. Hop into the second one of these and let it carry you over the top.



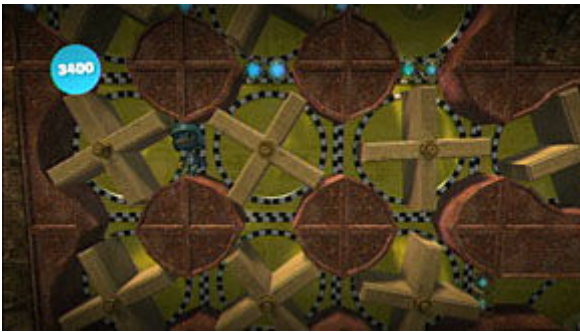
On the way downhill, make short, quick jumps to avoid the obstacles.



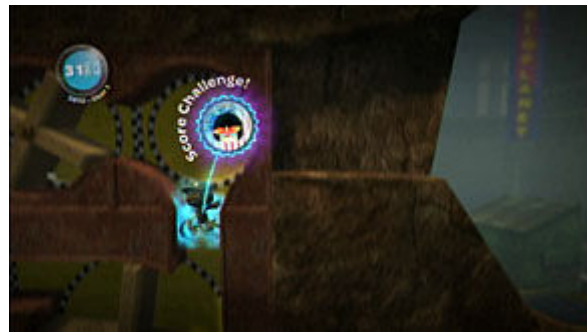
At the bottom just before the area with the many spinning vents you'll find the second **Sticker Spot (2/2)**. Throw the Intense Blue Graffiti on the switch to make your mark and become the proud owner of three new Item Bubbles.



Traversing the spinners is a bit wonky, but all the goodies can be gotten by mashing the the analog stick and jumping like a maniac. Alternately, you can pause between fans and jump up into them carefully and push to the other side.



Did you spot the **Key (1/1)** in the lower right corner there? The good news is even if you fall all the way down, you can get up here with some effort. Just keep jumping in the fans and you can pop up a level by vaulting off from the space between the blades. Otherwise, just keep jumping on your way down and moving right and you'll get there. This part is annoying.



At the bottom of the fans you'll notice the x2 Area.

MULTIPLAYER AREA

Let each other into the x2 Area via the buttons that control the fan. Once inside, one person must operate the up/down lever and the other the right/left from the platform itself.



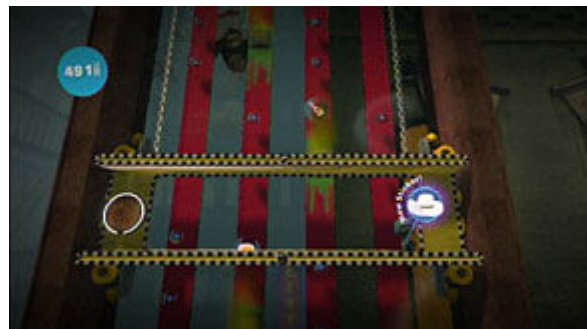
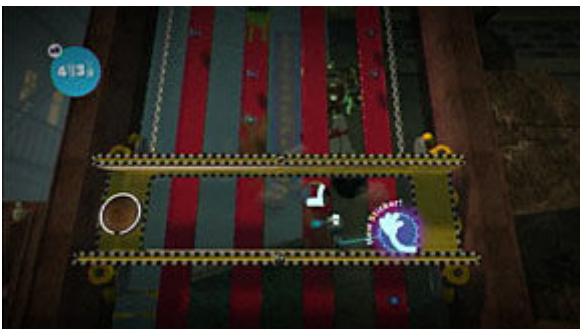
Move the platform around the deadly smoke and you'll be rewarded with two Item Bubbles.



In the area with the claw and the car, be sure to grab the Item Bubble on the boxes to the right. Grip the highest point on the car to bring it out and grab the Item Bubble in its trunk.



The next elevator will take you to the exit. There are some dangerous gas leaks on the way up to avoid, and plenty of Item Bubbles to grab. You'll miss a few this time, so concentrate on one side, getting the other side later. The end of the level is at the top.

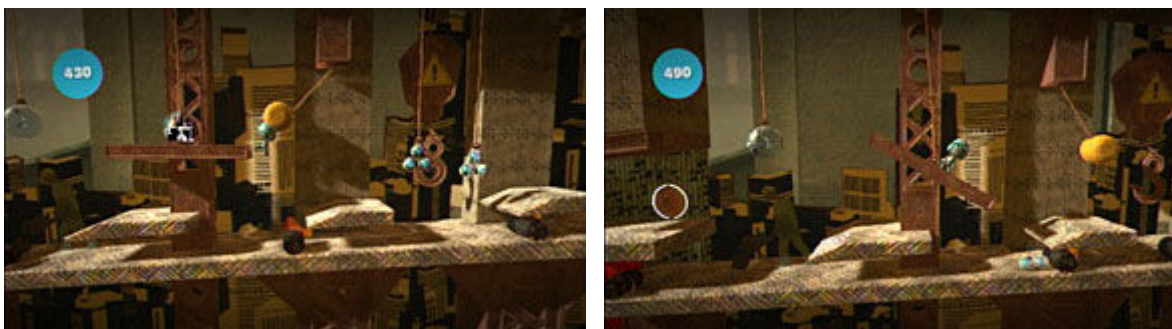


<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
LOWRIDER		SUBWAY		THE CONSTRUCTION SITE	
The Construction Site					
ITEMS // 44	KEYS // 1	STICKER SPOTS // 2	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Skyline 2, Skyline 3, Skyline 4					

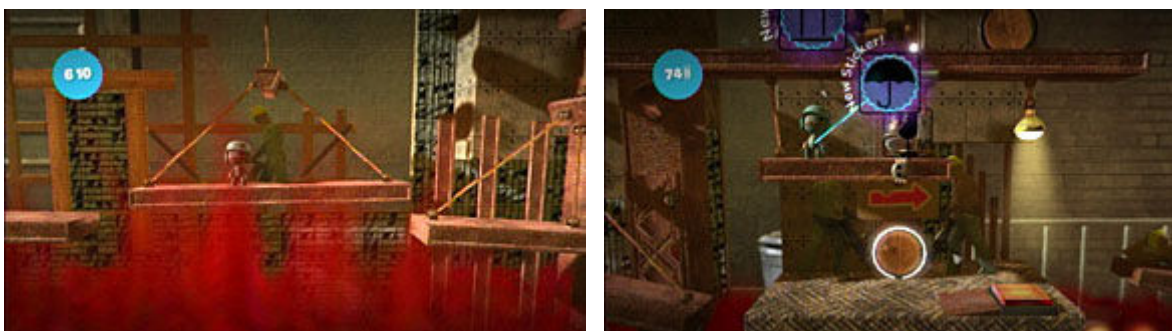
There may not be a stubborn monkey this time around, but there are still barrels to hop. Luckily, you can avoid them by hopping into the background as well as staying above them on platforms.



The area Item Bubbles are fairly self explanatory; some are in nooks in the background, one you'll have to swing for. To get the bubble to the left of the suspended girder, get the girder moving up and down by running and jumping on it. When it's on the upswing with the high end on the side of the bubble, dash and jump off the edge to get the momentum needed.

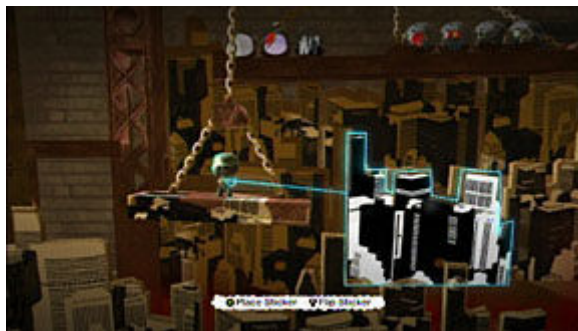


Continue right across the girders past the rolling barrels. Use the rocking motion technique to get to the Item Bubble above the checkpoint.

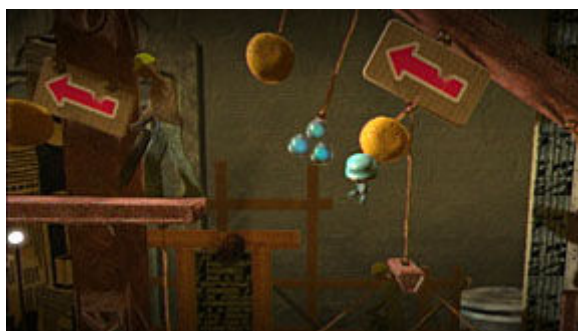


Head up the last girder at the dead end and hop to the left. Use the one with the construction worker in repose to get up above to the red button. This will open the area to the right with the **Sticker Spot (1/1)**. Here, you must place the Skyline 2, 3 and 4 stickers on the correct outlines. Skyline 2 is found in this level, 3 is in Lowrider and 4 is in The Subway. This

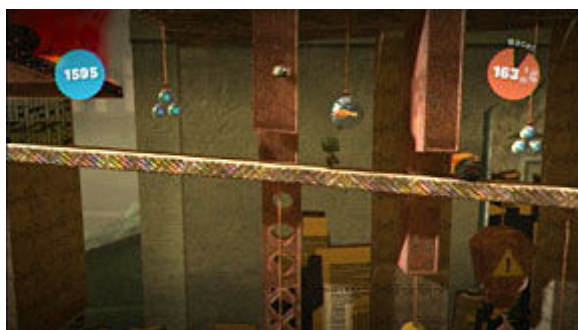
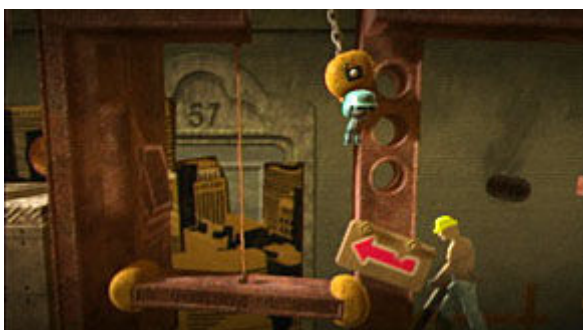
will get you seven Item Bubbles.



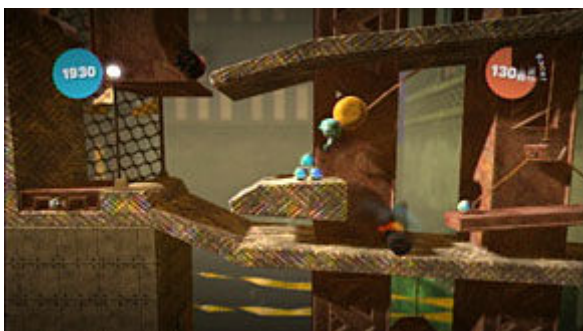
Cross the girders on the second tier back to the left. Don't kill that enemy right away, though, use him to bounce up to the Item Bubble just past the checkpoint.



Swing across the yellow sponges, pull down the girder and hop on the yellow sponge chain to go up. At the race, leap the barrels or hop into the background. Don't miss the Item Bubbles in the air.



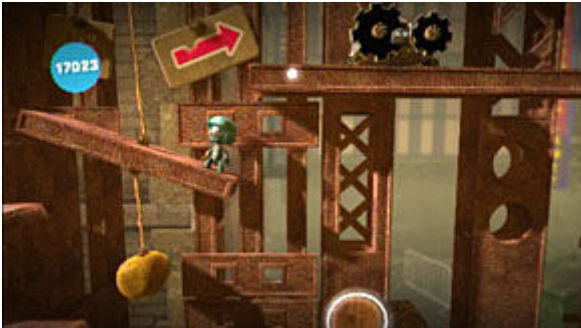
Now, jump onto the yellow sponge and swing past the barrel area to the race finish.



At the checkpoint, hop onto the yellow thing and swing left, then get ready to jump deftly through the rolling basketball. The two pegs are easier to avoid the slower its going, so try and run up to it quickly to jump through unscathed.

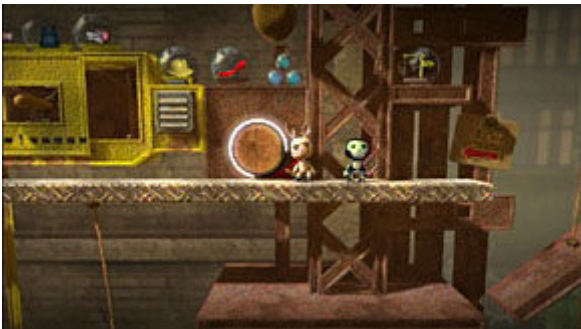


The next area has some dangerous enemies on rotating platforms. Use them to climb when they line up end-to-end. On the free-swinging girders, remember to use their momentum on the upswing to get huge leaps. To the upper left you'll see the level's x2 Area.

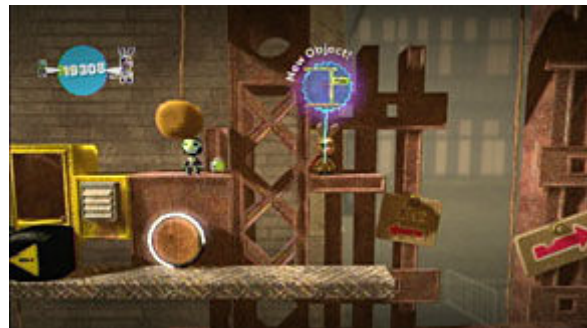
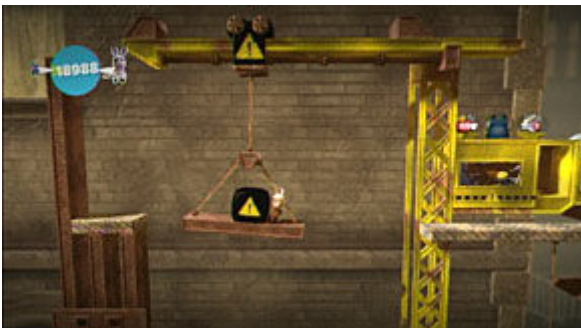


MULTIPLAYER AREA

Have your buddy grab the lever and bring you over to the Item Bubble and electric block. Grab the block and bring it back over to the control room via the girder.



Use the block as a step up to grab the Item Bubbles. Don't forget the one just past the checkpoint! You can hop over to this from the top of the control room. There are eight Item Bubbles total here.



Head up and to the right of the x2 Area, but don't kill the enemy quite yet. Use him to carefully bounce up to the yellow sponge pulley.



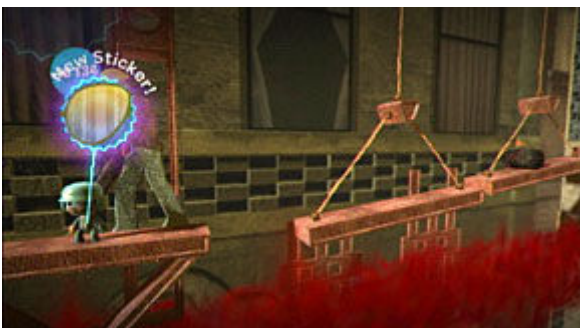
Here, you'll find five Item Bubbles and a series of girders you'll have to swing to bounce upwards. Get the penultimate one swinging and get on the very edge for a boost to the **Key (1/1)**.



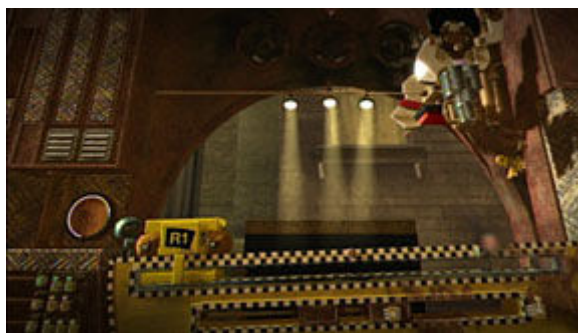
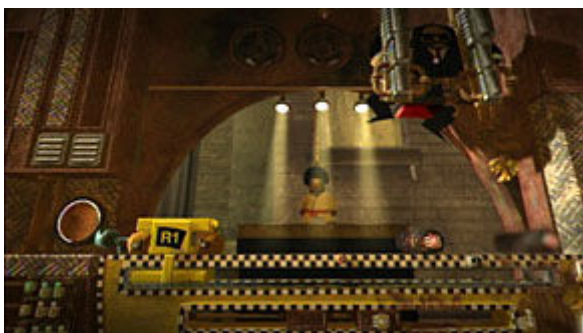
In the area below the barrels keep coming, but if you follow one set close behind you can avoid dealing with them entirely. Leap for Item Bubbles too. You'll have to move uphill for a bit and jump more barrels before the boss.



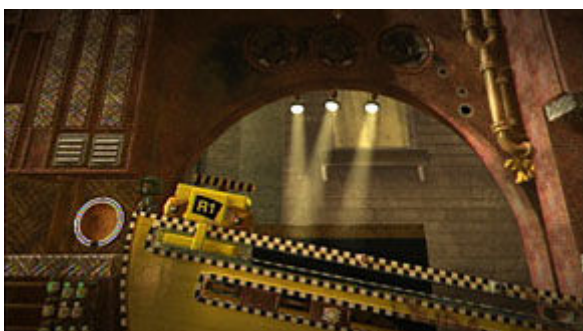
Treat the girders like solid ground and leap the last of the barrels.



The bodyguard crew makes up the boss of this level. Their explosive guns seem daunting, but you won't have to risk your neck in the slightest to defeat the three rounds.



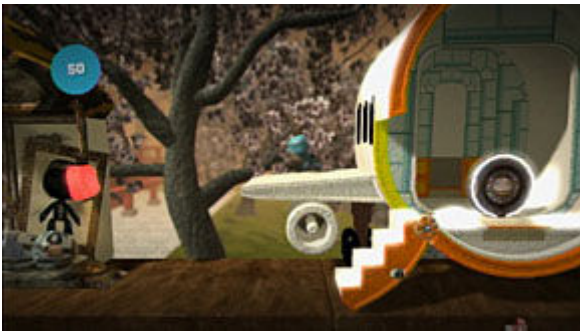
The idea is to bounce the explosives upward with the movable trampoline into the middle of the moving boss's bottom. Drag the trampoline to the far left, you're safe here no matter what. Basically, for the first two rounds, just inch out from the left side to catch a bomb while the bodyguard is coming towards you. Retreat if you miss to the far left—he can never hit you here, so take your time and plan your move. For the last round, when the ground starts tilting, you can just sit on the left side and wait for the final boss formation to destroy itself. It only take a few seconds, just hold left and wait for it to happen.



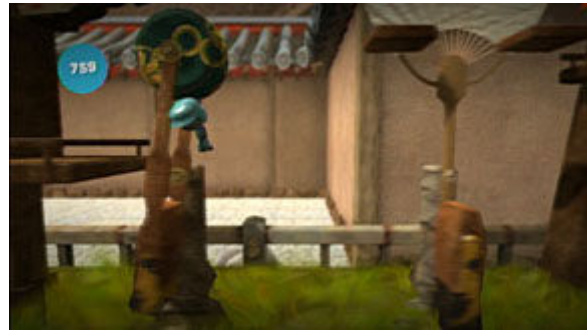
Be sure to grab the Item Bubble under the plane on the way out!

<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE ENDURANCE DOJO		SENSEI'S LOST CASTLE		THE TERRIBLE ONI'S VOLCANO	
The Endurance Dojo					
ITEMS // 57		KEYS // 1		STICKER SPOTS // 3	
MULTIPLAYER SPOTS // x2 Area					
SWITCH TRIGGER STICKERS // Geisha, Japanese Samurai, Japanese Stork					

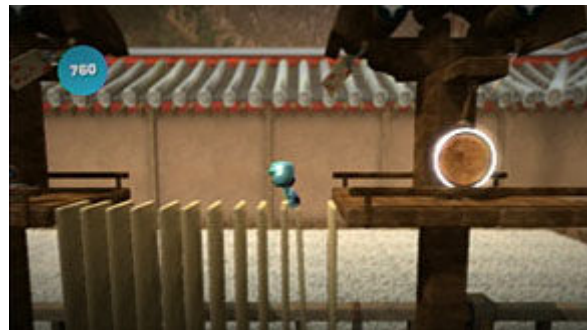
Now for a change of scenery. The Islands offer some tough platforming challenges and sneaky ninja enemies, none of which are a match for your Sackperson's mastery of the ancient arts of jumping and grabbing. Speaking of jumping and grabbing, you can use the red lamps to swing up to the items above the checkpoint and above other platforms in this early part.



Move quickly across the fans before they tilt you into the soup.



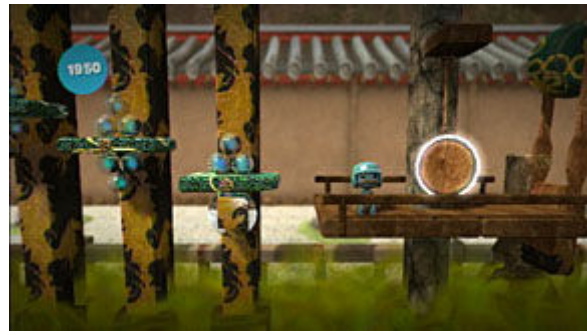
When you get to the large lever with a green tip, don't grab it, run on top of it and jump for the item. One way to make this easier is to get it swinging first, then die, respawn and jump on it while it's swinging.



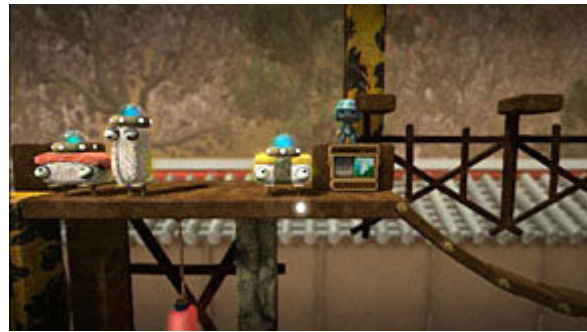
Don't hesitate on the thin fan blades, just book it across. The tilting platforms with the sushi pieces can be tricky, so don't rush. Plan your jumps and kill them before they kill you. Grab the Item Bubble at the top by jumping from the ledge. You can use the momentum from the top turning platform to get the Item Bubble by the checkpoint.



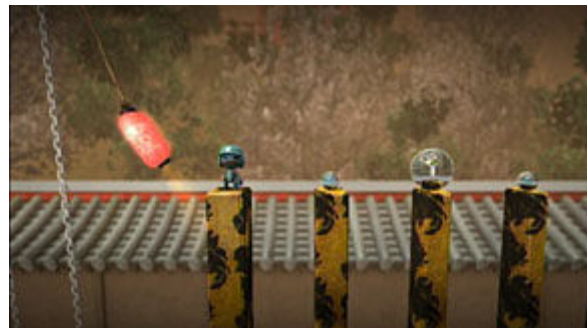
Swing down the green bobbars, gaining momentum to swing around for the Item Bubbles.



Wait for the green platforms to line up with Item Bubbles on top, then make a mad dash for the end. You can hop back onto the last one if you miss the Item Bubble. Grab onto the cloud and head up.



Here, you may spot a route to the upper right across some tiny platforms and a few lamps to some yellow spires. Stop on each of these and do a steady vertical jump to the next.



If you make it all the way across, you can grab a lamp (grip it on the very edge of the bottom to make sure you get the goodies) and swing back through a few more Item Bubbles!



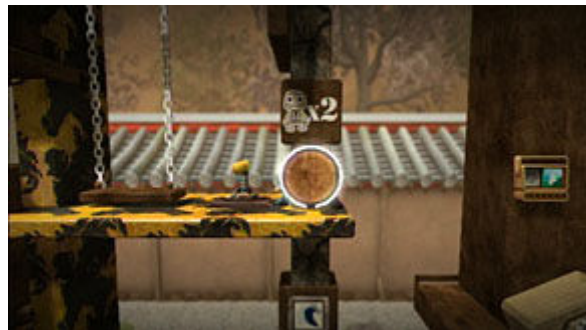
Kill the three sushi beasts and swing down the red cylinders by grabbing them. Slap a Geisha sticker on the **Sticker Spot (1/3)** to the right for three Item Bubbles.



Run swiftly across the fan blades. If you fall, wait for them to come to a rest to try again.

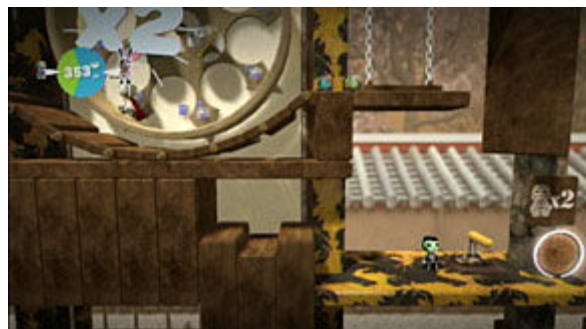


Now you'll have to contend with some sushi-infested rotating platforms. To the upper right of this area is a nondescript trampoline block that will send you flying up to a x2 Area.

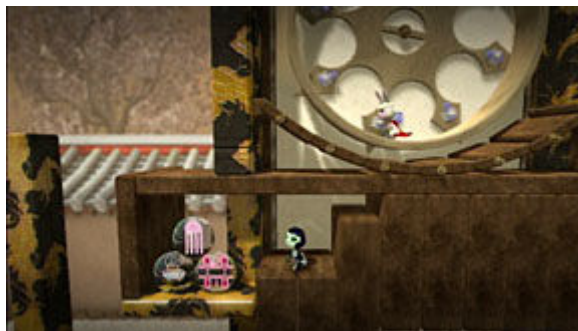


MULTIPLAYER AREA

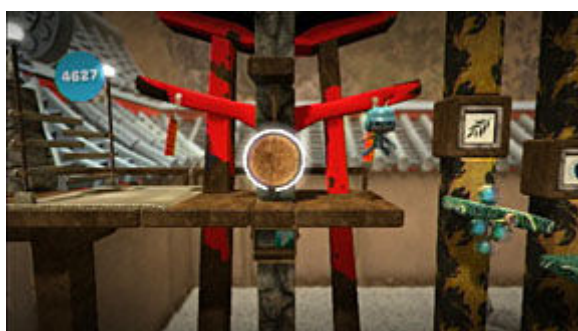
Pull the lever to move one person up to the hamster wheel. This wheel not only has a few Item Bubbles in it, but will also control the movement of the sections below it—reverse motion to open them the other way. The person on the lower tier can now navigate the open sections and get to the cache.



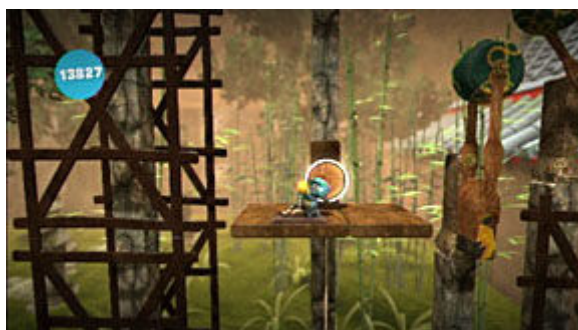
Reverse course on the wheel to let your compatriot out. There are five Item Bubbles total in this area.



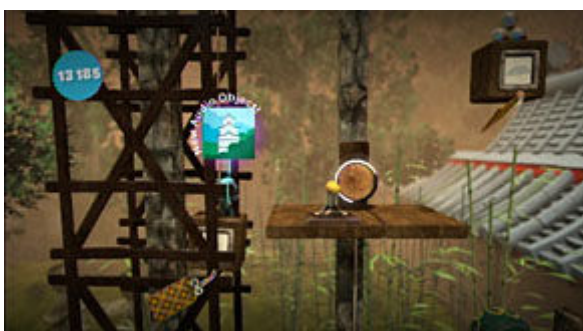
There are more flipping green platforms to the left of the x2 Area. Wait for them to turn and hop up them right after they set in place to be safe.



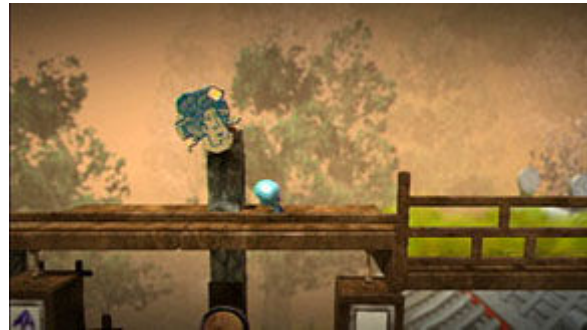
You can skip this race, or carefully hop from pillar to pillar, ninja style. Be a part-time ninja and grab the Item Bubbles at least. You'll come to an elevator after some tilting levers.



Grab the Item Bubble on the way up hidden on the left.



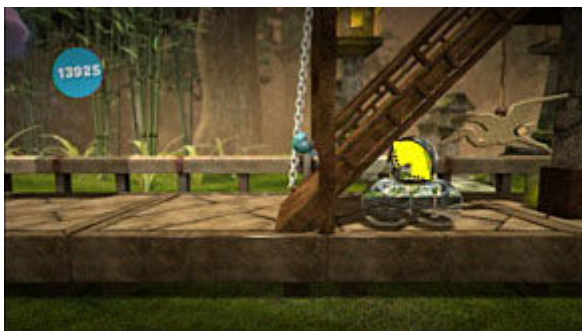
At the top, you can back track across the platforms up high to find a spot with many Item Bubbles, a **Key (1/1)** and a **Sticker Spot (2/3)**. Slap the Japanese Samurai (found in the Sensei's Lost Castle) on this to get three additional Item Bubbles.



Hop back over to the checkpoint and swing down the red cylinders.



At the bottom of a ramp are three encased Item Bubbles. Return with the Japanese Stork (found in Terrible Oni's Volcano) sticker to get these via the **Sticker Spot (3/3)**. The level's end is right to the left!

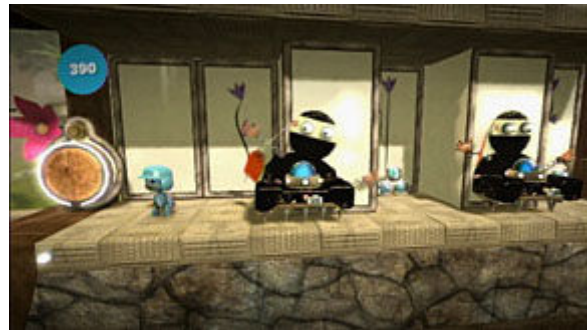


<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE ENDURANCE DOJO		SENSEI'S LOST CASTLE		THE TERRIBLE ONI'S VOLCANO	
Sensei's Lost Castle					
ITEMS // 42	KEYS // 2	STICKER SPOTS // 1	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Blue Mountain, Japanese Wave					

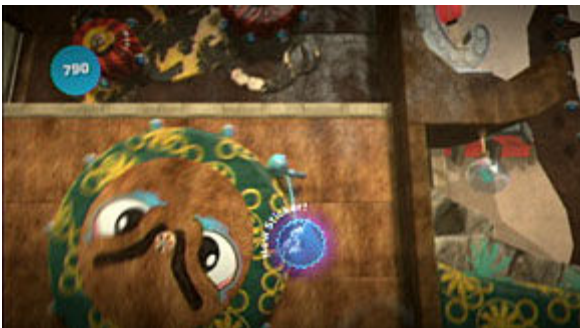
Drive the catapult all the way left with the lever. You'll need to get a good jump in at the same time you launch to get to the Item Bubbles up in the tree on the other side. One of these is a Switch Trigger Sticker for this level.



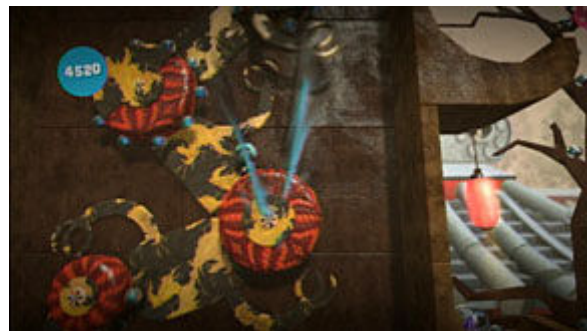
Be sure to grab the one on the left as you jump down. Stomp on the ninjas and explore the upper level for another hidden Item Bubble.



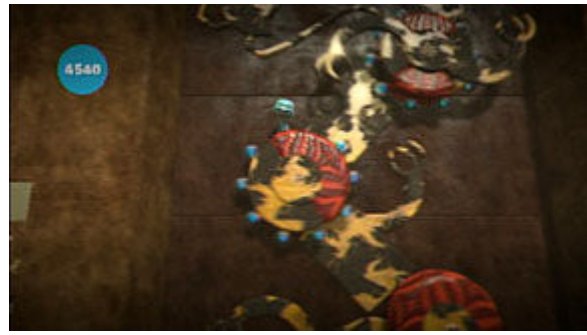
Swing around the large green cylinder and grab the Item Bubble, then let go on the upswing and get onto the ledge. Run left for a secret area. Here you'll find a massive **Sticker Spot (1/1)**.



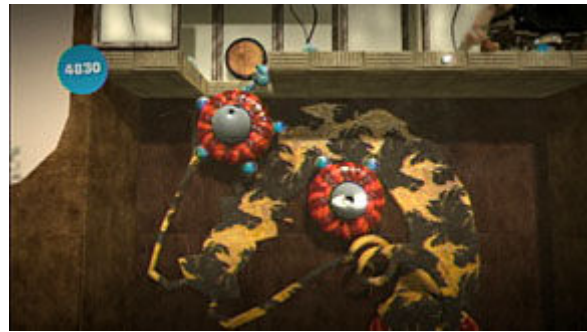
Place the Blue Mountain and Japanese Wave stickers in their proper places for 4 Item Bubbles.



Swinging up on the cylinders is quite an ordeal if you don't keep leaping. Grab onto the sides (you can only grip the red stuff) and when you get near the top, let go and start bouncing in place. Leap to the next cylinder and grip. This is the most controlled way to move up the area.



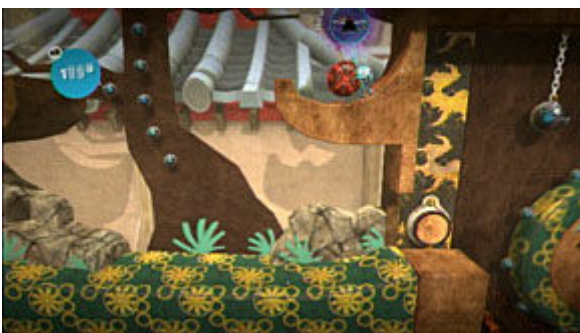
The two smaller ones near the top are especially difficult, but just grip if you lose your balance. Leaping in place on each cylinder will help immensely, though.



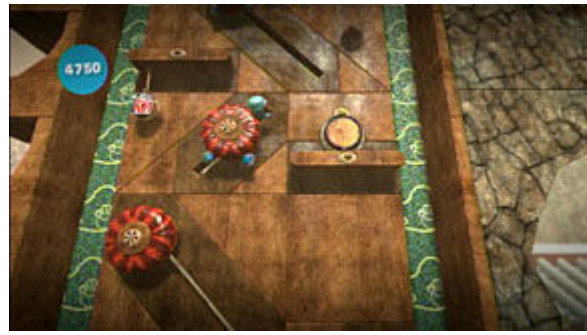
Dash under the ninja or kill him by hitting his weak spot underneath. Grab the Item Bubbles around the balloons. Take a balloon over to the left side, then tug it quickly off the lip to get a bump up and float to the other side to get both Item Bubbles. Grip it all the way around for one below.



Use the momentum of the spinning face to get the **Key (1/2)** and Item Bubbles. You can run through the blades in one straight shot.



Now for another tedious cylinder gripping area: here you should let go after a full swing just before you hit the top and start mashing the jump button. In this manner you'll get a boosted jump and can control it over to the next cylinder. Leap off the cylinders parallel to the Item Bubbles in the corners to nab them.



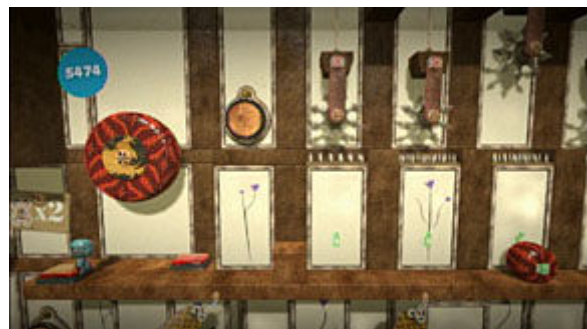
At the top, swing across the electric stuff on the zipline.



Now, grip the swinging red lever and pull it down the track. Pull it to the edges for Item Bubbles.



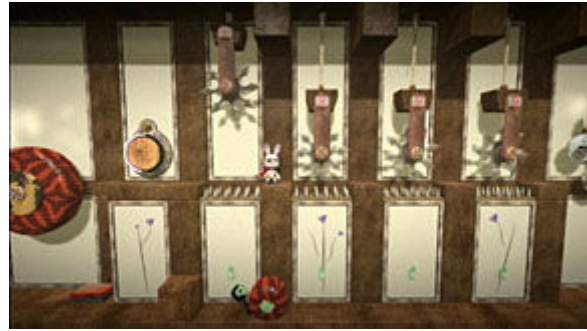
At the bottom, mash it into the nook on the left and hop over to the chain. From here you can reach the x2 Area.



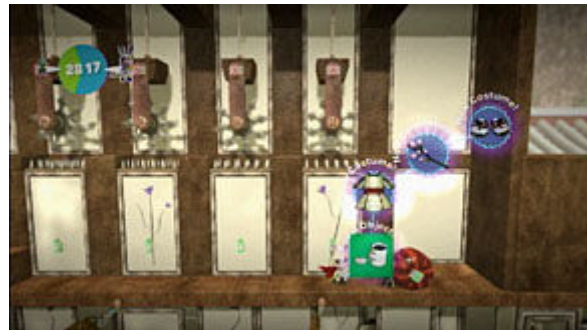
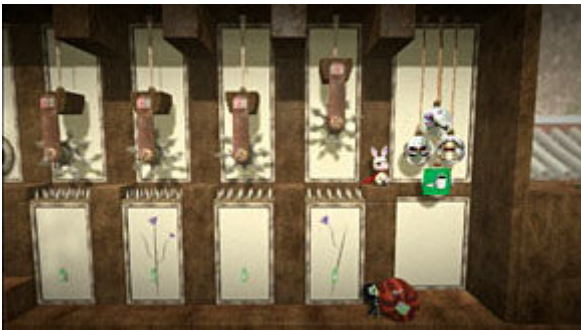
MULTIPLAYER AREA

It's somewhat difficult to get both people to this spot, but if one gets up there and the other doesn't, the red button will let down the chain for them. First, get one person up to the blades by hitting the button to activate the large spinner. To get to the item cache, one person must drag the red trigger switch under each blade to get it to move. The person on top

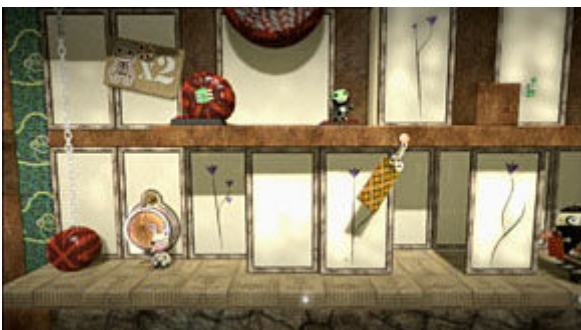
can then inch across.



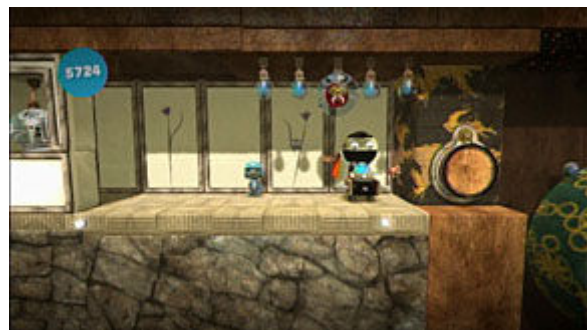
There are four items up here, but wait... this section isn't over yet! Yank the red trigger switch to the little raised nub and you and your partner should get on top and tug it up and over.



Now, drag it along the bottom area to unlock a final Item Bubble, encased to the right. The red ball activates the mechanism that opens this.



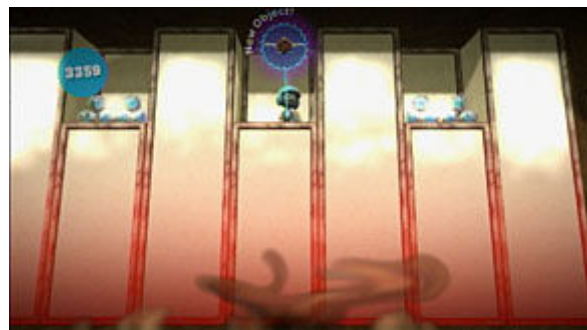
This area is crawling with ninja. You'll need to use the ones on the far right to bounce up to the Item Bubble. Remember: the Item Bubble encased in the wall can be gotten via the multiplayer section, so ignore it if you are alone.



Grip the green cylinders and swing upwards, rapidly hitting jump at the top of the swing to change to the next. At the top is a **Key (2/2)**.



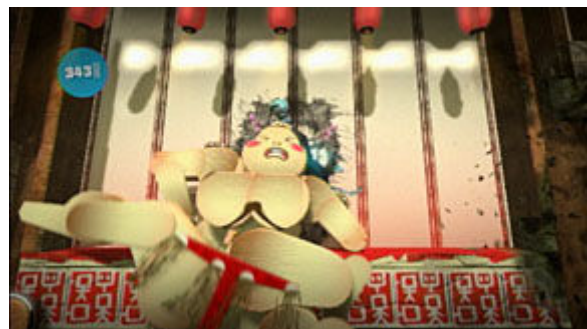
The key to fighting the sumo wrestlers here is to get on their stubby arms. Aim for the segment closest to their body, and make the jump when they are coming towards you. This will not only boost you up to the Item Bubble high above, but it will also allow you to nail the weak spot on their backs.



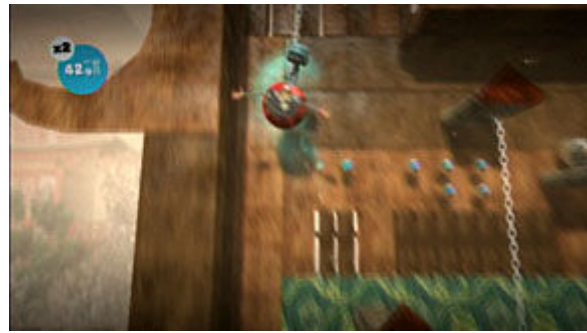
As for the giant sumo lady, you should go for the spots on her underside first. After that, use her foot to launch up high and grab the lamps.



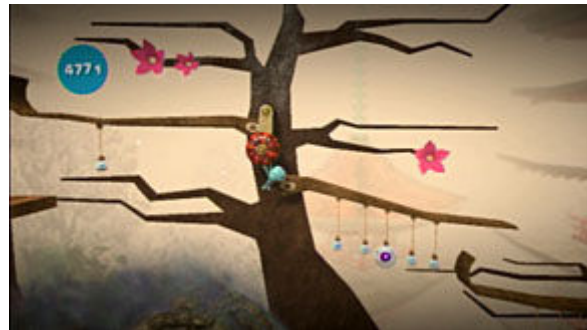
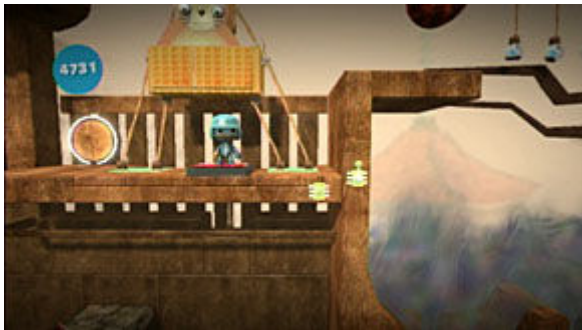
From here, drop onto her shoulders and head to take out the remaining weak spots.



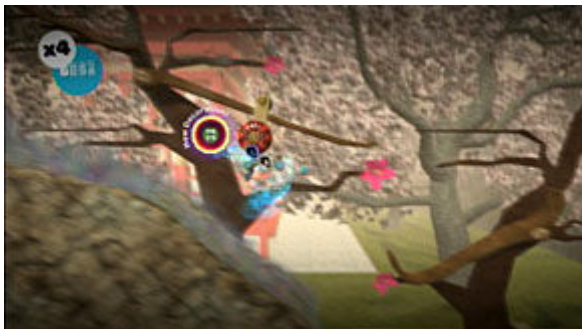
Grab the chains and head up, but don't miss the Item Bubbles, particularly the one hidden on the little triangle platform on the right on the way up.



Free the cat with the button then hop on the zipline. Take it slow to get the Item Bubbles.



The level ends at the bottom; whew that was a long level! Time for a nice, short one...



<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
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THE ENDURANCE DOJO

SENSE'S LOST CASTLE

THE TERRIBLE ONI'S VOLCANO

The Terrible Oni's Volcano

ITEMS // 34

KEYS // 2

STICKER SPOTS // 3

MULTIPLAYER SPOTS // x2 Area

SWITCH TRIGGER STICKERS // Bouncy Cloud, Sakura Flower, Pink Warrior Mask

Grab any immediate Item Bubbles and head to the flying machine. To activate the machine's engines, there are three levers. One provides lift, the others provide direction and a less lift. Using these you should be able to bang your way around with some accuracy by running between them. On your way up, grab the Item Bubbles that hold the lines together.



Go up and to the right, getting the Item Bubble in the middle of the roof and on top of the bottle near the entrance on the left with the help of the flying machine.



Kill the ninja and grab the Item Bubble on the far right.



Go down and around and hope up through the spike trap. There's a lever to let you progress in the flying machine by dropping a wall, and it also lets down a staircase so you can return to your ride.



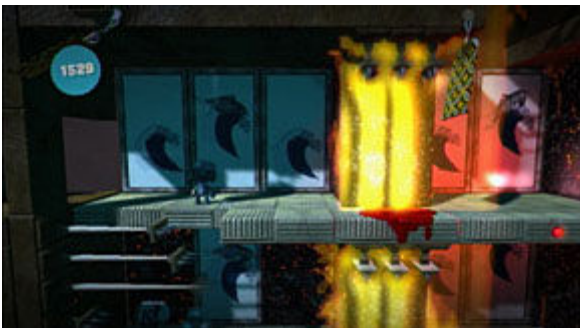
Continue left in the machine and you'll see the first **Sticker Spot (1/3)**. You'll need the Bouncy Cloud for this (found later in the level) yanks those two Item Bubbles out of the fire.



There's another Item Bubble on the roof of the next landing spot. Make sure you touch down fully here to clear the deadly smoke. Once inside, move through the traps, and go into the nook on the far left for a **Sticker Spot (2/3)**. Slap on the Sakura Flower for two Item Bubbles.



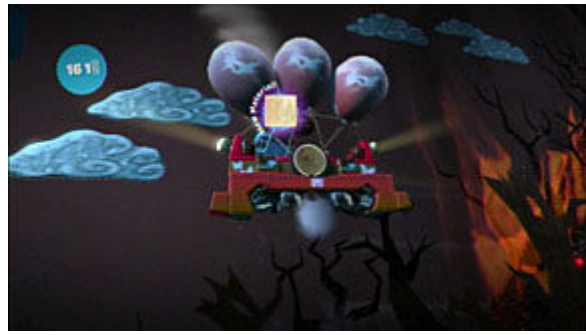
Wait for your chance to drop below and head right immediately.



Time your jumps across the pits to coincide with the spears retracting, it's OK if you get singed, just don't get skewered.



There's another lever at the end you must pull to continue. Head up the stairs back to your machine.



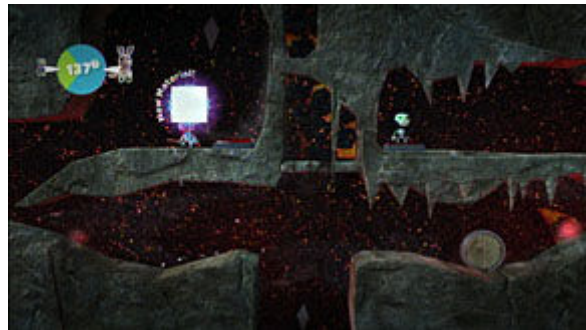
There are a few Item Bubbles in the air on the side of the volcano here.



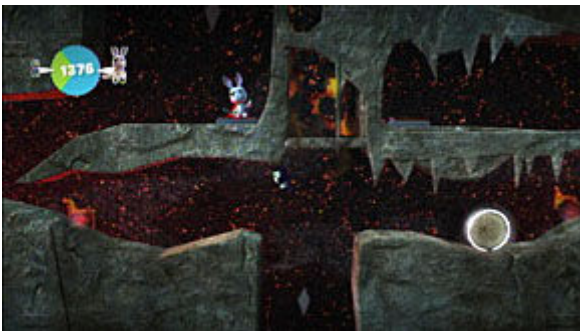
As you descend, there are many more. Keep your eye out for them, especially the ones at the entrance to the crater that are partially obscured. On the left at the bottom of the volcano shaft is the x2 Area.

MULTIPLAYER AREA

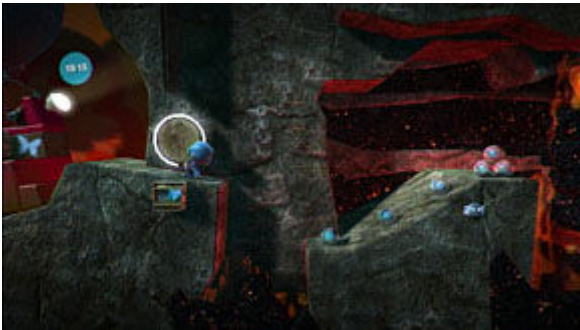
First, let your partner through by using the button/lever alternately to stop the rocks.



Now, one of you must hop in the cart while the other controls it, minding the falling rocks. Waiting at the end of the line are two Item Bubbles.



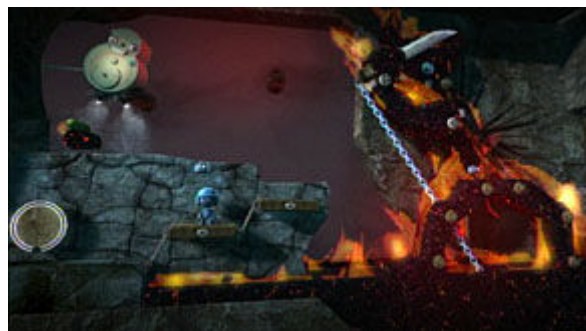
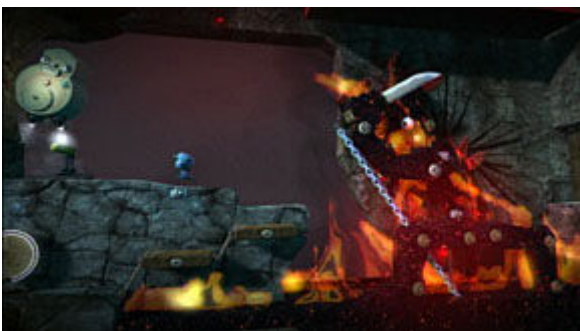
The hazards in the volcano aren't that difficult. Hop over the burning parts and keep an eye on the wheels as you navigate them.



On the upper left is a **Sticker Spot (3/3)** that can be accessed via some dark stairs in the background. Slap on the Pink Warrior Mask for two stickers. Keep your eye on the gap of the final wheel as you wait inside for it to come around again. Time your jump to match it by leaping a bit early.



You've finally arrived at Oni himself, a sword-wielding, barrel-throwing Balrog wannabe. He chucks barrels and swings his sword in a simple, repetitive pattern.



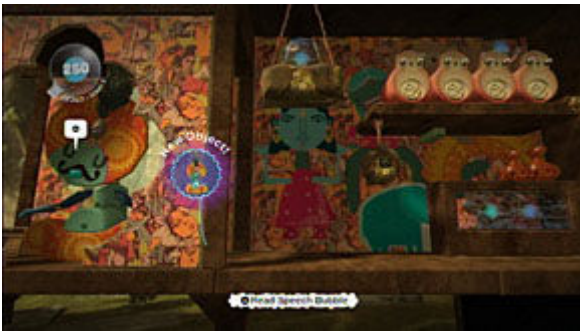
What you want to do is wait on the first platform for the barrels to be thrown, then, as soon as his sword is raised, go up and to the left and tug on the lever. As soon as you see the first barrel fly, hop down to safety.



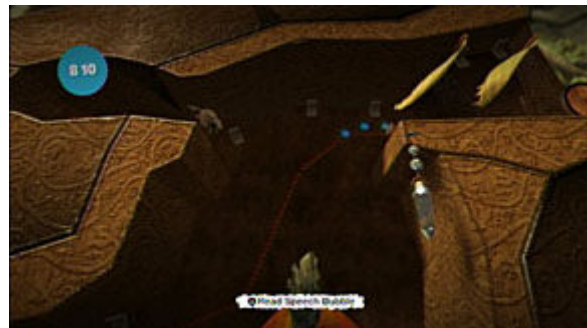
Now, you may notice the barrels actually will push the lever, and the cat, back a bit each time. To counter this two steps forward, one step back ordeal, make sure you hop down and line up for another run immediately following the barrage you just avoided. You can continue in a careful loop and defeat him while remaining unscathed for the aced level requirement easily.

<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE DANCER'S COURT		THE ELEPHANT TEMPLE		THE GREAT MAGICIAN'S TEMPLE	
The Dancer's Court					
ITEMS // 40	KEYS // None	STICKER SPOTS // 2	MULTIPLAYER SPOTS // x4 Area		
SWITCH TRIGGER STICKERS // Prince Face, Tower, Temple					

The Temples offer the greatest challenge yet, combining fire, moving platforms and beautiful Indian imagery. Head right and be sure to grab the sadistically hidden Item Bubble from behind the Shopkeeper's head. You'll see a **Sticker Spot (1/2)** in the shop, but the Prince Face sticker needed is deeper into the level. Slap it on for the two Item Bubbles in the display case. Grab the others in the area and head right.



Pull the sponge and a staircase will appear. Past this, you'll have to use the head of the man for a bounce up to the left area for some Item Bubbles, and to the right to proceed.

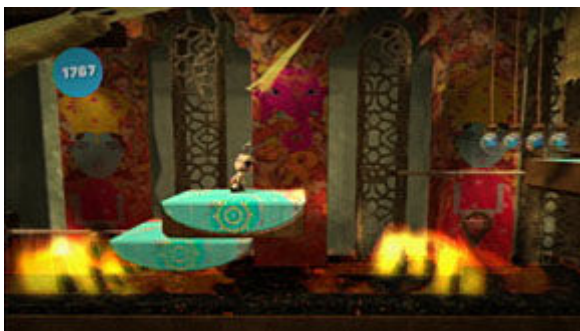


Run across the squatting man to get into the nook on the far right, then run back across him to the left for an Item

Bubble. Hop off his head to safety on the right.



The best technique for these platforms above the fire is to leap in place, letting them shift under you. Let the arms come down to make a path across the next area, and use them in the up position to get Item Bubbles.



Continue climbing the platforms and make sure to grab the Item Bubble below the first set of four rotating platforms.

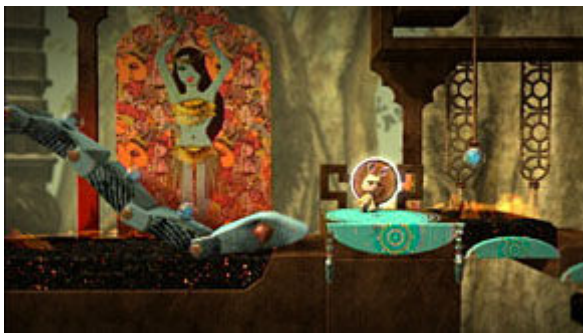


Hopping between the rotating platforms can be precarious since they wobble, so pay attention to your position as they move you around. In the area with the burning slabs between you and the next platform, wait until your target platform is well below you to make the jump.

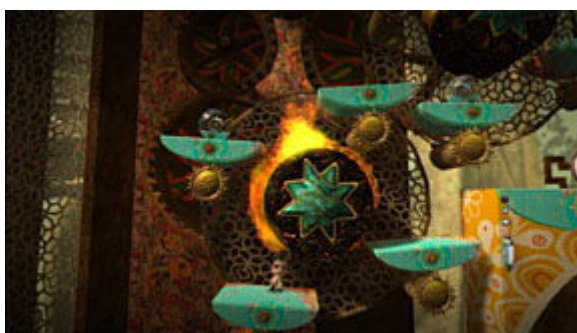


One set of platforms opens to let you across, at which point you must reverse course and hop along their tops back to

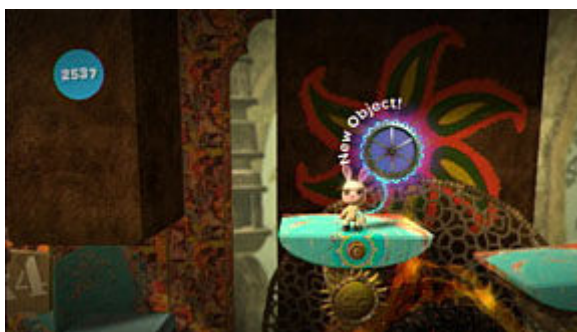
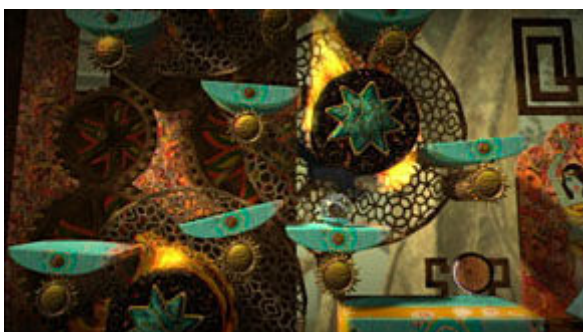
the left. Jump while they are moving up to make sure you clear the fire on top. Jumping while moving upwards on a platform always gives you added momentum.



The snake can launch you high up to get the two Item Bubbles above it. These are easy to miss, and one is the Prince Face Switch Trigger Sticker!



Hop on each of the four platforms rotating to get Item Bubbles. At the top and to the left here is the x4 Area.



MULTIPLAYER AREA

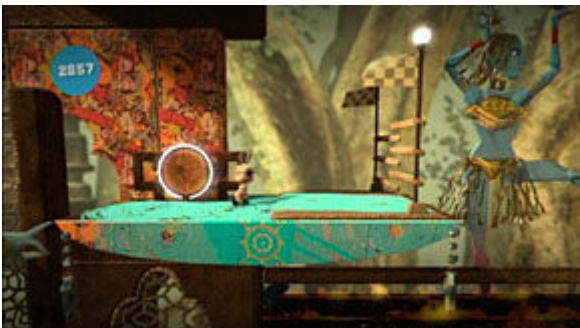
Gather a posse for this one. One player must stand on the bottom switch, and three must go up. Two on the left side, one on the right. Standing on the upper two switches lowers a platform that allows the free player to hop to the middle button and get the first Item Bubble. Then, the person on the left can hop up and over the area to get the last three Item Bubbles.



In the area with the man with waving hands, use the tips of his arms to launch up to Item Bubbles.



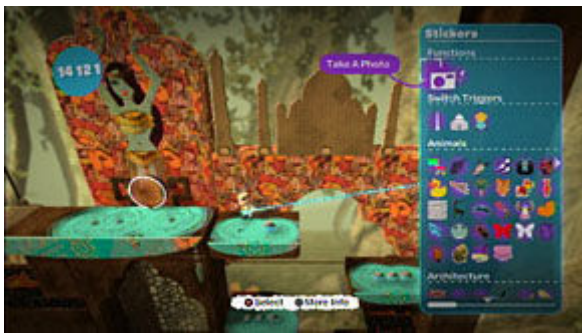
At the race, jump in place over obstacles to clear them without falling off the platform.



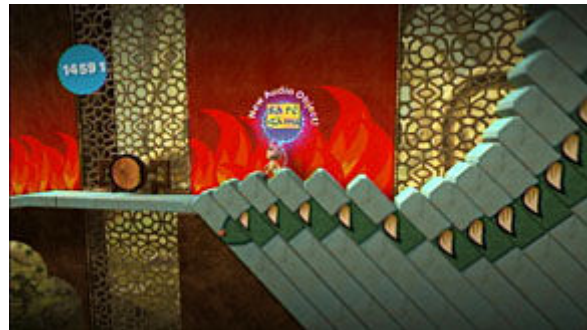
Hop off onto the checkpoint platform, then back on. Do the same at the snake, but get the Item Bubble there,



You'll see a large **Sticker Spot (2/2)** at the end of the race. Use the Tower and Temple stickers to complete the scene for three Item Bubbles.



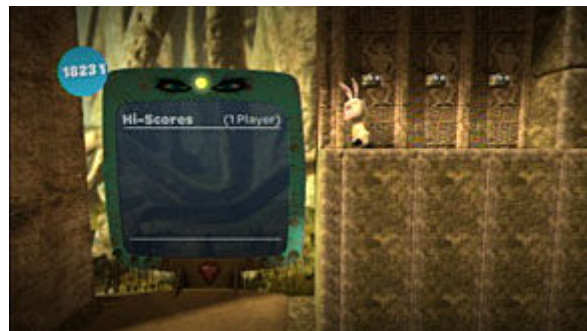
To drop down these platforms, just run off the edge, don't jump. At the bottom there's a wavy series of slabs you can jump off of for a high Item Bubble.



Inch up to the edge of the burning snake and wait for its head to move up. Begin running and don't stop—until you see the Item Bubble in the recession in the wall. Hop back out and keep running under the hump of the snake and you'll be fine.



Now you're almost there, just run right to the end.

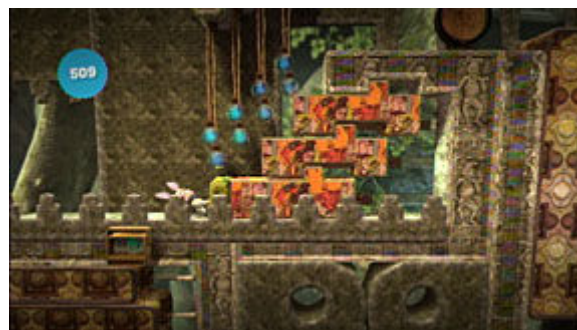
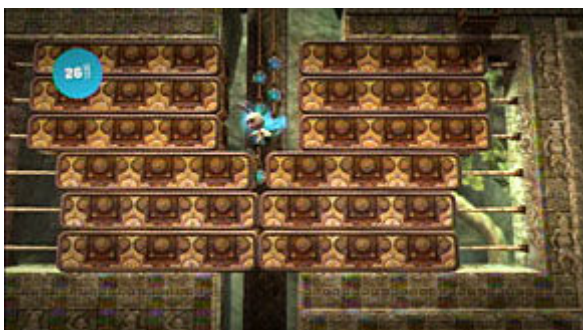


<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE DANCER'S COURT		THE ELEPHANT TEMPLE	THE GREAT MAGICIAN'S TEMPLE		
The Elephant Temple					
ITEMS // 36	KEYS // 2	STICKER SPOTS // 3	MULTIPLAYER SPOTS // x2 Area		
SWITCH TRIGGER STICKERS // Blue Elephant (next), Tiger (last), Monkey					

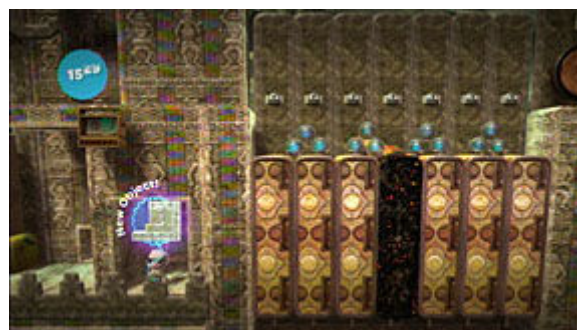
As you move across the platforms, using their upward thrust to leap over them, you'll notice the first Sticker Spot here. The Blue Elephant sticker is in the next level, the Great Magician's Temple, so you should come back for the 3 Item Bubbles later.



Perform quick hops up through the closing teeth. At the top are some stairs to pull out.



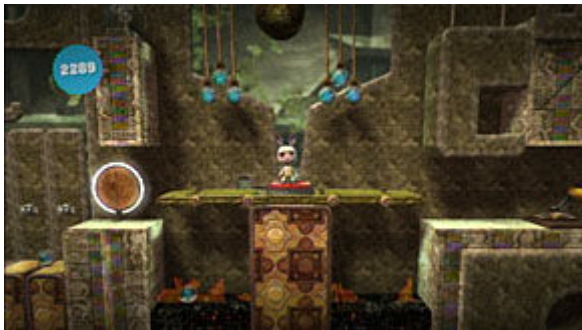
After going up and over, pull the **Sticker Spot (2/3)** out of the way and you'll see a little spot you can go into to reach the trapped Item Bubble on the right.



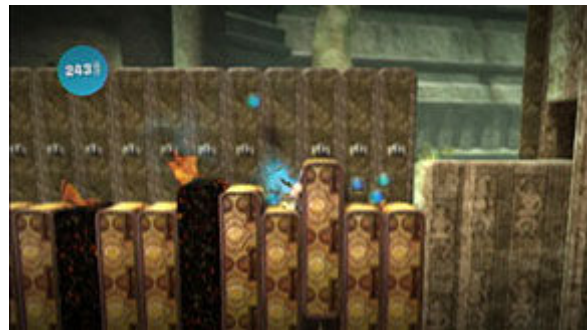
Slap a Monkey sticker (found in this level) on there for two Item Bubbles. Then use it to hop over to the ledge.



Run across the platform and into the nook on the other side of the spikes. Pull the lever and the middle platform will become an elevator. Swing to the Item Bubble on the left, then continue right.



Go through the raising and lowering columns, getting boosts for your jumps when they rise.



Run through the shifting cubes. Just beyond these is the next **Sticker Spot (3/3)**. Sticker it with a Tiger (found in The Dancer's Court) for three Item Bubbles.



Use the levers to make a path by raising the columns.



Run across the tops of the shifting boxes for an Item Bubble in the corner. At the area where the ground becomes waves, check near the start and after the crushing area for Item Bubbles locked in windows in the wave's layers.



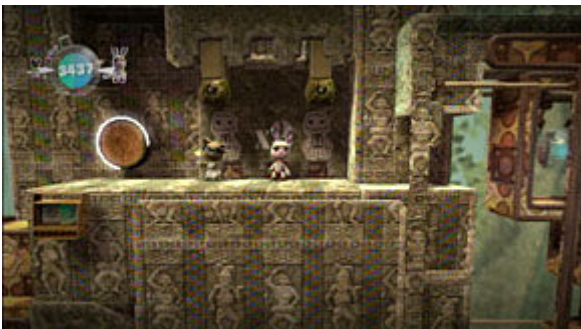
Hopping through here shouldn't be too hard. At the end of the wave, there are two more Item Bubbles in a secret nook in the wall.



Just above the wave is the x2 Area.

MULTIPLAYER AREA

Both you and your partner must grab the sponges. This will let you go far below.

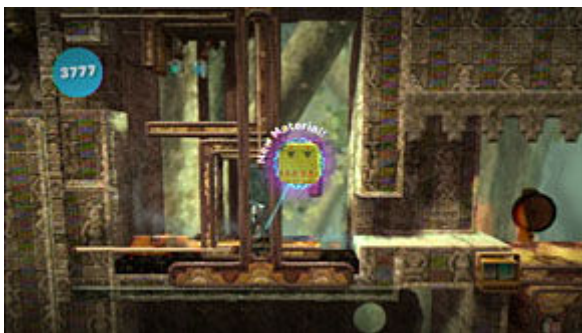


The person at the top must switch the lever back and forth to raise the platforms. The person at the bottom should tell them when they are ready to make the jump.



Make sure to grab the two Item Bubbles by the lever in addition to the three on the right.

Move down the open shifting squares, grabbing the Item Bubble inside.



Activate the elephant and hop off to get the **Key (2/2)**



Disembark to hop around the platforms for Item Bubbles. Jump back on the elephant and you'll be at the end of the level.



<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
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THE DANCER'S COURT

THE ELEPHANT TEMPLE

THE GREAT MAGICIAN'S TEMPLE

The Great Magician's Temple

ITEMS // 38

KEYS // 1

STICKER SPOTS // 1

MULTIPLAYER SPOTS // x2 Area

SWITCH TRIGGER STICKERS // Cobra Tail, Straight Cobra Body, Cobra Head

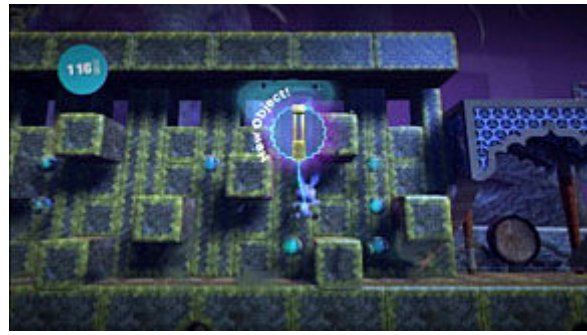
At the start of the level blocks will appear as you move right, use the highest ones to leap onto the ledge for Item Bubbles. Run all the way to the left and right, be sure to gather the items that are obscured.



Move quickly over the blocks before they disappear, but be sure to grab the Item Bubble in the nook below (although you'll waste a life doing so)



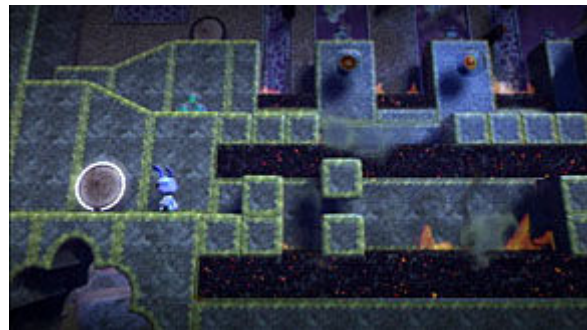
In the falling cube area, use the cubes as a step up to Item Bubbles. Otherwise, just run through these unhindered.



Wait until the blocks fall and run across the next stretch under the falling cubes in the middle.



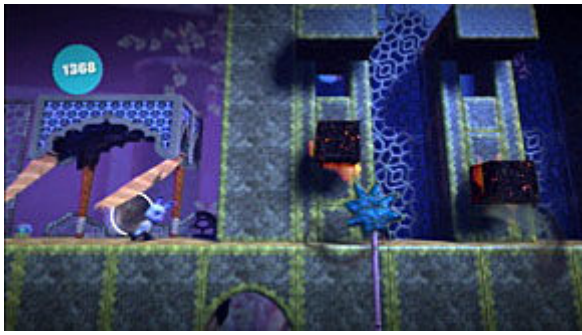
You can use the lever to move the device above and the red button hanging down to drop blocks. First, make a path to the Item Bubble. Then make some stairs up.



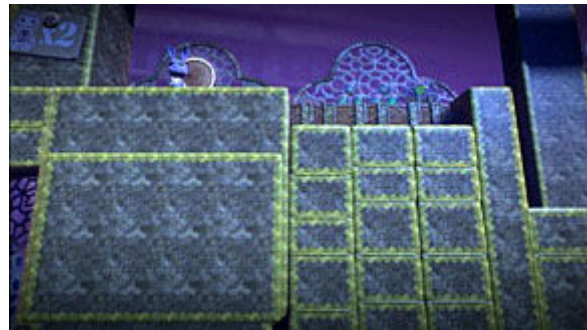
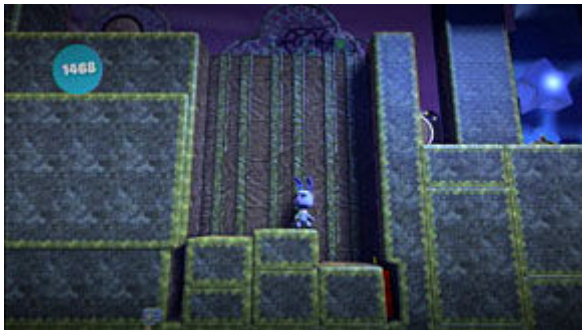
Quickly hop onto the platforms made from falling blocks, the faster you go the easier it is. Turn around at the end and come back on the upper level.



Wait for the flaming balls to switch places, then hop across the pit. Wait at the edge of the falling flaming cube obstacles before dashing under them. There are a few Item Bubbles to nab between the burning blocks.



When you find yourself at the bottom of the long shaft, hit the button to let the pieces fall. They'll fall in this order: middle, right, left. Stand in the middle, then hop to the left onto the newly fallen block. Hop back when the middle block appears. At the top of the shaft to your left is the x2 Area.



MULTIPLAYER AREA

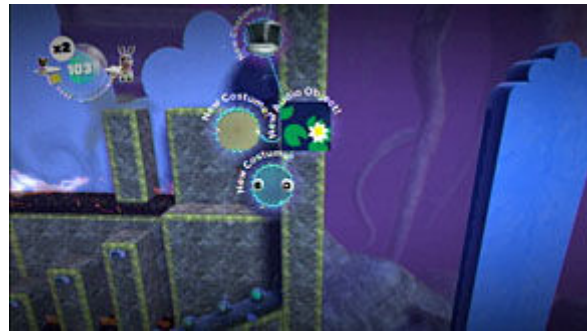
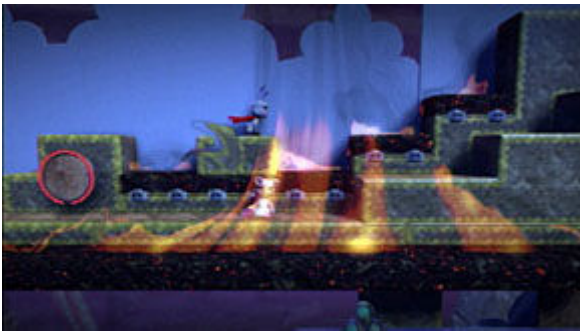
To get up the shaft, have one player quickly run back and forth between the two buttons on the bottom, dropping blocks on the right and left. The other player should climb these by hopping back and forth on new blocks. They do disappear after a bit so make it snappy.



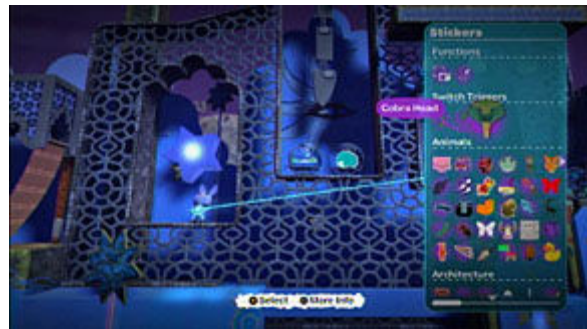
At the top, hit the checkpoint and have the player at the bottom self destruct to save the trouble of getting him or her up there with you.



For the last stretch, both people above and below must run essentially simultaneously to make the proper blocks appear. You'll both need to make some minor jumps and keep up with the other. For this you'll get four Item Bubbles.



Hit the yellow sponge and swing through the fireballs when they are on their way down. Hop over the last pits when the fireballs aren't hopping in your path and you're in the clear.



The Sticker Spot is located above the area with the yellow boxes you can pull out that spawn blocks behind them. Use the Cobra Head (from this level), the Straight Cobra Body (from The Elephant Temple) and the Cobra Tail (from The Dancer's Court) to complete the cobra image to land three more Item Bubbles. Tug the flower boxes all the way to the left to continue.



Watch the leaping fireballs here, they jump in choreographed pairs. A properly timed leap leaves you in no danger.



The magician will now be operating a magic box, out of which a helpful cube will spawn every three or so times he reveals what's under it. Grab one of these cubes to hop up to the **Key (1/1)**, and travel up the Magician himself for an Item Bubble. Head right to complete the level.



<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
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[THE FROZEN TUNDRA](#) | [THE BUNKER](#) | [THE COLLECTOR'S LAIR](#) | [THE COLLECTOR](#)

The Frozen Tundra

ITEMS // 51	KEYS // 1	STICKER SPOTS // 1	MULTIPLAYER SPOTS // x4 Area
SWITCH TRIGGER STICKERS // Gear Graphic			

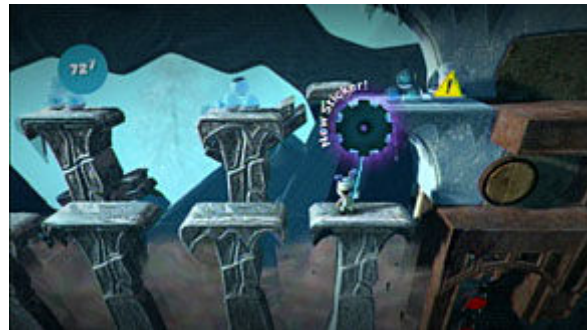
The Wilderness is an icy wasteland that is the final test of your mettle on LittleBigPlanet. Ice makes platforming tricky, and every other object seems to have electricity coursing through it. First, grab the Item Bubbles in the shack and from the teddy bear.



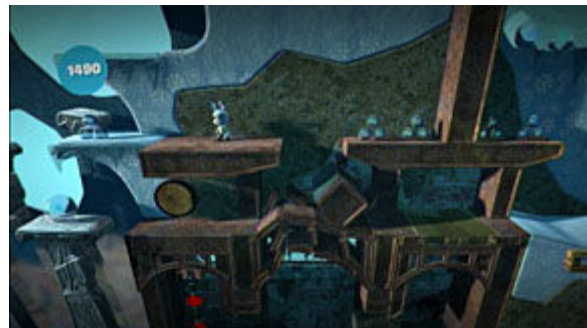
Grab the sled on the right for an Item Bubble above the ice track. On the other side is the lone **Sticker Spot (1/1)**, but you won't have the Gear Graphic until a bit later in the level. The activated spot will get you two Item Bubbles.



The next area contains high, middle and low paths across the crumbling platforms, each with its share of Item Bubbles. You'll find the Gear Graphic Switch Trigger Sticker at the end of the low platforms



To get across the platforms at the top you'll have to be quick and not stop on any of them. See that block of metal above the checkpoint? If you take the high road you can push it off the edge to crumble the floor below.



Hop down for Item Bubbles, there's a bouncy spot on the right side to pop you back to the surface.



Run through the falling stalactites and explore the hill in the background for Item Bubbles. The stalactites in the next area will make steps for you to move upward. These are spread somewhat far apart and require long jumps—don't try to stop on them, just keep running and jumping.



In the next area you'll see a green truck, if you stop and wait for the stalactites to fall in its wake you'll be able to hop down below for a **Key (1/1)** and Item Bubbles. Take the stairs back up the other side. The next time you play this level you should take the upper road past the truck for an Item Bubble up high.



Now you'll have to contend with rockets. The first rocket launcher should be approached by taking cover in the pits in front of it. Wait for a rocket to fire then run quickly under it to the deactivation button. Similarly, on top you should hop up as soon as a rocket passes over then leap the next rocket as you run left.



You should only head left to take out the second rocket launcher if you need the Item Bubble. Otherwise, use the trenches to the right to evade the rockets and forget it.



For the race, you'll want to go fast to clear the first three jumps, but slow down to collect Item Bubbles after that. If you go fast, you'll automatically stay on course and avoid death. You'll need to hop into the background for the occasional

Item Bubble.

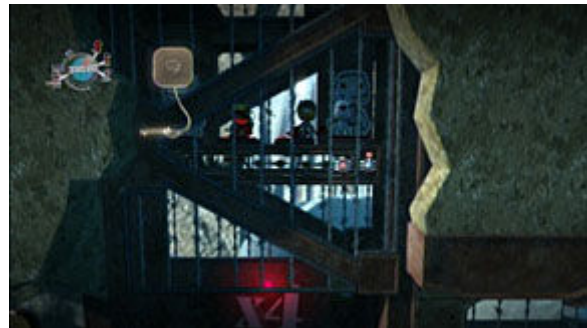


At the end of the race, know over the tower of blocks with an army man on top for an Item Bubble. To the right is the x4 Area of the level.



MULTIPLAYER AREA

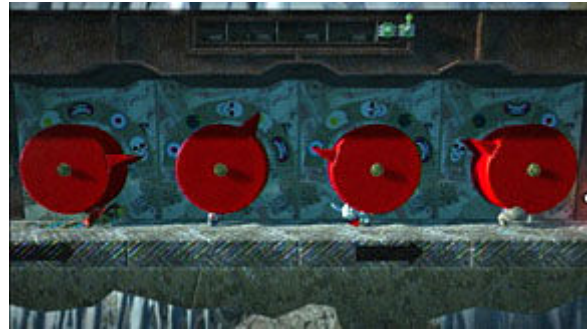
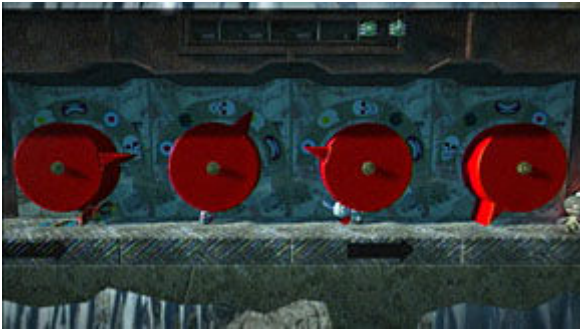
You and your army of Sackpersons should all hop on a red button to take the lift up to the x4 Area.



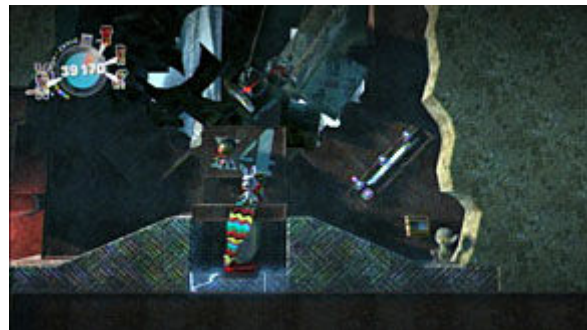
The big red dials here are actually the place to enter the combination to the Item Bubble vault, with the combination written on the wall to the left. This may be hard to coordinate with people online, but each person must turn, and hold, the dial in the right position. From left to right, the dials should point Skull, Egg, Target, Earth.



Hop up high and grip the dial to turn it in the desired direction. Your body must be the counterweight to hold it in place. Some people may need help dragging theirs into position.



In the vault there are ample Item Bubbles to be had.



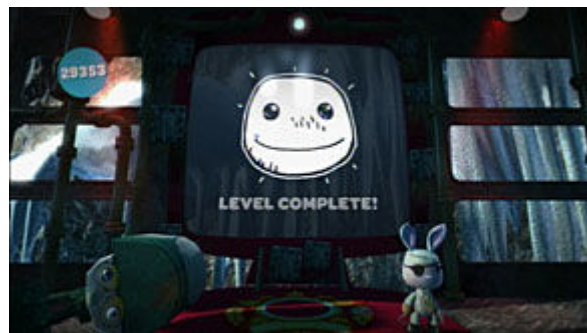
But it's not over yet! A chute will open you can take down to the ground on the far left. Be sure to grab the Item Bubble on the way down right at the end of the chute.



In the area with the green truck enemy, you can drag the army man over and use him to help get the Item Bubbles. Using the truck is a bit risky.



The key to taking out the green trucks is to hit the weak spot closest to you first and remain on top, just out of reach of the spinning electricity spot. Wait for a break in the electricity and hop clear over to the other side. You'll want to do this when the truck is moving opposite to your jump direction for maximum distance. Once the far side is taken out, go for the middle when it's safe. It's essential that you don't hit the middle until you've taken out the sides or you will get zapped—and no ace for you! Drag the army man to the door to open it and exit the level.



<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
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THE FROZEN TUNDRA | **THE BUNKER** | THE COLLECTOR'S LAIR | THE COLLECTOR

The Bunker

ITEMS // 47

KEYS // 1

STICKER SPOTS // 1

MULTIPLAYER SPOTS // x2, x3
Areas

SWITCH TRIGGER STICKERS // Power Fist

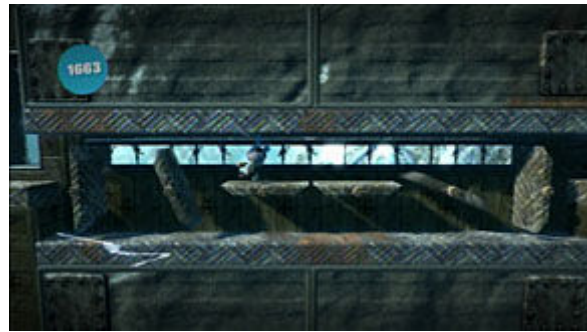
At the outset of the level, pull the army man over to the left and prop him against the wall to reach the Item Bubbles above the entrance checkpoint. Go right and use the dangerous-looking launcher to grab the Item Bubbles above.



The next area has three electrical mashers that can be passed easily without waiting in between them. Just keep running and jumping and they'll open a path as you move.



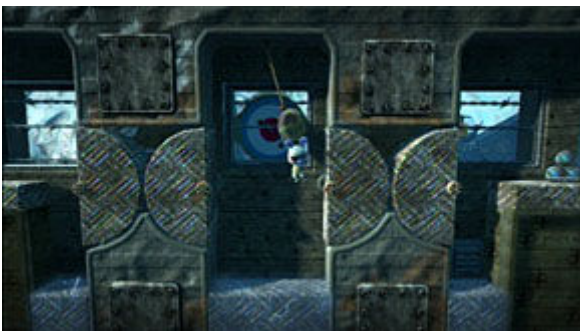
Instead of hopping inside the wheel, hop onto the edge of the opening when it comes around to ride up and over, grabbing two Item Bubbles above the wheel in the process.



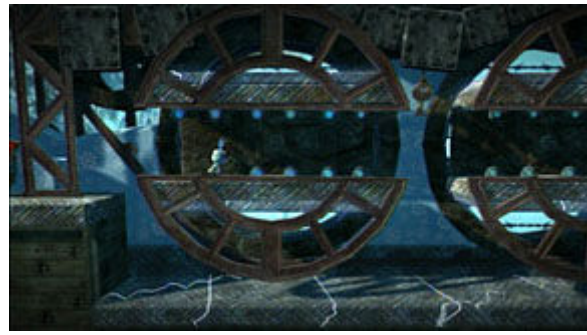
On the flipping platforms, start your run right as the first falls into place, but keep at a moderate speed. Pick up the pace for the last few and you'll clear them all in one streak. On the other side, wait to kill the baddie until it's under the Item Bubble to get a boost up.



Stop to swing between the flipping semicircles and continue when the path opens again. Just past these you'll find a checkpoint in an orange star. Head behind the star to find a block you can yank to the right.



Use this to get up onto the snowy hill in the background. Run left behind the semicircles to grab the Item Bubbles. This next area contains large circles with passages bisecting them. They rotate in two directions. You want to hop in the first passage when it turns toward you clockwise and the passage swings up from the bottom.



Run all the way through and leap across to the other passage as it swings up, you'll most likely get the **Key (1/1)** in the process. Just keep running as it turns upwards, but don't jump. You should fall back down to what was once the ceiling and be able to hop out the other side.



Before heading past the checkpoint, hop into the background here for an extensive secret area including the **Sticker Spot (1/1)** and the x2 and x3 Areas. The Power Fist needed to activate the spot here is found in the Collector's Lair. Slap it on for three Item Bubbles above, then walk to the button on the end to blast four more out of the wall.



The x2 Area here leads to an x3 cache in the rear, so be sure to have three in your party before you head in.



MULTIPLAYER AREA

This area isn't difficult; you just need to fiddle with the levers a bit. Two people need to work the bottom two levers to let the top person access the button (this will open the door below to the Item Bubbles) and then the x3 Area Item Bubbles.



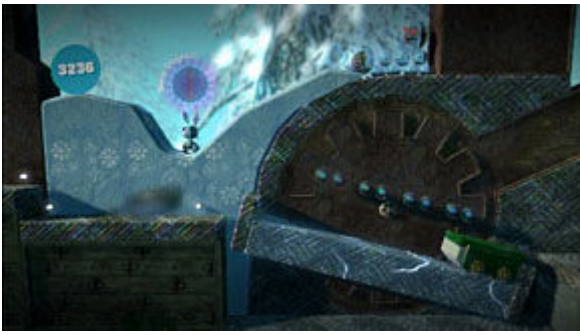
You'll get five Item Bubbles total in the rear of this area with three players.



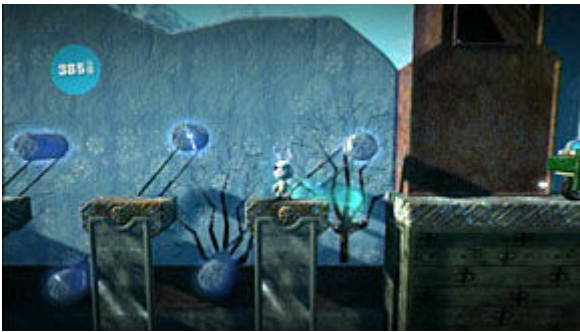
Inch your way through the electric spikes stopping before each one. Hop up on the little ledge before the above spike, don't try and run under it right after your jump.



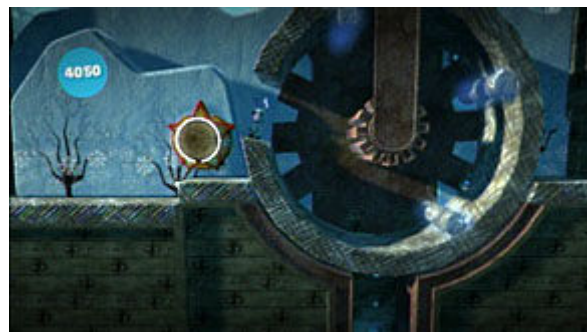
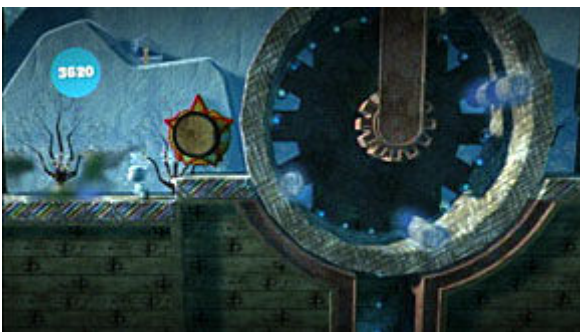
Use the enemies around the check point to nab Item Bubbles in the air and background. You can run up the ledge above the gear for even more.



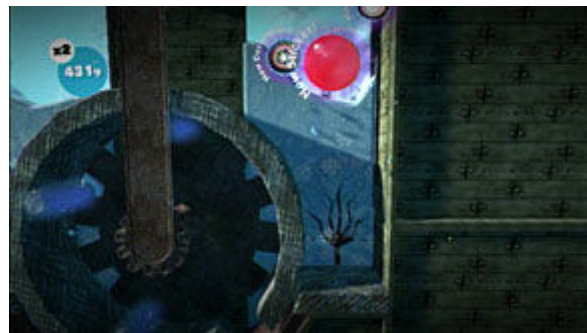
The spinning electricity spots by the pits aren't that difficult to avoid, but the green truck may give you some trouble. Just remember to take out the front and rear weak spots first before hitting the middle.



Once again you can ride the lip of the wheel's opening up to the top area to get many Item Bubbles.



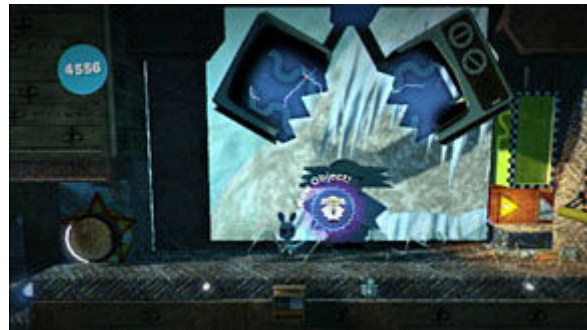
Hop across the top of the wheel for more, then hop down the passage at the bottom.



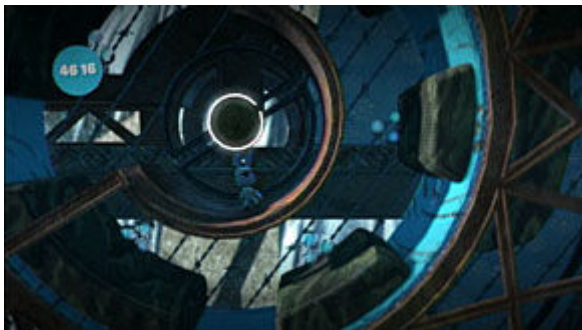
This conveyor belt makes jumping over objects a bit easier. First, grab the Item Bubble to your left though. Run under the spikes then hop the little electric points.



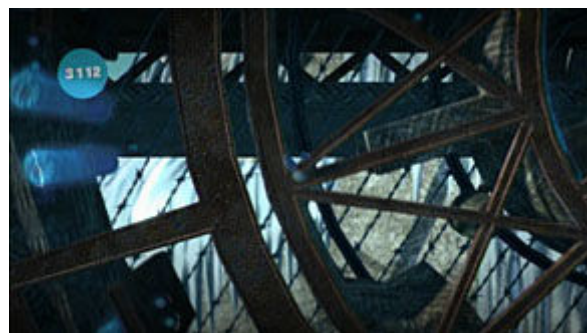
The nasty green truck here can be bypassed entirely by hopping into the background. Just pull the lever on the right to enter the next area. The professor drops an Item Bubble you shouldn't ignore, though.



The Wheel of Death is your main obstacle in The Bunker and it functions as a sort of platforming boss. The first layer contains platforms you can grip. It's best to hop over these when they are horizontal and be done with it. They get smaller, but if you land a sloppy jump, just grip to steady yourself.



The next section must be done vertically. You can still grip most of this area, but after the first swinging sponge, you'll most likely be dropping down the most of it while the wheel turns up the left side.

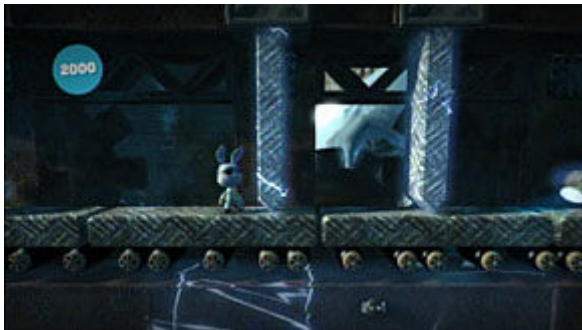


It's really the bottom level that will give you nightmares for weeks to come. Even after memorizing the layout, it's still an area that's hard to master due to the fast moving platforms. There are two schools of thought for how you should get through this area. We prefer to jump in place and let the platforms rotate under us, one at a time, making small

corrections upon landing. In this manner you'll be able to time your jumps and not worry about scurrying around too much to compensate for long jumps. The last series of platforms can then be easily scaled for the Item Bubble up high. The other way to do this area is to do long jumps, which are extended by the relative speed of the ground. Using these you can skip some platforms entirely, leaping under them. A combination of the two types of jumps may be your preference, but really it's about committing the area to memory so you can anticipate the jumps. Finally, for the last leap into the opening below, make sure you jump long, if you fall short you risk hitting the electrified walls. That is no fun.



Unfortunately, you'll get no rest at the bottom. This belt is substantially harder than the last as clearing the tiny electric hurdles is hindered by the motion. There is an Item Bubble to your left, but consider it a suicide attempt, as you probably won't get it without sacrificing a life.



The key to getting over the hurdles is to get insanely close to them before making your highest, longest jump. Even this will just barely clear them. Nevertheless, you have to almost touch them before you leap. Clear these and the level finish is nigh.

<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE FROZEN TUNDRA	THE BUNKER	THE COLLECTOR'S LAIR	THE COLLECTOR		
The Collector's Lair					
ITEMS // 65	KEYS // 1	STICKER SPOTS // 1	MULTIPLAYER SPOTS // x4 Area		
SWITCH TRIGGER STICKERS // Wiry Tree					

Cross the gap to your right at the beginning with a long jump for a secret area featuring a **Sticker Spot (1/1)**. Slap on the Wiry Tree sticker from the Frozen Tundra for two Item Bubbles.



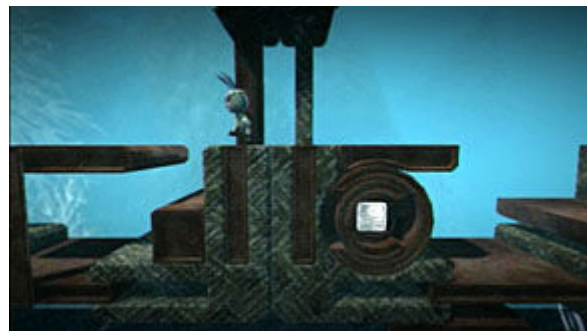
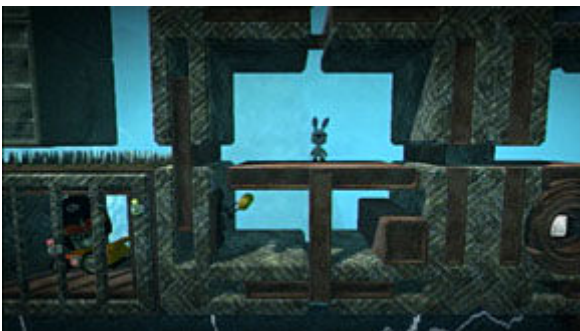
Now, take one of the chains down. Swing around to grab Item Bubbles and Score Bubbles. The final Item Bubble in the shaft is just below an electric peg. Line up along side it and swing over just after clearing the dangerous peg.



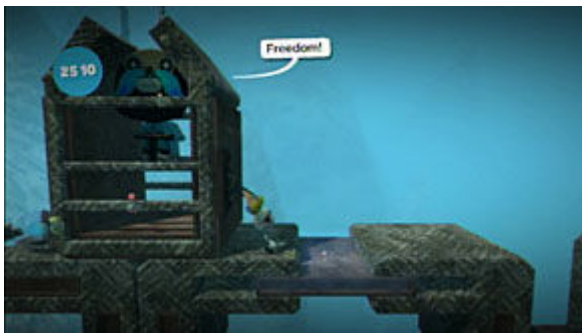
Open the cage on your left by hitting the button. Grab the Item Bubble and drag the black and white box over to the right. It fits in the wall to activate the door.



Hop down through the expanding and contracting structure. You can free the caged person on the left by pulling the trigger. The nearby Item Bubble is locked for now, so you'll have to come back for it after unlocking your dog friend from The Darkness. Head through the moving walls, and remember: they can squish you.



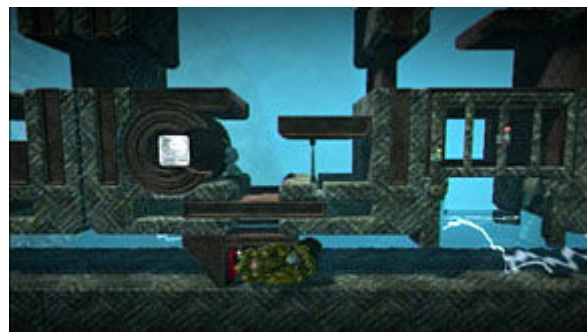
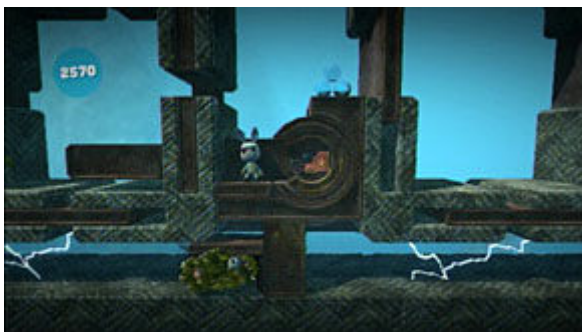
On the top of the other side is a lever to open another cell.



Hop right past the checkpoint to free your canine friend with another lever.



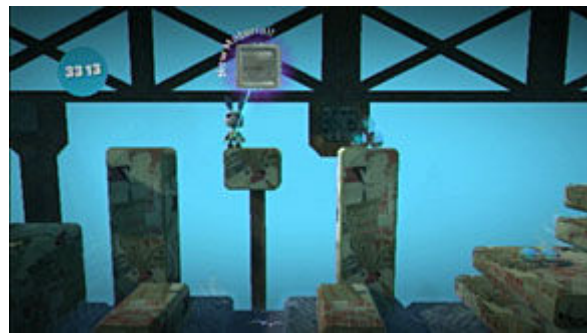
He'll follow you along the bottom, unlocking the Item Bubble encased on your right, and the one you saw previously back on the far left.



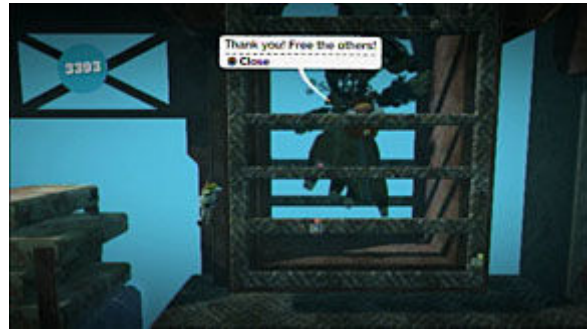
Make tiny jumps across the platforms over the electricity when they are near you. Stay on the lower ones so you don't get squished on the ceiling.



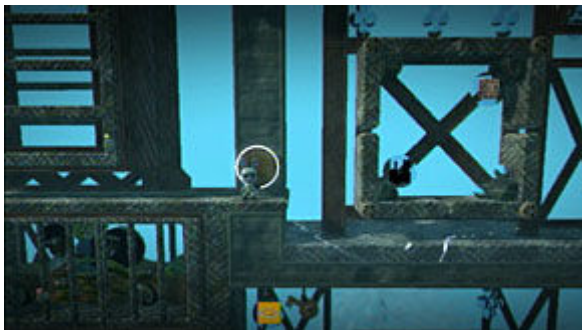
You can let the crocodile out above here by pulling a lever. From here, hop across the upper platforms for Item Bubbles.



Use the momentum from the moving pyramid to grab the lever on the right with a long jump.



The shifting boxes have spots you can grip in their corners. To get up to the higher Item Bubbles, you'll have to inch to the edge of the boxes when they lay flat and jump as they flip to get a boost upwards.



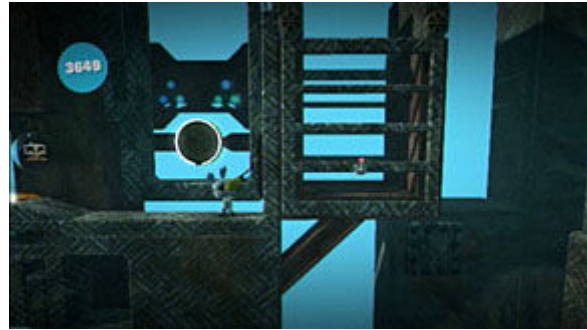
Use the flipping box edges to jump up and grab the Item Bubbles, and then drop into the lower section.



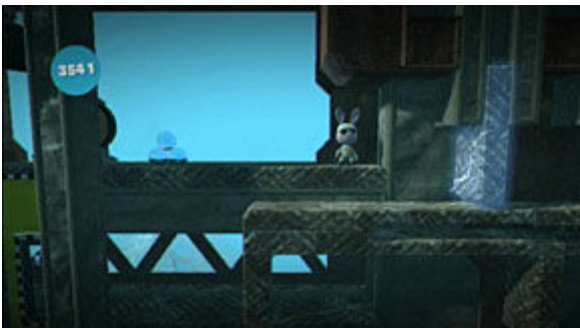
Here you'll have to make a mad dash across the swinging sponge and the tops of the closed boxes with a leap at the end for the **Key (1/1)**. This takes some timing, but essentially you should start your swing early enough that the path forms as you swing off. Hop your way out of the boxes to the right.



Now you'll have to contend with several planes of platforms and many spots that can crush you. Time your run under the spinning fire wheel and be ready to jump into the background when you come out the other side.



Pull the level next to the checkpoint and head left. Use the momentum of the shifting ground to leap the fire pit. The electric spikes are harder, just don't pause in the middle. Grab the chain and head down.



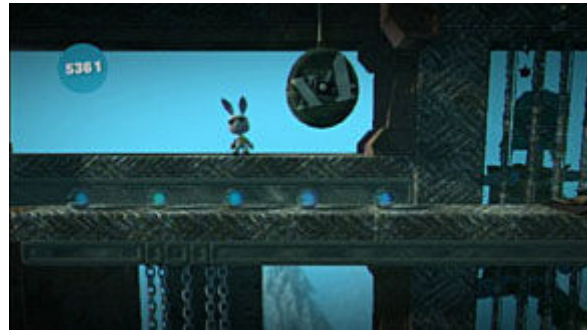
Release the meerkats and continue through the metallic labyrinth. Don't miss the Item Bubbles up high just past the checkpoint. You can use the shifting column to get a boost up to them.



Go up the ramps and free another two more prisoners.



The shifting frames here can be navigated with ease by jumping between planes. Just past here you'll notice an x4 Area.

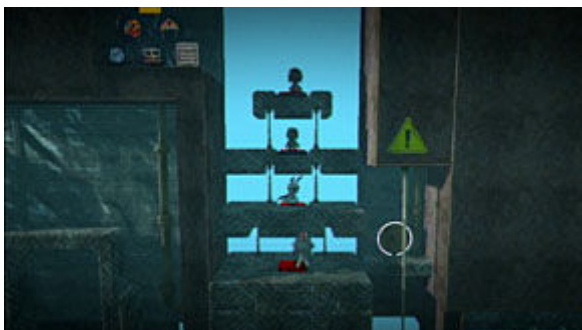


MULTIPLAYER AREA

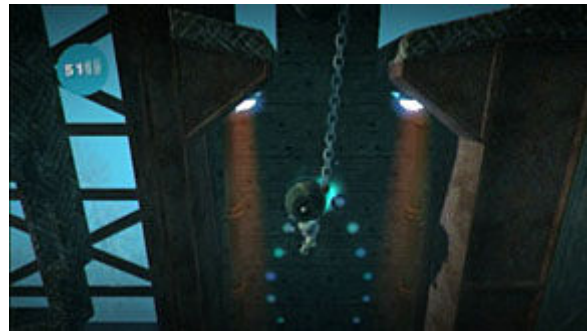
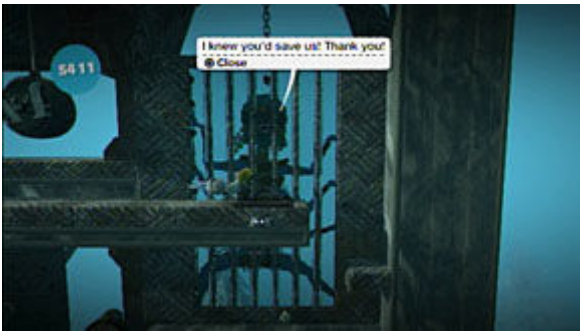
Each person must hit a red button on each of the four levels which raise in the background.



The person at the top can then leap to the six Item Bubbles above.



You can free one more prisoner here before gripping the chain and zipping downward. Remember, if you don't get all the Item Bubbles on the way down, you can self destruct to return to the checkpoint above.

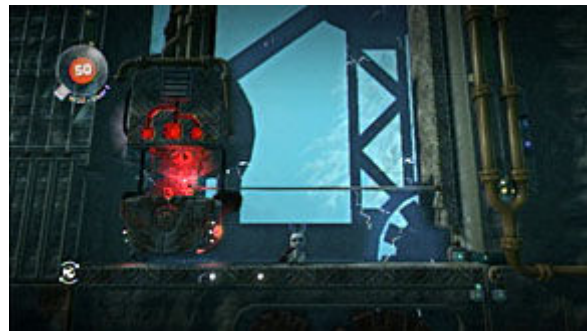


Release the King and Queen at the bottom to grab even more Item Bubbles as you ride them to the right. On the other side of the electrically charged gap is the exit and a monorail to the final showdown.

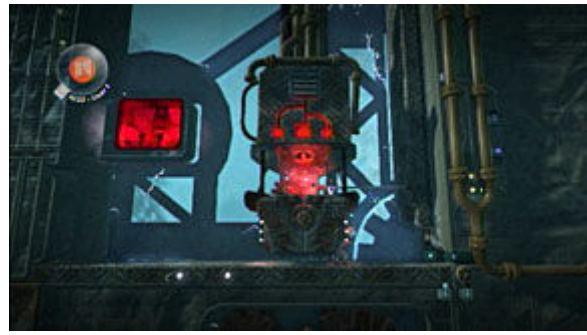


<<	The Metropolis	The Islands	The Temples	The Wilderness	>>
THE FROZEN TUNDRA	THE BUNKER	THE COLLECTOR'S LAIR	THE COLLECTOR		
The Collector					
ITEMS // 1	KEYS // None	STICKER SPOTS // None	MULTIPLAYER SPOTS // None		
SWITCH TRIGGER STICKERS // None					

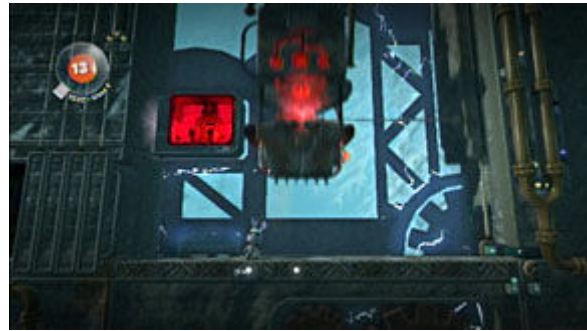
The battle with the Collector is mere monorail ride away. Follow him into his sanctum sanctorum. The Collector battle has four distinct parts.



In the first, he'll just zoom around, coming down to stomp you occasionally. Before doing anything, you can grip the panel on his side as he first launches to hit one of his weak spots. The weak spots are on his sides. Just run around and avoid him, staying on the side your target is and then move in for the kill when he touches down.



For the next round, he'll start shooting. You can complete this round in under ten seconds since he always repeats the same pattern here. Right off the bat, he shoots in the left corner, then the right corner, then the middle. He touches down between firing these shots. Thus, hit his right side after he fires left and then book it across to the other side so when he fires right and touches down, you can knock out his other weak spot.



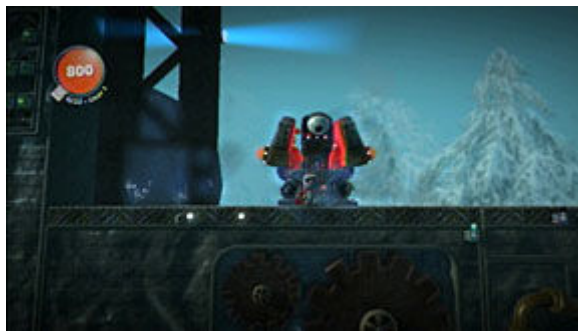
Now you'll take the battle to the roof and contend with a much bigger, more complex robot. Hit his nearest weak point to save some trouble as you come to the top of the elevator. The key to this round is patience. He will only drop three pairs of robots to attack you, so kill those by waiting them out in the corner. Afterwards, you can take him out without the extra worry of the tiny robots.



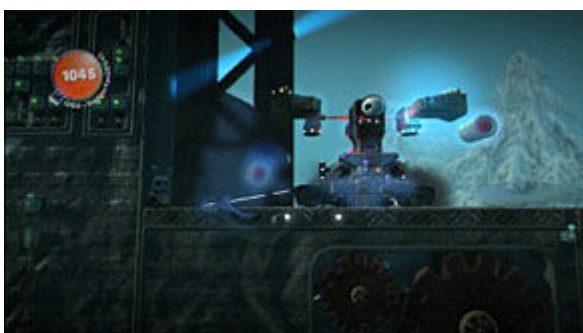
Analyze his weak points in your down time. There are two on the outside of each "hand," and one on the inside top of each "hand." Move under his hands as he rolls towards you, but don't touch them. Hover in the middle or you will get rocketed out.



To get to the other hand you'll have to move against his motion, running under his hands when he moves to the left.



His final form is a small robot that has seven weak spots. He'll call volleys of missiles from the sky, and shoot from guns at his sides. The safest place in this battle is directly in front of him—his shooting attack can be avoided here and you can take out exposed spots. When he calls missiles from the sky, you'll need to run to one side to be completely safe.



He'll open up and shift his weak spots around, but midway through the fight a capsule will drop that will give you a boost up to his arms. From there it's an easy leap to the final spot on his head. This fight may be over in seconds if your aggressive, but don't take out the top spot until you have all the sides, or else you risk getting trapped up there and squished. Just be sure to hightail it to the sides of the level if he calls missiles from the sky—you can even coax the boss over to one side to make this easier.



After he's gone, yank the capsule to the right and grab your last Item Bubble just past the checkpoint. Race after the Collector to the right and the ending sequence will begin. Congratulations, you've conquered LittleBigPlanet!



LittleBigPlanet Level Creation Basics

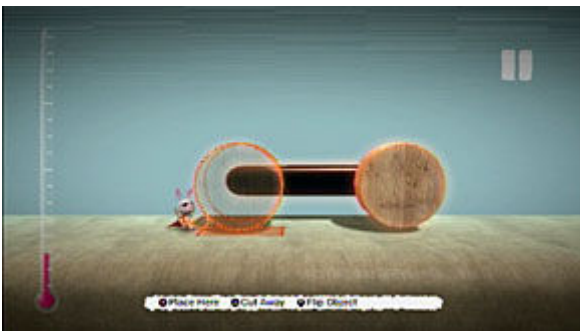
Basic Vehicle	Canon	Elevator	Draw Bridge	Enemies
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Before you delve into level creation, there are 30 tutorials we highly recommend you complete. At the very least, they familiarize you with the Pop It menus, and hey, you get a ton of items, not to mention a Trophy, for completing them all. Once you are familiar with the tutorials you can now start bringing your levels to life. Here are a few simple projects to get your creative juices flowing:

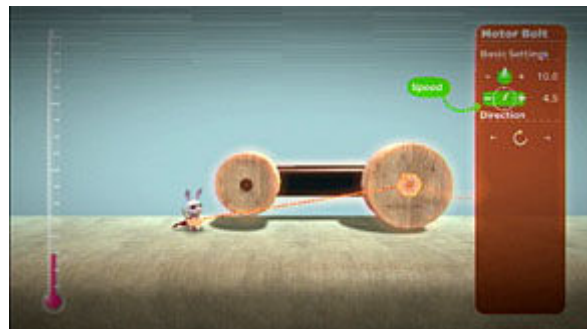
Basic Vehicle

COMPONENTS NEEDED // Wood, Motor Bolt(s), Wheels (round globs of material will do), Three-Way Switch

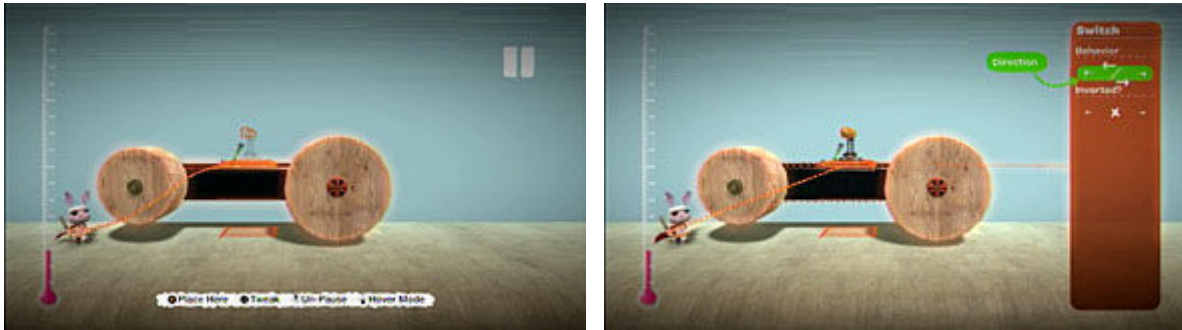
First, make a body out of wood, and make it off the ground so you can add wheels. It doesn't have to be as ugly as ours. In fact, make sure it isn't, please. Next, you'll have to add wheels, and they'll have to be in a different plane (when we say "plane," we mean foreground, background or in-between) so you can attach them with bolts. These should be round, duh, and of a regular material (wood). You can deck it out fancy-like with stickers later, so use wood for now.



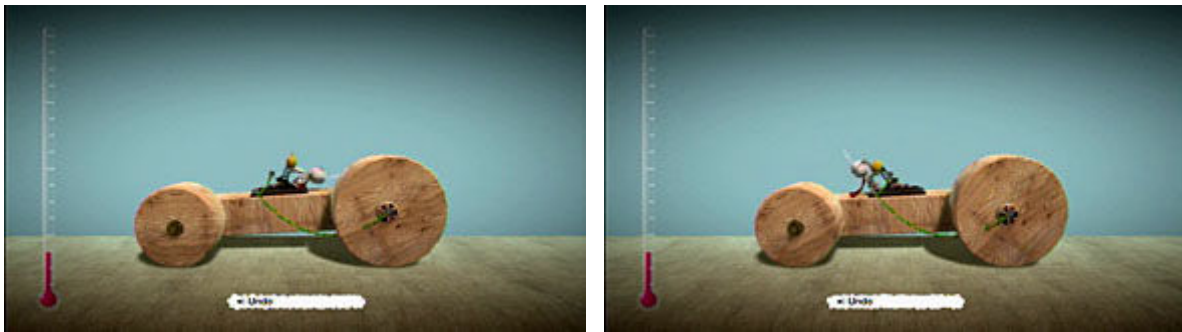
With the wheels in place, it's time to bolt. One bolt must be a Motor Bolt, the other need not be. Just make it a regular bolt, and as loose as possible. The Motor Bolt will do all the work, so crank up the speed if you like.



The Three-Way Switch must be added now. This will control your car's forward and reverse motion—just like the vehicle in the Lowrider level. Place it in a spot you can stand and hold it to glue it in place. Drag that green wire (it's hard to see, but coming out of the lever itself) with your cursor to the Motor Bolt and attach it. Set it to affect "Direction."



Drop out of pause, and now you can pull your lever to drive your car! If it's too slow, adjust the speed. Or add rockets.

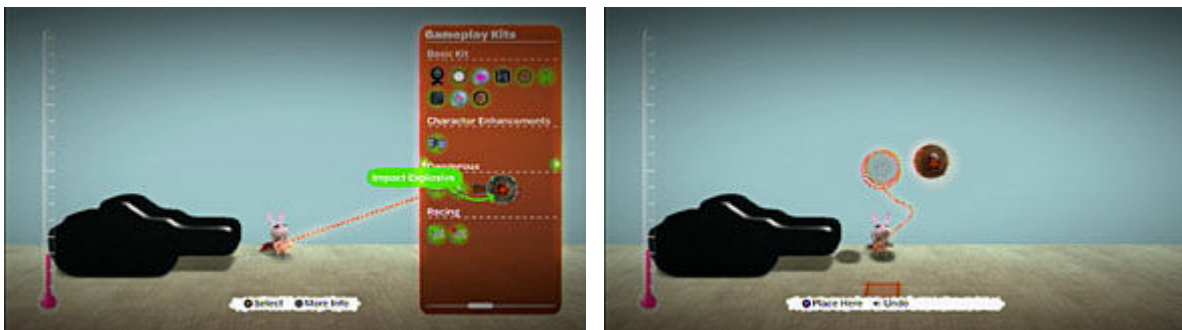


Basic Vehicle	Canon	Elevator	Draw Bridge	Enemies
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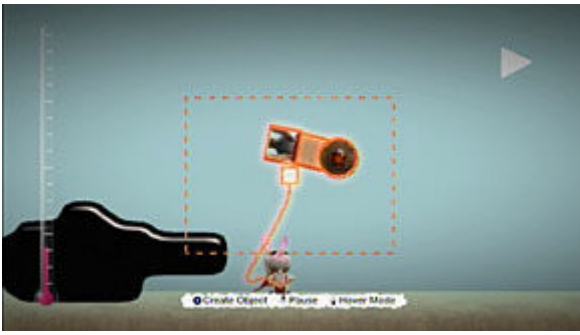
Canon (or Missile Launcher)

COMPONENTS NEEDED // Material, Emitter, rockets and explosives optional

Design the body of your weapon of mass destruction—tank, cannon, bunny—and choose the spot that will be firing your projectiles (the tip of the cannon).



You'll now have to choose your projectiles. To make your projectiles ultra deadly, you'll have to design them yourself. Pull out the explosives and rocket packs and make a missile by connecting them together over a piece of material Or, just fire explosives alone. Or burning pellets. Or the heads of your opponents. It's up to you!



If you make a rocket attached to an explosive, adjust the rocket speed to near maximum to give it boost and turn it on before saving it (you should be paused at this point, when you turn on a rocket it zooms off if you press play). Most importantly, save your design—an option in the Goodies Bag.



Now, you'll have to place an Emitter. Once you place it, choose your bullet in the Emitter menu (hit Square while selecting the Emitter with your cursor to access the menu). Choose the projectile you made in My Objects. You'll place where the object will emit from and what direction it faces.



You can adjust the direction (angular velocity), speed etc. and tweak your cannon for maximum kill-ability. Crank up frequency for rapid fire. Drop the speed and aim high for falling bombs. If you unpaused the game you can adjust these things in real time. Rocket boosts can really screw up your item path, but the trail of smoke looks great!

Basic Vehicle	Canon	Elevator	Draw Bridge	Enemies
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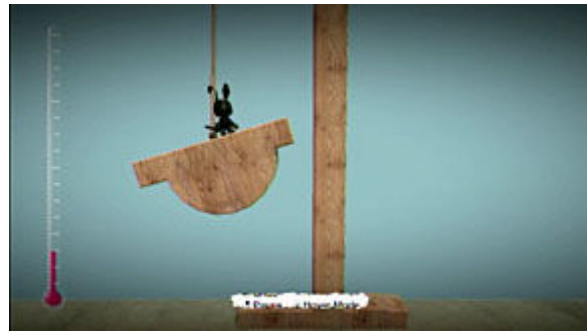
Elevator (or Pulley!)

COMPONENTS NEEDED // Wood, (base, platform), Lever (optional), Piston (or Winch)

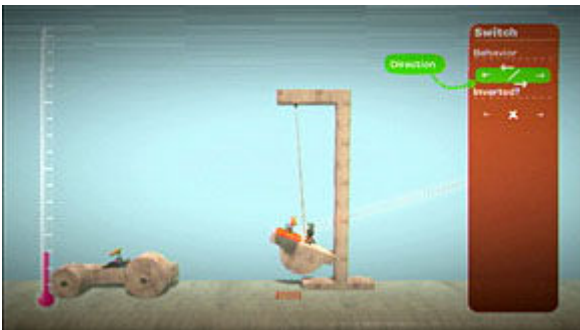
There are many types of elevators you can make, but a basic design should just get Sackpeople where they need to be fairly efficiently.



First, you'll need a place to elevate people to and a car or platform to hold people. Our gallows here are as simple as it gets, you can do better!



Create your parts, and remember that the platform should be wood and not attached to anything. From your gadgets menu, pull out Piston (they are more stable than Winches). Attach it to both the platform and the top of your structure. Pull out your cursor and hit Square to mess with options.



You should make your elevator slow by adjusting the timing to be much higher. This will steady the design. You'll also have to adjust the length of the Piston, which can be counter-intuitive. The minimum and maximum lengths are the measured from the base to the tip of the piston—the base is a tad thicker, so you can see it. Adjust your lengths to allow people to hop on and off the elevator at both ends. Now, if you want to add a Three-Way lever to the car to allow manual control over its motion, do so and attach the green wire to the Piston. You can now use this to move it up and down freely.

There are many variations on elevators—you can build a shaft for stability, or add a second Piston and sync them up.



You can alter this design slightly and attach a grippy spot (a dab of sponge material) to a Winch to pull people up and down. Add a Proximity Switch, which activates when you grab an object, attach it to the Winch and voila! You have one of those sponge pulleys used so frequently throughout the story levels!



Basic Vehicle	Canon	Elevator	Draw Bridge	Enemies
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Draw Bridge (or Catapult!)

COMPONENTS NEEDED // Wood base, wood bridge, Motor Bolt, Switch (Three-way, Proximity, Button etc.)

First, glue a base to the ground and make your bridge on a different plane. We must emphasize again that you be more creative than us, as there's no excuse for an ugly draw bridge.



If you don't want your bridge to swing all the way past the base and down the other side, add a bit of material at the top to stop that from occurring.



Make sure the bridge isn't attached to the ground and bolt it to the base with a Motor Bolt. Now, forget tweaking the bolt if you want to add a switch—although it should open nice and slow (unless you want to make a catapult—not that different, eh? Just crank up the speed!).



Add a Three-Way Lever for maximum control, or add a Proximity Switch for an automatic, ghostly drawbridge. Either way, attach the green cord to the bolt and choose "Direction" in the lever/switch menu. You can now open and close your bridge! Add a button on the top and crank up the speed for a catapult!

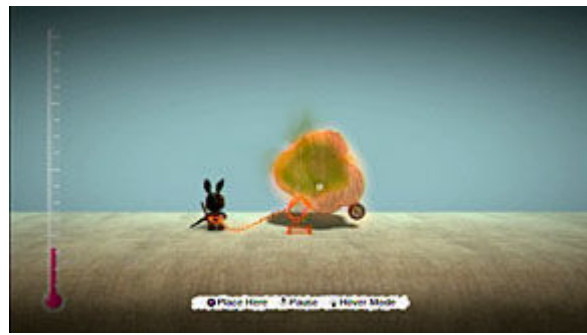


Basic Vehicle	Canon	Elevator	Draw Bridge	Enemies
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Enemies

COMPONENTS NEEDED // Flame, electricity, gas, and creature parts (wheels, creature brain, legs)

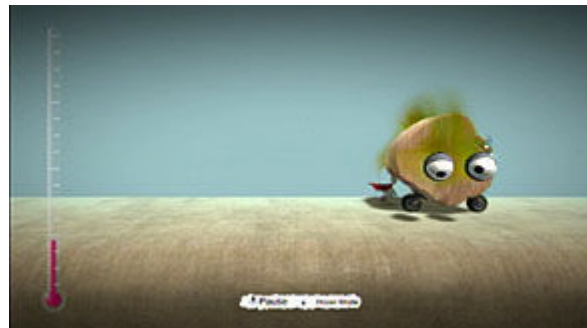
Now, there is a Creature Pieces menu for making your creature come to life. But to make it deadly it may need some additional tweaks.



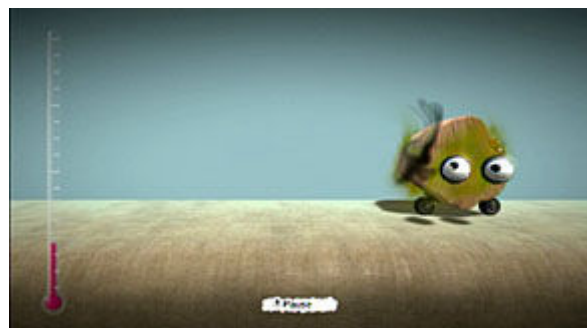
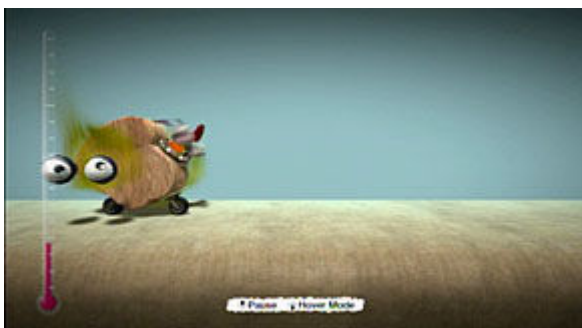
For instance, if you don't want your foes to be able to simply run past your gruesome gas creature, you'll need to add deadly layers in multiple planes—at least two of them. Stick shapes together in three planes, and make 'em all deadly for a real threat.



Otherwise, leave one you can decorate and hide the rest—like the ghosts in Skate to Victory. Your front layer can hide the deadliness. The point is: making your enemy dangerous is a three-dimensional affair.



Now, you'll need to add all the fun stuff found in the Creature Pieces menu. Wheels or legs help your baddie find trouble. The brain is the interesting part. From here you can have it flee, chase people or just hop around like an idiot. You can even place a proximity circle that spurs activity when a Sackperson enters it. It's all pretty straightforward. Your brain can also be the enemy's weak spot if you choose the unprotected option.



Place this weak spot strategically so it's tough to get at, or impossible to get at if you're the masochistic type. Goomba-

like drones are just one of the many ways you can evaporate a Sackperson with a clunky automaton.

LittleBigPlanet Trophies

There are 36 Bronze Trophies, 8 Silver Trophies, 3 Gold Trophies, and 1 Platinum Trophy in LittleBigPlanet. Some Trophies may be attained easily in tailor-made community levels as noted below.

Trophy	Type	Requirements
100% Complete	PLATINUM	Earn all the other LittleBigPlanet Trophies
20x Multiplier!	SILVER	Get a 20x Multiplier (see community levels)
2x Multiplier!	BRONZE	Get a 2x Multiplier
8x Multiplier!	BRONZE	Get an 8x Multiplier
Artist	BRONZE	Place a sticker
Booty Master	SILVER	Collect all the Prize Bubbles in the Story Levels
Celebrity	SILVER	Get hearted by 5 or more people in multiplayer
Cranium Collector	BRONZE	Kill 100 enemies
Create	GOLD	A level you published was hearted by 50 or more people and you were hearted by 30 or more people
Creator	BRONZE	Build and save a level with the thermometer more than 30% full
Crowd Pleaser	SILVER	A level you published was played by 50 or more people
Dr. Frankenstein	SILVER	Create a living creature with at least 2 eyes, 2 legs or wheels, and a brain
Expert Creator	BRONZE	Complete all level creation tutorials
Fashion Sense	BRONZE	Choose a costume for your Sackperson with at least one item on your head, at least one item on your body, and a material

Feel the love	SILVER	A level you published was hearted by 10 or more people
FIRST!	BRONZE	Be among the first 10 people to complete a community level
Forager	BRONZE	Collect 25% of the prize bubbles on the story levels
Friendly	BRONZE	Complete a level with more than one player
Hi Score	SILVER	Collect 1,000,000 points over all levels you have played
Homemaker	BRONZE	Place 10 stickers or decorations in your pod
Incredible Height!	BRONZE	Travel to an incredible height (see community levels)
Incredible Speed!	BRONZE	Travel at incredible speed (see community levels)
Just Beginning	SILVER	Complete all the main path story levels
Look what I made!	BRONZE	A level you published was played by 5 or more people
Neighborhood	BRONZE	Watch Heart 5 community levels
Networking	BRONZE	Heart 3 authors
Opinionated	BRONZE	Tag a community level
Party Person	BRONZE	Complete a level online with 3 other players who are on your friends list
Play	GOLD	Complete all Story levels without dying
Publisher	BRONZE	Publish a level
Sackbird	BRONZE	Spend 8 seconds or more in the air (see community content)

Secret Stickerist	BRONZE	Unlock the race in First Steps by hitting the Sticker Switch
Share	GOLD	Play 150 community levels, tag 50 community levels and heart 10 community levels
Socialite	BRONZE	Complete a level online with 3 other players who are not on your friends list
Sticky Fingers	BRONZE	Collect 50% of the prize bubbles on the story levels
Talkative	BRONZE	Post a comment on a community level
Team Creator	BRONZE	Build and save a level with more than one player with the thermometer more than 30% full
The Canyons	BRONZE	Complete all levels in The Canyons
The Gardens	BRONZE	Complete The Gardens
The Islands	BRONZE	Complete The Islands
The Metropolis	BRONZE	Complete The Metropolis
The Savannah	BRONZE	Complete The Savannah
The Temples	BRONZE	Complete The Temples
The Wedding	BRONZE	Complete The Wedding
Top of the Class	BRONZE	Win a 4-player game
Traveler	BRONZE	Complete a community level
Treasure Hunter	BRONZE	Collect 75% of the prize bubbles on the story levels
Trendsetter	BRONZE	Place a sticker or a decoration on another player's Sackperson