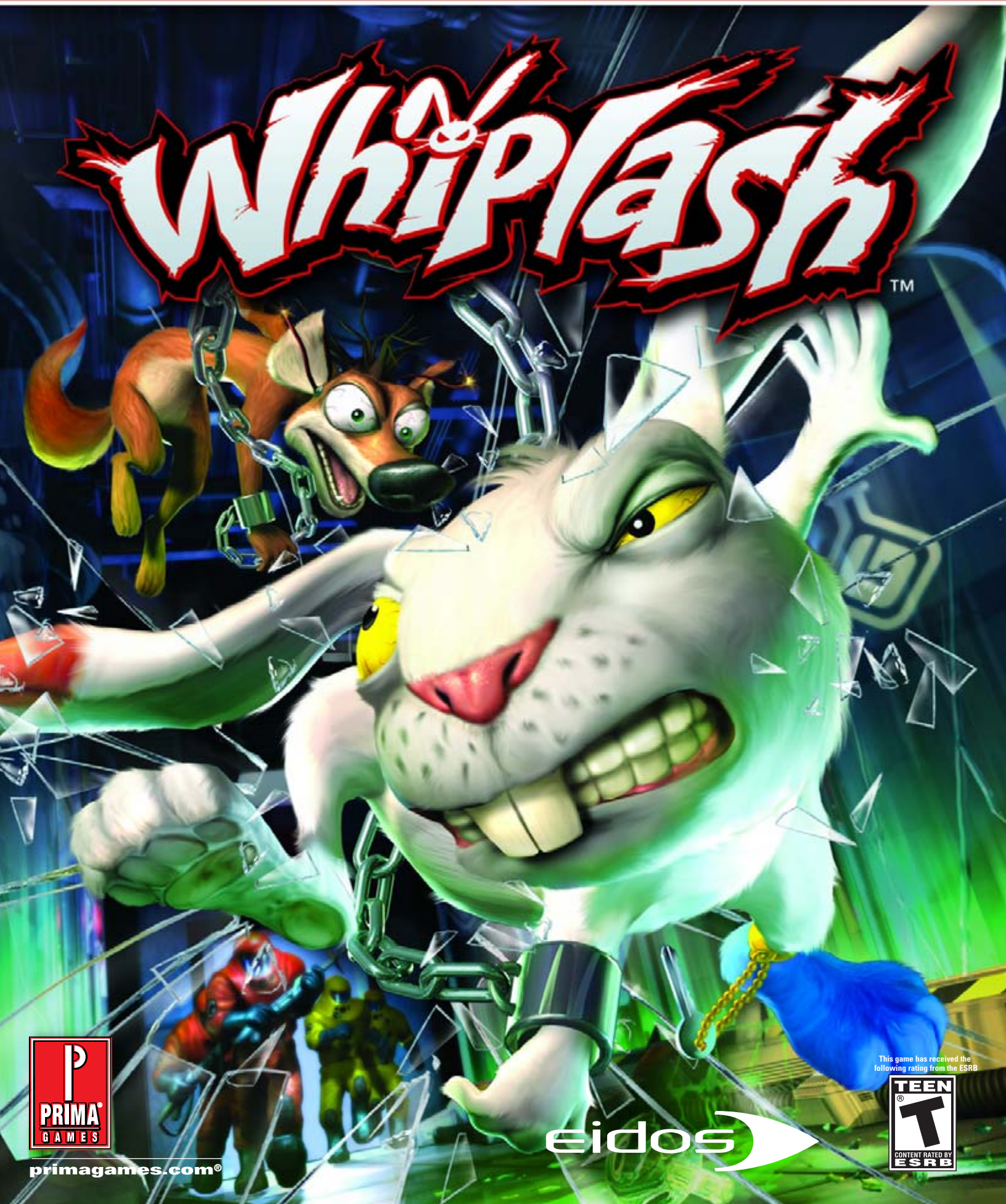


Whiplash™



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Stick It to the Mann!

The Genron Corporation has brought many fascinating high-tech gadgets to the world, but at what cost? Behind the solid steel walls and shiny glass windows, sinister experiments and cruel tests are performed every day on helpless animals. And we're not talking about mazes with cheese at the end. These are vile experiments with questionable scientific value—supposed safety tests providing little more than sickening entertainment for Genron's dim-witted employees. It's every animal rights activist's worst nightmare; thousands of animals go in, but none come out. That is, until two of those tortured critters finally got the chance to strike back.

Spanx, a crazy weasel whose brain has been scrambled from countless electroshock sessions, and Redmond, a quick-witted, psychotic rabbit turned nearly invincible by constant cosmetic testing, were to be the subjects of a twisted experiment when they miraculously escaped from their cage. As they ran from Genron's HAZMAT Hunters, they encountered a mysterious voice that encouraged them to take advantage of the situation and put a stop to Genron's cruelty once and for all. Now they fight to bring down the Mann and all those that have indulged in Genron's torturous acts.

Getting out of Genron won't be easy. There are lots of employees, from HAZMAT Hunters to slob Rent-a-Cops, and tons of tricky puzzles in the demented duo's way. This guide will give you the advantage. We'll lead you through the megacorporation one floor at a time and explain how to bypass and short-circuit all of Genron's high-tech security and evil inventions. We also point out how to hit Genron where it really hurts...in the bank account. By destroying everything of value, you'll put F. D. Mann out on the street and bring his criminal corporation to its knees!

It's time to strike back! Those poor animals need your help; don't let the inhumane tests continue for another day. The animal revolution is upon us and Genron must pay!



Characters

Spanx

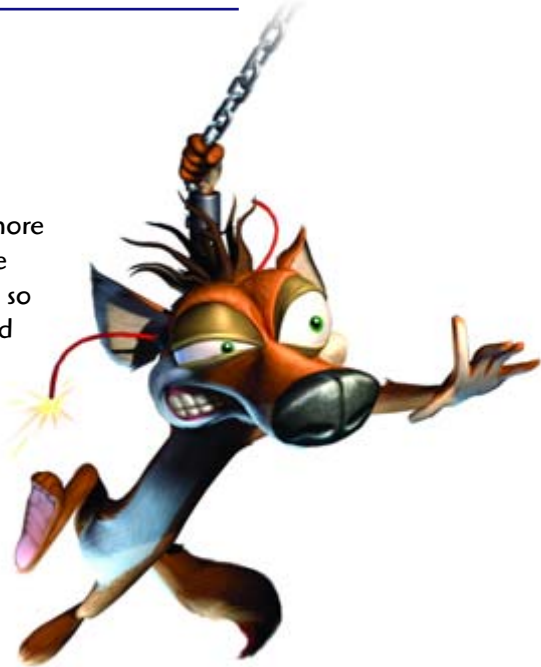
Species: Long-Tailed Weasel

Age: 3 (in weasel years)

Sign: Leo

A victim of electroshock testing, Spanx is a crazy weasel missing more than a few marbles. Silent but deadly, he moves at just about the speed of light. Though not as smart as Redmond, Spanx is bigger, so he gets to use the little bunny as his wrecking ball—and Redmond is not amused!

Spanx is the life of the party...literally. Redmond is nearly invincible, but Spanx isn't. Every kick, punch, and tranquilizer dart takes a toll on his health. If he falls, Redmond isn't going anywhere and Genron will have won the day. But gobbling Genron Hypersnacks will gradually increase Spanx's endurance and make him one tough weasel.



Redmond

Species: California White Rabbit

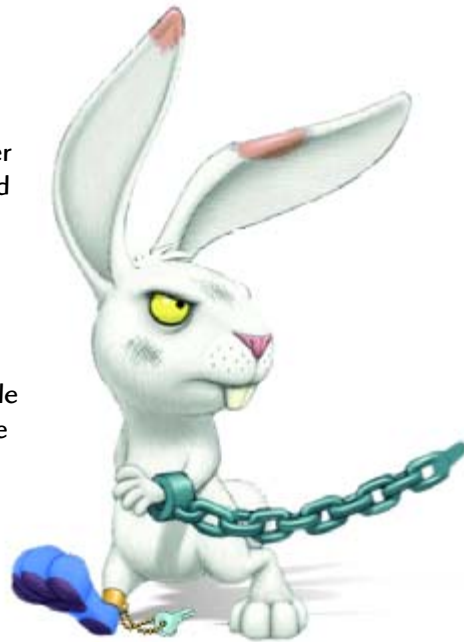
Age: 6

Sign: Gemini

A frustrated little smarty-pants, Redmond was the subject of some rather embarrassing makeup testing. By now, Genron's experimental super-hold hair spray has turned his fur into a super-tough suit of armor. He is one unbreakable bunny. Redmond gets his biggest kicks by complaining and getting crabby—and driving Spanx even crazier! But remember—he complains because he cares. He's a care-hare.

Where Spanx is the psychotic force behind the destructive duo, Redmond is the tiny wrecking ball that causes all of the damage. He's little more than a tool to Spanx and yet seems to be the real brains behind the group. That super hide of his is nearly invincible, but not totally.

Redmond is transformed into many different destructive devices with the aid of Barrels found in many of the levels. Dip him in fire and turn him into a flaming furball, or maybe even coat him in toxic goo to create a Radioactive Rabbit. He can take the punishment, but the humans can't. His fur also possesses special properties that make him an excellent form of transportation. He can be stuck to air purifiers to create a rope swing, or blown up like a balloon to float the duo to out-of-the-way areas.



Lincoln the Owl

Species: Owl

Lincoln is a half-real, half-robot owl who will give you your mission goals. Even though he's a bit clumsy and more than a little silly, Lincoln is dedicated to putting an end to Genron.

From time to time, Lincoln will appear throughout the game to give Spanx and Redmond priceless advice and to occasionally teach them a valuable new ability. Pay close attention to everything he says. Miss a word and Spanx and Redmond may end up walking aimlessly around Genron's headquarters.

When certain landmarks are met throughout the game, Lincoln will reward the duo with their choice of a variety of boons. These landmarks are related to the number of animals rescued from Genron's evil clutches and the amount of damage caused along the way to freedom. Choose wisely. Rewards come rarely and are extremely helpful.



Enos

Species: ???

Age: ???

Sign: ???

Enos is the heart of the animal resistance inside Genron. His identity is a big fat mystery. What we do know is that he and Franklin have a history, and Franklin considers Enos to be one of his masterpieces.

Enos is the brain behind the operation. Though his body may be depleted, he continues to fight for the animals being tortured. Enos will provide Spanx and Redmond with missions throughout the game as they enter new levels. These missions act as guidelines for the demented duo and help keep them on track and headed toward freedom. Whenever Enos speaks, be sure to pay close attention to what he says. Not everything will make total sense, but he's the only voice of reason in this crazy company.

Franklin D. Mann

Species: Homo Sapiens

Age: 64

Sign: Aries

The big boss, Franklin D. Mann is the CEO of Genron. He sits in his big fancy office on his big butt and tells everyone else what to do. Actually more demented than evil, Mr. Mann believes he is bringing meaning and purpose to the lives of the animals he imprisons.

F. D. Mann is a total quack. Pay attention to the exhibits built in his honor and it will quickly become apparent that this guy isn't playing with a full deck. His love for money is legendary and there's nothing he won't do to protect the empire he's built. He'll throw everything he has at his disposal at Spanx and Redmond and maybe even take matters into his own hands.



Characters

Carol Ann Whitaker

☣ Species: Homo Sapiens

☣ Age: 26

☣ Sign: Cancer

As a nurse, Carol Ann grew more and more disgusted by the experiments performed at Genron. She actively sabotages tests and is a decent human. She will help you in every way possible and has access to some useful technology. You just need to make it good for her, too.

Carol Ann has a very "special" relationship with Enos. She'll come to the aid of Spanx and Redmond when the situation is desperate, but she's strictly undercover and can't do anything that might reveal her good intentions.



Basic Weasel-Bunny Relations

Spanx and Redmond have a unique relationship. The weasel, Spanx, is in control. He's bigger and stronger and can drag Redmond anywhere he wants to go. Redmond, the bunny, is at the weasel's mercy and acts as a weapon and tool. Calling either one the brains of the operation would be wrong. They're both completely nuts, but Spanx does seem to fight for the right causes.

Redmond is nearly invincible, so Spanx is the one that takes damage throughout the game from enemy attacks and hazardous materials such as fire and toxic goo. If Spanx loses all of his health, the duo is grounded, and they're forced to return to the last checkpoint. Spanx has a limited number of lives, which are represented by Keys. Such Keys can be found throughout Genron and are used to escape from cages when the duo is captured.



Basic Controls

PS2

Left Analog Stick or Directional Buttons	Move Spanx
Right Analog Stick	Move camera
×	Jump, Double Jump, or Glide (also toggles facility/level map in map screen)
■	Whip, Grapple, Zip Line
●	Overhead Strike, Sweep (in combination with L2 or R2)
▲	Action (ride elevators, activate object, download maps, grinders)
L2 or R2	Duck/Scurry, Release Robomouse (in combination with ▲)
R1	Toggle HUD
SELECT	Display map
START	Pause and open menu

Xbox

Left Thumbstick or Directional Pad	Move Spanx
Right Thumbstick	Move camera
A	Jump, Double Jump, or Glide (also toggles facility/level map in map screen)
X	Whip, Grapple, Zip Line
B	Overhead Strike, Sweep (in combination with L or R)
Y	Action (ride elevators, activate object, download maps, grinders)
L or R	Duck/Scurry, Release Robomouse (in combination with Y)
BLK	Toggle HUD
WHY	Centers the camera
BACK	Display map
START	Pause and open menu

Game Basics

Abilities

Whipping: The whip is the basic attack. Spanx can whip Redmond at lightning speed. It's used to strike enemies and to break objects. Whip enough enemies and objects, and Redmond will go into Hyper mode.

Overhead Strike: Overhead strikes are strong blows that are much slower than the whip, but pack a bigger punch. They can also break an opponent's guard, making it possible to damage the enemy with a whip attack.

Sweep: The sweep quickly trips some human enemies and knocks back robotic enemies.

Scurry: Makes Spanx duck down and run on all fours. It's much faster than running normally, but tires Spanx out quickly. The scurry move is also used to scamper up thin rails, or to slip under some hazards like lasers.

Zip: Redmond can latch onto thin rails, which are ridden across some areas to reach otherwise inaccessible locations.

Swing: Redmond can grapple with air purifiers. All Spanx must do is attack the air purifier and Redmond's fur will attach to it automatically.

Actions: The action button is used for all sorts of things. Whenever there's an action to be performed, a text message will appear in the screen's top left corner. This includes using some objects and entering combat mode.

Robomouse: Robomice are found throughout Genron. When released, they'll terrify most humans causing them to flee in panic. This makes it much easier to defeat the humans, or slip past them unharmed.

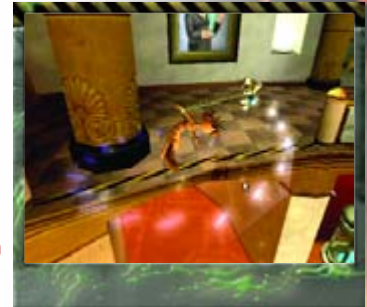


Boons

Throughout the game, Spanx and Redmond are granted 16 boons from Lincoln for saving animals and destroying things. These boons increase their attack power, allow them to reach new areas, and make it easier for them to navigate. You can also earn boons from Glide and the High Voltage upgrade. Boons are granted either at certain points in the game, or once the player has caused a certain amount of damage, or freed a set number of animals. Here are some of the boons granted.

Glide

Glide allows Spanx and Redmond to soar through the air, increasing their jumping range, and making it easier to land tricky jumps. Just double jump, then hold X (PS2) or A (Xbox) to start gliding. There are strong air currents in some areas. Glide over the air currents and they'll cause Spanx and Redmond to fly into the air.



High Voltage Grapple

Redmond's fur sticks to the air purifiers used by the Genron Corporation, giving Spanx and Redmond the ability to grapple onto them and swing over obstacles. There are some air purifiers that have a high voltage current running through them. Redmond can't grapple with them until he acquires the High Voltage Grapple boon late in the game.



Continuous Sweep



Spanx can twirl Redmond around on the ground to trip up enemies. Once the Continuous Sweep boon is taken, the sweep can be sustained by holding **●** (PS2) or **Ⓑ** (Xbox). This makes it easy to mow through large groups of enemies while scooting around a room.

Sweep Finish



The whip can be used to hit an enemy several times in a row creating a combo. With the Sweep Finish boon, a sweeping move can be added to the end of a combo to trip even the sturdiest opponents. Press **■, ■, ■, L2** (PS2) or **X, X, X, LB** (Xbox) to apply this devastating finishing blow.

Juggle Finish



Another finishing move can be added to combos once the Juggle Finish boon is obtained. Hit **■, ■, ■, X** (PS2) or **X, X, X, A** (Xbox) while hitting an enemy to knock him into the air. Keep on swinging while the opponent is airborne to cause serious damage that even the toughest enemies will have trouble shrugging off.

Hyper Dash

If Redmond quickly strikes several enemies or breaks a lot of objects in a short amount of time, he'll enter Hyper mode. While he's Hyper he'll automatically attack everything around him. Press **●** (PS2) or **Ⓑ** (Xbox) while Hyper, and Redmond will race around the room dragging Spanx behind him. Charge into an enemy to cause devastating damage, but that won't be easy. Redmond turns like an 18-wheeler.



Chain Charge



The Chain Charge boon is one of the best combat-related boons and should be taken as soon as possible. To use it, press and hold **●** (PS2) or **Ⓑ** (Xbox) to charge up the chain and let the thing rip. If the attack strikes the ground, it will knock anyone standing near the point of impact off of his or her feet, breaking their guard just long enough for Spanx to attack with a combo.

Air Smash



The Air Smash boon is like the Chain Charge, but it can be claimed earlier. Use it by pressing **●** (PS2) or **Ⓑ** (Xbox) while airborne. The attack delivers a powerful strike to an enemy's head, which most enemies are unable to block.

NOTE

Lincoln will grant you boons in the following order:

#1 Sweep Finish

#4 Hyper Dash

#2 Juggle Finish

#5 Chain Charge

#3 Air Smash

#6 Continuous Sweep



Game Basics

Level Maps



The Level Map boon allows Spanx and Redmond to download complete maps from the map terminals found throughout the game. With further upgrades, layers can be added to show where animals, Med Kits, and even Robomice can be found.

Bonus Levels

Collecting Hypersnacks to gain a level can take a lot of combat and time. Select the Level-Up boon and Spanx and Redmond will automatically gain one level. This boon is best selected at the end of the game.

Receiving Boons

New boons are granted at the end of any level in which the player has caused enough damage or saved enough animals to trigger the reward. Boons are handed out for every one-eighth of the total value for both damage and rescued animals. For instance, every time the player has caused \$750,000 worth of damage, one boon will be granted. Multiple boons can be granted at one time.

NOTE

The order in which you will receive the boons is:

- | | |
|------------------------|-------------|
| #1 Level Map Downloads | #4 Animals |
| #2 Power-Ups | #5 Med Kits |
| #3 Robomice | #6 Keys |



Power-Ups & Barrels

A variety of barrels can be found throughout the game. These barrels temporarily imbue Redmond with a special power, which will allow him to strike down enemies more quickly, or to bypass certain obstacles. There are four types of power-ups.

Fire

Fusion Barrels set Redmond on fire creating a Flaming Furball. While Redmond is burning, he can set enemies on fire. Burning enemies run around like idiots, completely dropping their guard and making it easy for Spanx to whip them into submission.



Ice

Nitrogen Barrels freeze Redmond in a block of ice creating a Haresicle. When Redmond strikes an enemy while frozen, the enemy will slowly freeze, then shatter. This is a great way to temporarily eliminate enemies in a room.



Toxic

Toxic Barrels coat Redmond in toxic goo creating a Radioactive Rabbit. While Redmond is covered in goo, he'll poison enemies upon touching them. Poisoned enemies are much less likely to block and are easier to defeat.



Electro



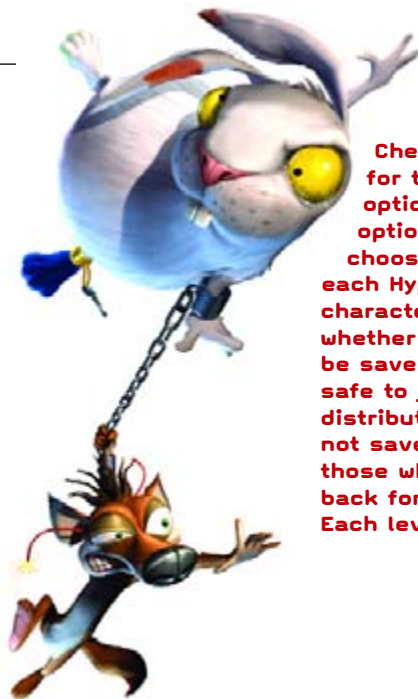
Ion Barrels provide an Ion Charge creating an Electro-Static Rabbit. Strike an enemy while Redmond is charged up and the electricity will stun him momentarily. Bolts will fly off of the enemy and strike any other enemies close to the original victim. It's also great for quickly

laying waste to a room full of electronics.

Helium



Helium Barrels will fill Redmond with gas creating a Helium Bunny. This makes him lighter than air and causes him to rise like a balloon. Helium is an easy way to reach high places.



Check the pause menu for the Hypersnacks option. Under this option the player may choose how much of each Hypersnack each character consumes and whether or not any should be saved for later. It's safe to just set the distribution to 50/50 and not save any back, but those who prefer more direct control can save them all back for later use. Just be sure to manage them often. Each level makes it easier to push through the game.



Multi



There are some Multi Power-Up stations throughout the game, which can dispense fire, ice, toxic, and electro charges. At first they can only be used to set Redmond on fire, but as the game progresses, the other power-ups will be added.



Game Basics



Basics of Destruction

Just about anything can be destroyed. The most common items are machinery, computers, plants, glass, trashcans, doors on closets and chests, signs, and lights. There are many other objects to be found. Some objects have multiple pieces to destroy. For instance, a computer might have a collection of buttons, a keyboard on the side, and a monitor on top. Destroy all of the pieces as each one is worth something. Also be certain some damage value is awarded after an object is struck. If no value is awarded to an item, it isn't fully destroyed. Smashed objects will also change colors and sometimes fall apart. If an item hasn't changed colors, it probably isn't fully destroyed.



Basics of Fighting

Combat is easy to get a handle on. Follow these simple rules and most enemies will be easy to defeat.

Rule #1: Scientists and Rent-a-Cops are suckers for a sweep attack. Other enemies are rarely fooled by this attack. Don't overuse it. If an enemy leaps the sweep, quickly switch to a different attack.

Rule #2: Lots of enemies block well. When an enemy is blocking, the whip attack is worthless. Try either a sweep, or back up, let the enemy move, and try again. If the Chain Charge is available, use it to break the enemy's guard and follow it with a quick combo.

Rule #3: Finishing blows only work if the first three whips land cleanly. If combos aren't working properly, the enemy is blocking some of the attacks. Try something different.

Rule #4: Once an enemy is down, keep him down until you're ready to leave the room. Check back often and if the enemy is beginning to revive, strike him until he falls back to sleep. This prevents a lot of unnecessary confrontations.

Rule #5: Choose the boons that grant finishing blows first. The other stuff can wait.

Rule #6: Not every battle needs to be fought. Sometimes it's better to run away rather than stay and fight.

Genron Employees and Devices

Genron has employed a wide variety of peons that will do their best to keep Spanx and Redmond from escaping. Here's a sneak peek at the common foes they'll face.

Cube Dweller

The mindless minions inhabit every nook and cranny of Genron's building. If there's a desk and some meaningless task to be done, a Cube Dweller will be nearby. These guys are wimps. They don't pack much of a punch and they can barely defend themselves. Sweep their legs out from under them if there's room, or smack them with overhead strikes to break their guard and pound them down.



Dock Worker

Lifting boxes all day gives these brutes a killer workout and bulging muscles. They're smarter than they look. Sweeps won't work against them and they have a steel defense that's difficult to break. Use Chain Charges to break their guard, then follow up with quick combos. If that doesn't work, try beating them repeatedly with overhead strikes and they're bound to cave eventually.



Flytrap

Genron's leading geneticists have created mutant flytraps capable of eating a lot more than insects. They're firmly rooted to one spot and don't pose much of a threat, but get too close and they'll attack. Overhead strikes work best against them. Don't be surprised if now and then they try to consume Redmond, but a few tugs on the chain will set him free.



Enemies

HAZMAT Hunters & Units



HAZMAT Hunters roam nearly every part of the facility. They're the ones called in when the situation is most serious and with good reason. Consider them armed and dangerous. They can use a wide variety of weaponry such as flamethrowers, toxic goo guns, freeze rays, and bolt throwers. If necessary, they can even mix it up with their fists. Be careful when facing them, especially in large groups. They block most attacks, but a few overhead strikes will break their guard. Deliver a pair of quick combos to keep them off balance and knock them out. Once in a while, they'll dive at Redmond and grab him. When this occurs, quickly tug against the enemy until he lets go.

Janitors

Don't be fooled. They may all look slack jawed, but they'll do what it takes to keep Genron's halls dirt free. A life of hard labor has made them strong and they wield their mops like a deadly blade. Use overhead strikes to break their guard, then punish them with combos. Beware of the mop. Janitors will leave pools of goo on the floor here and there, which will hurt Spanx if he steps in them.



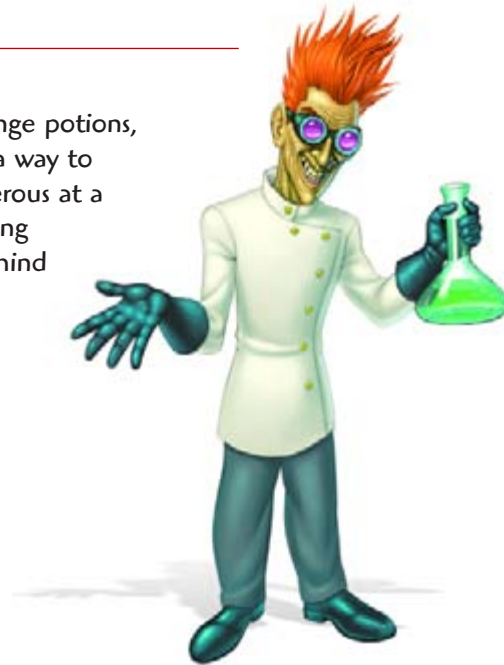
Lawyers

Every corporation has to have a few legal eagles running around, and an evil corporation like Genron is bound to have more than most. Watch out for their kung-fu fighting style. They'll flip and spin all around the room, which makes them difficult to hit. They can also throw shuriken from a distance, so keep an eye on them. Use Chain Charges to stun them and break their guard, then put them down with a combo.



Mad Scientist

These guys have a screw or two loose. They concoct all sorts of strange potions, which they enjoy hurling at their enemies, and they've also found a way to breathe fire. Mad Scientists are vicious enemies. They're most dangerous at a distance where they can hurl their vials without worrying about being attacked. Up close, their fire breath can be a problem, but stay behind them and they won't have a chance to use it. It's best to hit them with a Chain Charge followed by a combo or two. Try to avoid the vials and don't step in the messes they leave behind.



Nurse

These ladies have a nasty bedside manner. They fight with the ease of a kung-fu master and play with deadly shuriken. Expect them to move around a lot and be hard to hit. Stun them with Chain Charges, then knock them out with combos before they can recover.



Office Assistant

Don't underestimate these ladies. They may be hired for their looks and secretarial skills, but they're ready to lay down their lives for their bosses. They also have a nasty kung-fu style, which allows for lots of quick movements and lethal jumping attacks. Beware of their shuriken at a distance. Use the Chain Charge to stun them and follow up with a combo. Sweeping is pointless.



Enemies

Rent-a-Cop



The only thing these guys are used to putting away is covered with chocolate and sprinkles and comes in boxes of thirteen. They're big and bulky and not very agile. Due to their substantial girth, they can take a pretty good butt kicking before falling and can block fairly well. They do have a major weakness though. They can't jump, so sweep attacks are extremely effective against them. Take out the legs, then pound them into submission.

Robo Weasel

The latest in Genron robotics. A miracle of modern science and engineering. Yeah, right. These creatures are lethal. They don't put up much of a fight, but in swarms they can be nasty. Just smash them with a quick combo, or knock them back with a sweep.



Scientist

These guys and gals aren't really built for fighting. Anyone who would use a clipboard for a weapon must have some serious issues. Just hit them with an overhead strike and a combo, or sweep their legs out from under them. Either way, it won't take much effort to put these brainiacs on their backs.



Scrub Bot

Look for these tiny robots whenever the path leads into a vent. They spend all day cleaning air ducts, but when a foreign object appears, they're quick to enter attack mode. Just give them a few swift whacks to put them out of commission, but beware of the toxic pools they sometimes leave behind.



Security Bot

This is the ultimate in robotic security systems. The Security Bot features a flamethrower, a power dash, and a damaging stop attack. They're also difficult to destroy. Run around them and wait for the stomp attack. Leap into the air to avoid being damaged and quickly get behind the bot before it can recover. Pound its jetpack with a series of overhead strikes. When the pack goes, the bot blows.



Skinny Rent-a-Cop

What happens when the local militia gets cushy Genron security jobs? Just ask one of these guys. They're armed with a stun gun that packs a vicious bite, and they're more agile than their bloated buddies. Sweeps are worthless against them. Just get up close quickly and use an overhead strike and combo to knock them down.



Enemies

Spider Welder



These creepy robots are designed to keep Genron's facility in working order. Their welding torches are just as effective at cutting through flesh and bone as they are against steel. They have no defense, so a quick combo is all it takes to destroy them. When they attack in large groups, use a sweep to knock them back and then pick them off one at a time.

Surgeon

These guys aren't veterinarians by any means, so what are they doing at Genron? Chances are they aren't even licensed physicians, but who's going to keep them from operating? Surgeons aren't as strong as the nurses that often fight at their side, but they can throw scalpels from across the room. Just charge after them and use a Chain Charge to stun them quickly, followed with a powerful knockout combo.

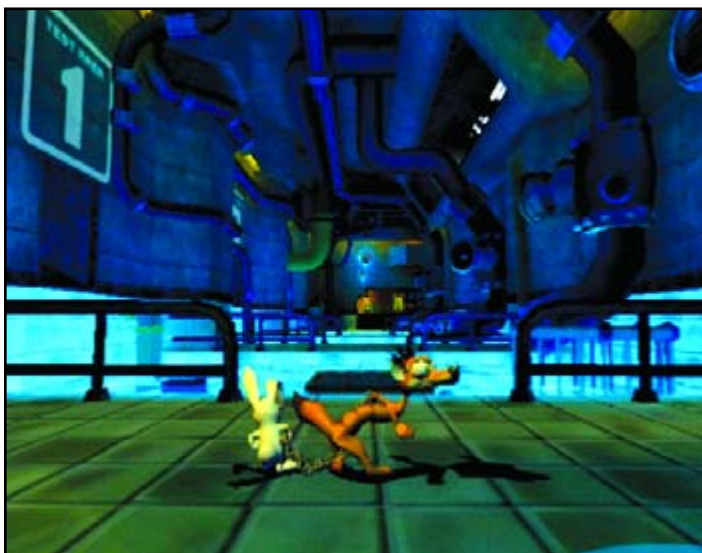


"Yes" Men

Anywhere there's a CEO there's likely to be a "Yes" Man not far behind. At Genron, F. D. Mann has surrounded himself with these goons. They may look like grinning idiots, but they aren't bad fighters. Use the Chain Charge to break their guard and combo them into the ground. If that doesn't work, find a Multi Power-Up and put them ice.



Showcase Department



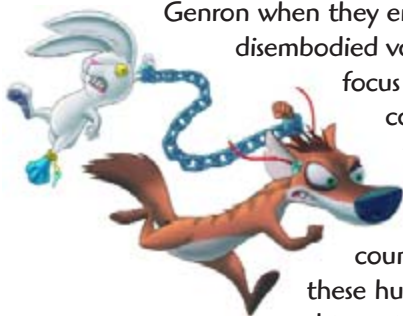
Showcase Stats

- ☠ Potential Damage: \$184,272
- ☠ Captive Animals: 17
- ☠ Robomice: 3

Missions from Enos

- ☠ Free monkeys from the Dunk Tanks.
- ☠ Free hamsters from the Hamster Cannons.
- ☠ Break four supports on the Globe to break through to the Food Court.
- ☠ Escape from Product Testing to Product Showcase.

Spanx and Redmond find themselves on the run from Genron when they encounter a mysterious disembodied voice. They're instructed to focus their anger and punish the corporation that has tortured them and so many other animals in the name of "science." The animals are counting on you. It's time for these humans to pay for their cruelty and to put Genron out of business.



Animal Testing Hallway



Leave the Monitor Room and enter the Animal Testing Hallway. Follow the voice's instructions and leap over the lasers and the stacked boxes. Defeat the Spider Welders, and jump over the toxic sludge ahead. Avoid the security camera at the end of the hall by staying against the left wall. Smashing the security monitor on the right side of the hall deactivates the camera. Bust open the ventilation shaft and head into the vents to reach the Appliance Testing Room. Beware of the steam spewing from the vents. Wait for the jets of steam to die down before trying to move past them.



Laser arrays come in two colors: red and blue. Blue lasers aren't lethal, but they trigger alarms when their beams are broken.

Once triggered, blue lasers become red lasers. Red lasers can cut through steel and must be avoided. Double jump over them if possible, or try to scurry below them if there's enough room. In this case, jumping is necessary.



NOTE

Use the infoboxes along the hall to investigate a pair of Genron's cruel experiments. These monkeys are locked behind unbreakable glass and can't be saved, but it provides a good example of what Genron will do to innocent creatures in the name of science.



Showcase

Maximum Damage-Animal Testing Hallway

There's not a lot to destroy in the Animal Testing Hallway. Just smash the few fire extinguishers hooked to the wall and the security panel at the end. Don't worry tough. There's plenty to destroy on the other end of the vent.



Maximum Damage-Appliance Testing Room

Destroy the large generator in the back corner and all of the lab equipment. Don't miss the console up the stairs near the vent, or the beakers and glass tubes on the table. Leave nothing standing and make those monkeys proud.



Appliance Testing Room



Genron scientists are torturing three monkeys in the Appliance Testing Room. To free them, cross the Dunk Tanks by attaching Redmond to the air purifiers floating above the water and swinging across. Once across the pits, destroy the large switch on the control panel and the monkeys are set free. The monkeys will attack the Genron scientists and may destroy a few objects in the room.



Pass by the security camera near the switch and destroy the vent to reach the Goo Hallway. Scurry across the rail to the middle of the Goo Hallway, then grapple onto the zip line on the ceiling to ride above the goo to the vent at the end.

Adhesives Testing Room



The path is blocked by a fire door. It will only open if fire is detected. Investigate the Fusion Barrel within the room, and Spanx will turn Redmond into a Flaming Furball. While Redmond is on fire, he and Spanx are able to pass through the door. Redmond can also set enemies on fire so long as the flames persist. After passing through the door, check out the closet on the right. There's a Key sitting on the bookshelves.





The scientists are testing out their latest adhesive by firing hamsters out of their Hamster Cannons. This must stop! Cross the room and investigate the fuse on the far wall. Spanx will use Redmond to disable the fuse and the Hamster Cannons will be ejected from their alcoves. Destroy the cannons and knock out the scientists.

NOTE

Notice the monkey in this area near the first Hamster Cannon. The helpless primate is trapped in an unusual box. When the fuse is blown, the monkey is freed. Be on the lookout for monkeys such as this one throughout the game.



Head up to the control room where the scientists were observing the cruel experiment. Crush all of the consoles in the control room; be sure to hit the large red switch on the console next to the windows to open the door into the Gauntlet Hallway.

Maximum Damage- Adhesives Testing Room

Smash the windows and equipment in the control room. Also don't miss the consoles in the room off of the Goo Hallway. The Hamster Cannons aren't worth a lot, but every little bit puts Genron one step closer to bankruptcy.



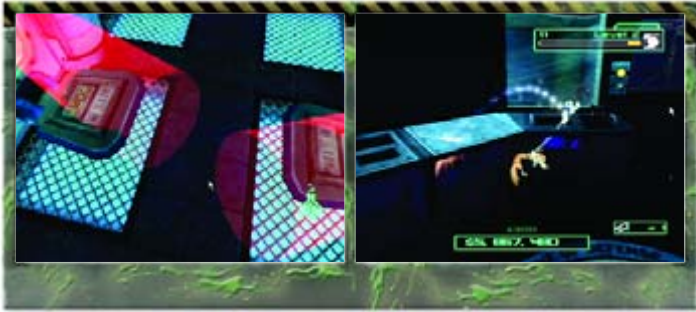
Gauntlet Hallway and Room



The Gauntlet Hallway contains a clever trap. The floor is pressure sensitive. As soon as Spanx and Redmond step onto it, the door at the end will close. They must move quickly to get through safely. Scurrying along the floor should do the trick. Don't miss the window in the wall and the fire extinguishers to cause an extra bit of damage while passing through.



Showcase



Two security cameras and a large security guard watch over the Gauntlet Room. Use the computer panels along the walls as cover. Move from one to the next, staying under them as the cameras pass over, to avoid being detected. Then defeat the security guard and destroy the switch on the console to unlock the door outside the guard station and gain access to the Museum Hallway.



Destroying the switch will also free the trapped monkey in the guard station. Before moving on, be sure to check the guardroom closets to find another Key.

Maximum Damage—Guardroom

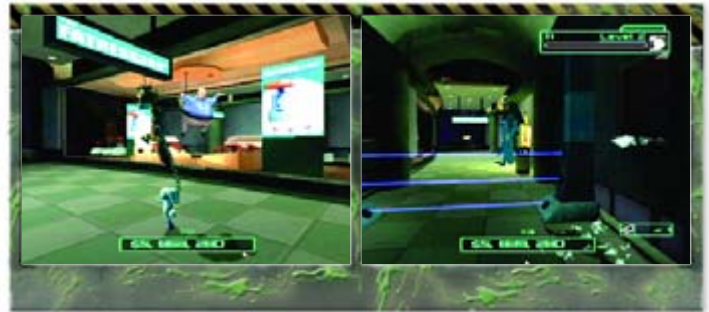
The guardroom is a bonanza of fragile high-tech gadgetry. Smash those consoles and don't miss the monitors hanging from the ceiling. Even the doors on the closets can be smashed into splinters.



Museum Hallway



There's a security door outside of the guardroom, which can only be opened using the grinder next to it. Spanx will shove Redmond into the grinder and it will begin to pull hard on the bunny and chain. Whenever the grinder pulls Spanx forward, pull backward until he's leaning all the way back. Let go or Redmond will pop out, but the grinder will pull Spanx forward again. Keep pulling back and letting go until the door opens.



Here's a chance to cause major damage. A security door blocks the hall, but by passing through the Fatress300 exhibit, it's possible to reach a second hall that runs parallel to the first. Zigzag back and forth between halls through the Fatress300, Binoculenses, Self-Op2000, and Robo Weasel exhibits and hop over the laser arrays to reach the showcase room at the end.



Showcase



At the end of the hall, there's a second guard's station. The floor ahead is pressure sensitive just like the floor in the Gauntlet Hallway. Stepping on the square tiles will cause a security door to slam down and block the exit. Destroy the security panel to disable the security door. Use the grinder next to the last security door to enter the Showcase.



The Showcase presents the first major challenge. Spanx and Redmond must find a way into the Food Court, but two heavy security doors block the way and even Redmond's invulnerable skull won't get through that glass. The giant Globe in the center of the Showcase might be enough to smash the doors open, but bringing it crashing down won't be easy. Walk around the room's perimeter and defeat the two security guards roaming the area. Then look for two air purifiers floating near the Electricity Generators and Gencro Fasteners. Grapple onto the purifiers and swing to reach the awning over the Gencro Fasteners display.

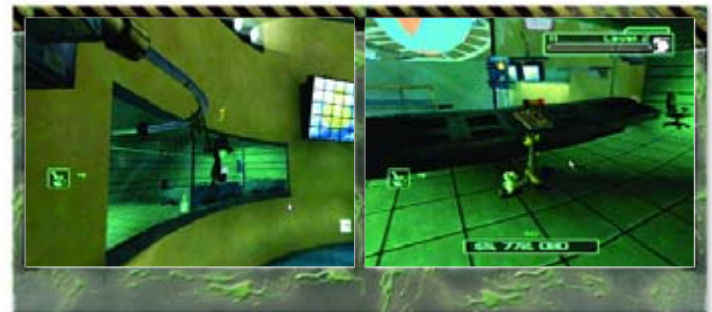
NOTE

Check the floor behind the receptionist's desk to find a Key.

Maximum Damage—Museum Hallway

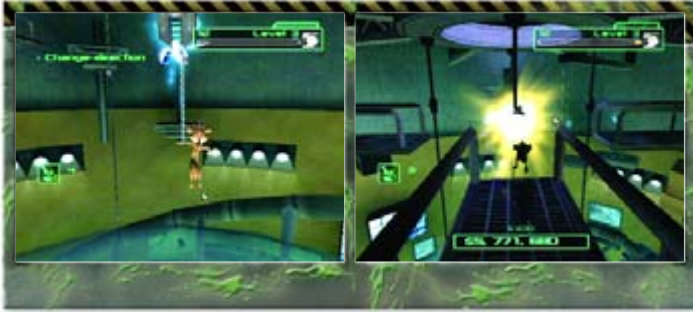


Destroying the exhibits is pretty obvious, but there are some breakable objects that are easy to miss. Destroy every pane of glass in the exhibit windows. Crush the trashcans. Also leap up and smash the signs on both sides of each exhibit. But don't miss the least obvious of targets, the fire extinguishers scattered throughout the halls. The glass doors on the extinguisher cases, and the extinguishers themselves, can be smashed, and there are a lot of them throughout the Museum Hallway. Take out those aggressions and be a pain in the pocketbook!



Break through the grate in the wall and pass through the ventilation shaft. Leap across the swaying monitors to the thick cords running out of the wall. Grapple onto the cords and ride them like a zip line to reach the Showcase control room. Smash the large red switch on the control panel and a set of stairs will appear on the side of the central structure below the Globe.

Showcase



Climb the stairs and wait at the edge above for a moving air purifier. Latch onto it and swing back and forth, leaping off when it reaches the platform on the other side. Jump up to the base of the Globe and scurry up the rails surrounding the Globe to reach the top. The supports are high above. In order to reach them, you'll need to climb to the catwalks near the ceiling. Look around for three moving air purifiers. Each of these will lead to a different catwalk. Latch onto each one and ride over to the wall. Climb up the obstacles to the catwalk, then walk to the end to find a support. Destroy the support and drop back down to the Globe. Repeat until you've destroyed three of the four supports.



When the third support is destroyed, three Genron HAZMAT Hunters will charge into the room. Using a Helium Barrel, they jet onto the Globe. Knock them out and then leap down to the Helium Barrel. Use the tank to fill Redmond with gas, and the duo will begin to float toward the ceiling. High above, a target will be visible on the ceiling. Drift over to the target and when Redmond hits it, he'll pop like a balloon dropping Spanx and him onto the fourth catwalk. Destroy the last support; the Globe will topple and destroy the doors blocking the entrance to the Food Court.



Maximum Damage- Showcase Room



There's tons of stuff to destroy in the Showcase. Don't miss the signs, glass panels below the handrails, or even the office equipment on the receptionist's desk. Also be sure to destroy the windows in the control room along with all of the panels. Double check the room before moving on to the Food Court. It's easy to overlook a glass pane or two while you're busy fighting the security guards. It's easiest to just leap through them rather than trying to bust them with Redmond.

Food Court



As our heroes enter the Food Court/Main Hub area they receive a message telling them to find the exit elevator. It's on the opposite side of the room. Head over and destroy anything and everything along the way. As they near the elevator, Enos speaks to them. The elevator's power has been cut to prevent their escape. They must find a way to get it going again. As Enos finishes his explanation, Lincoln the Owl appears.

Food Court Stats

- ☠ Potential Damage: \$258,640
- ☠ Captive Animals: 0
- ☠ Robomice: 2

Missions from Enos

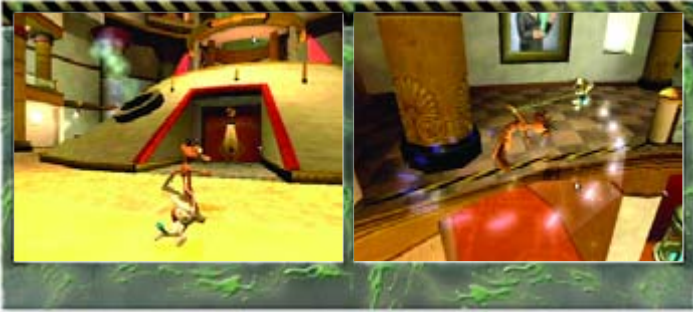
- ☠ Defeat the Lunch Lady to get chocolate.
- ☠ Use chocolate to lure Fat Guard out of Control Room A.
- ☠ Destroy the Security Console in Control Room A to gain access to the Endurance area.



Lincoln explains that the duo must find a way to lure the Rent-a-Cop out of his control room, so they can reach the top of the room and enter the Endurance area. Their only clue: The portly part-time policeman has an affinity for chocolate. Lincoln suggests they find a way into the Cafeteria, since there should be tons of chocolate there. Lincoln also teaches them how to glide. Double jump and hold the jump button on the second press. After a moment, Spanx will begin to twirl Redmond over his head and will slowly drift to the ground. This makes it easy to cross some gaps.



Food Court



The doors to the Cafeteria are locked shut. There must be a way to restore the power. The elevator in the center of the room leads to a landing where three bridges would normally connect to the central column, but our big fat friend in the control booth has them retracted currently. Look for a vent on the side of the central structure next to one the locked cafeteria doors. Stand above the vent and jump and glide over it. The air rushing from the vent will push Spanx and Redmond onto the ledge above.



Look for a giant light bulb nearby. There's a small sign on the side of the giant light bulb that says "Power Flies." Wonder what those are? Destroy the bulb and the Power Flies are set free. Pursue them quickly across the room. Move quickly, or the Power Flies will return to the bulb. The Power Flies cross the gap in the catwalk. As they move, they activate two air purifiers. Wait for each air purifier to be activated before swinging to the next. The Power Flies reward our heroes with Hypersnacks when caught on the opposites side of the catwalk.



Continue around the ledge to find a second light bulb. Break it open and follow the Power Flies across the room. The chase requires the use of Spanx's scurry ability. It's much faster than his normal gait and is primarily needed when there's a long distance to the next spot where the Power Flies rest. The doors to the cafeteria will be unlocked once the Power Flies are successfully chased to the control box next to the doors.

NOTE

Looking for a Key? Try the women's bathroom. Check on top of the paper towel dispenser. Someone must have left it there while washing up.



Maximum Damage—Food Court



There's a ton of things to destroy in the Food Court! Don't miss the signs in the hall on the way to the Cafeteria. They're easy to bypass. Destroy all of the signs along the walls inside the Cafeteria and don't forget about the condiment stations. Even the objects on the tables can be smashed, but the tables are indestructible. Get all of the signs, giant paintings, lights above the plants in the center, cafeteria signs, and all of the glass in the escalators. But don't forget about the giant statue, and be sure to vandalize both of the bathrooms. When on either ledge dealing with the Power Flies, also be sure to break the glass under the rails and smash all of the paintings before chasing the Power Flies.

Cafeteria



Once you chase the Power Flies to the Cafeteria doors, it's possible to reach the Cafeteria and find the much-needed chocolate. But one very nasty Lunch Lady stands in the way. She's locked inside of a high-tech food dispenser of Genron design. Near the ceiling there are four small cylinders filled with a green liquid. Use the tables near these cylinders to double jump up and smash the cylinders to bits. When all four cylinders are destroyed, the Lunch Lady will be set free from the food dispenser, and the fight will begin. Beware of her rocket-like chili dogs while destroying the cylinders. They're easy to avoid, but can really hurt Spanx if he's hit.

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The Lunch Lady is tough. Don't sweep her legs out from under her. She's so large that when she falls, the shock wave will hurt Spanx. Stay back and whack at her with Redmond as she approaches. If she blocks, use an overhead strike to break her guard. The Smash Combo works wonders against her, but beware. After every combo she'll drop on the ground. Jump quickly, or take damage. Just don't sit at her feet without attacking, or she'll whomp on Spanx with her spatula and corn-covered feet. Standing on a table and whacking her also helps Spanx avoid her ground attacks if you are having trouble going toe-to-toe.



With the Lunch Lady's defeat, the food dispenser begins spewing a non-stop stream of melted chocolate. Investigate the chocolate to coat Redmond in gooey goodness. Perhaps that chocolate-obsessed Rent-a-Cop will be willing to leave his post for a bit of Easter candy.

Food Court

Maximum Damage-Cafeteria



Don't miss the signs in the hall on the way to the Cafeteria. They're easy to bypass. Destroy all of the signs along the walls inside the Cafeteria and don't forget about the condiment stations. Even the objects on the tables can be smashed, but the tables are indestructible.

NOTE

There's a small ledge just above the base of the elevator. Spanx can't reach it by jumping, but if he glides down from the top of the elevator he can land on it. Search the ledge to find a couple of bonus Hypersnacks.



Back to the Food Court



Return to the elevator in the Food Court and stand near the base. The Rent-a-Cop will spot Redmond on the security camera and come charging. Give him a few whacks to knock him out, then ride the elevator up and investigate the guardroom. Smash the console in the room and a second bridge will be extended from the elevator to the Endurance area entrance. Cross the bridge and head into the Endurance area to continue searching for the elevator's power source.

Maximum Damage-Food Court



Before heading into the Endurance area, don't forget to lay waste to the guardroom. There's plenty of high-tech gadgetry for you to destroy there.

Endurance



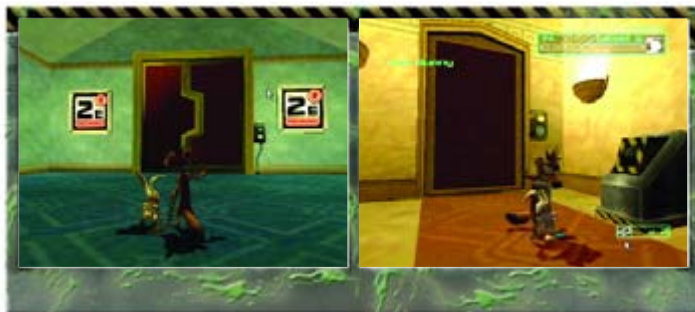
Endurance Stats

- ⚠ Potential Damage: \$502,800
- ⚠ Captive Animals: 24
- ⚠ Robomice: 6

Missions from Enos

- ⚠ Use something to jam the Treadmill Test.
- ⚠ Disrupt the Shock and Spray session.
- ⚠ Free the monkeys from the Anti-Grav Generators.
- ⚠ Find the Anti-Grav Control room.
- ⚠ Free the monkeys from the G-Force Test Hangar.
- ⚠ Disrupt the test in the Parachute Test Room.
- ⚠ Find the exit to the Security Control room B.

Endurance Entrance Hall



There are two locked doors on the way into the Endurance area. Next to each is a small grinder. The doors won't open until the grinders are jammed. Redmond is Spanx's only tool, so jam him into the grinders and the spinning gears will pull hard on the chain. Fight back by pulling away from the grinders whenever Spanx leans toward them. When Spanx is leaning all the way back and away from the grinders, let go of the stick and wait for him to be pulled forward before pulling back again. Repeat until the grinders are jammed and the doors open. Mess up and Redmond will be ejected from the grinders and you'll have to try again.



Upon entering the Endurance area, several scientists will be roaming around, along with a butt-kicking Office Assistant. The scientists are easy to defeat with a quick sweep, but the Office Assistant is much tougher. Beware of the shuriken she chucks through the window, and leap to her side of the desk. She'll jump over Spanx's sweep attacks, but a Smash Combo works well against her. Once her guard is broken, don't let up until she's knocked out. There's a lot to smash in this area. Have fun, but keep an eye on the knocked-out enemies. Check back on them now and then and give them a few whacks to make sure they don't get back up until our friends have moved on to other places.



Endurance

Treadmill/Shock and Spray Test



Look for a blue switch on the right side of the back room. Smash it to unlock the door on the left side. Head through the hall and dodge the laser arrays to reach a room full of monkeys on treadmills.



Look on the arch above the room's exit on the lower floor. To reach it, jump onto the file cabinets and then onto the computer. Jump through the window and jump and glide onto the arch to the left. From the ledge it's possible to reach the Robomouse.

Maximum Damage— Endurance Entrance Hall

The Endurance area is a major Genron testing facility, so expect lots of valuable equipment in most rooms. The first room has lots of file cabinets and computer equipment to smash. Be sure to smash all of the front windows, but don't miss those in the back. There are two windows in the round receptionist's office, which are also easy to overlook. Check the sides of the room for two stacked, breakable windows on either side.



Knock out the scientist, then check out the generator at the back of the room. This is just like the grinders from the hall. Jam Redmond into the generator box, then pull back whenever Spanx is pulled toward the generator. Let go when he's pulled back as far as possible. When the generator blows, it frees the monkeys and opens the gate to the Shock and Spray side of the room.



A couple of monkeys are strapped to tables and being shocked and sprayed by some odd machine. Jump onto a table and knock the device across the room and into the console on the wall. It destroys the box covering the blue switch. Deal with the scientists, then trip the blue switch to unlock the exit.

Maximum Damage—Treadmill/Shock and Spray Test

This room is a vandal's delight. There's a lot of high-tech gadgetry to destroy. Most of it is on the Shock and Spray side of the room, but there are a few computers around the treadmills. Demolish the bank of computers around the switch, and the equipment in the small office to the right of it as well.



NOTE

After smashing down the door, the gorilla will attack a scientist in the hallway. Look for any loose Hypersnacks released by the gorilla's vicious attacks.

Maximum Damage—Animal Cage Room

There isn't much to destroy in this room. There's one wall of computer equipment and a couple of portable computers along the walls. Just don't get caught up in setting the monkeys free and miss out on something better.



Animal Cage Room



Head through the next hall, dodging the laser arrays and security cameras. Enter the room with several monkeys and a gorilla. Smashing the red button over the cages will open them. Leap onto the cages in the center of the room and swing on the air purifiers. Glide into the switch from the air purifiers to activate it. The gorilla will charge the exit and smash it open, which allows Spanx and Redmond to enter the next hallway.

Waiting Hall



The hall leads to a room where two HAZMAT Units are waiting. They lock the door, so there's no way out of the room. Don't worry—they look tougher than they are. Use overhead attack combos to break their guard, then beat them down bunny style. Once they're sleeping, investigate the door at the bottom of the room. It's locked and the only way to open it is by using the grinder next to it, but the security camera is in the way. Smash the security control panel to the right of the door to deactivate the camera, then use the grinder to open the door.

Endurance



NOTE

There's a pair of high voltage air purifiers hanging above the door. Spanx and Redmond can't use these yet, but keep them in mind. They'll need to come back here after they acquire a new ability.

Zero Gravity Hangar and Control Room



The hall leads to the Anti-Grav Chamber. There are some monkeys getting a wild ride here. Knock out the scientists, then use the Chicken Cannon in the center of the room. Fire chickens into the eight blue fuses around the room to deactivate the Anti-Grav Generators and open a vent to the next area. Beware of hover-bots entering the room while operating the Chicken Cannon. They'll attack Spanx while he's on the cannon, so shoot them out of the air quickly or be picked apart. They're easy to spot. Just look for their spotlights as they descend from above.



Head through the open vent and into the Zero Gravity Control room where a scientist awaits. It's a race to the alarm. Beat the scientist to the alarm button by scurrying along the floor. Smash the panel with an overhead strike before the scientist can trigger it, or sweep the scientist and knock him out first if you like. Head up the ramp to the observation window. Smash the red switch on the control panel to open the door to the next hallway and to reactivate the Anti-Grav test.

Maximum Damage-Zero Gravity Control Room

Outside of the fuses, there's nothing to destroy in the Zero Gravity Hangar, but the Control room is a different story. Crush the portable computers in the lower area, then lay waste to the computer banks near the observation window. Don't miss demolishing the file cabinets and smaller pieces of equipment on the desks before leaving.



G-Force Test Hangar



The hallway ahead is tricky. There are lots of laser arrays. Some arrays have one moving laser and one stationary laser. Try to leap over or scurry under these lasers to avoid taking damage. The pit ahead contains two spider-bots. Smash them and be sure to check the ground to find another Key. At the end of the hall, smash the flywheel until the doors open. Pass through the base of the Parachute Test room and play tug-of-war with the grinder before the next door to gain access to the hall beyond.

NOTE

Check the pit in the hall to the G-Force Test Hangar for a bunch of bonus Hypersnacks.



The hallway beyond the door leads to a G-Force Test Hangar. Go down the ramp to the first landing. Scurry on the power cables to both G-force devices (the huge round machines on the walls) and jam Redmond into the cylinders in the center. Fight the pull (just as with a grinder) to destroy both machines and free the monkeys inside. Drop to the floor and wipe out the scientists to get a few bonus Hypersnacks. When ready, climb the ladder on the large circular structure near the center of the room and look for two power cables running along its side. Scurry up the cables to the top of the structure to find another G-force chamber. Jam Redmond into the hole in the center to destroy the device, then climb the ladder and enter the next hallway.

NOTE

Look under the ramp to find a few bonus Hypersnacks.



Look for a Nitrogen Barrel and a Fusion Barrel on the sides of the room. Use them to turn Redmond into a Flaming Furball or a Haresicle and put a little extra mustard on Redmond's attacks.

Maximum Damage-G-Force Test Hangar

Don't expect a lot of equipment in this area. Destroy the computers on the landing between G-force chambers and all of the high-tech gadgetry around the room's perimeter. Some computers are in the hall below the third G-force chamber.

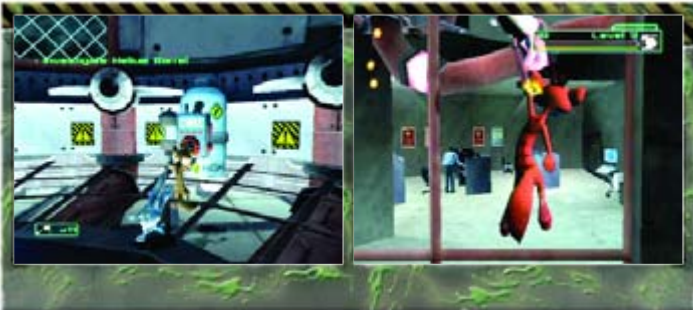


Endurance

Parachute Test Room



Sneak past the laser arrays and security cameras, through the guard checkpoint, and into an elevator, which takes the duo to the top of the Parachute Test room. Climb the ladder in the back of the room to find the controls for the giant boot. Jam Redmond into the grinder next to the control panel to deactivate the machine and open a door, which allows them to enter the parachute tube.



Leap to the floor below to find a Helium Barrel. Use it. As Spanx and Redmond rise into the air, look for a lighted pipe on the side of the tube. The arrows on the pipe are pointing up. Float near the pipe and rise along it. When the pipe leaves the tunnel, follow it and smash through the windows near the ceiling.

NOTE

Look for a Key at the bottom of the tunnel right in the center.



Defeat the Cube Dwellers and the scientist, then look for a switch around the corner. Pop the switch to unlock a door below. Leap out of the windows to the platform below, and enter the unlocked door.

Maximum Damage- Parachute Test Room



Circle the tube in the center of the room and look for two shelves full of boxes. One of the two is set in shadow, making it easy to miss. Destroy the controls next to the grinder. The bulk of the breakables are in the office above the tube. Smash all of the glass in the windows. It's not uncommon for someone to pass through the windows, get caught up in fighting, and forget about the other panes of glass. Crush everything in the cubes and clear those file cabinets before leaping out of the window.



Zero Gravity Hangar



Pass through the hallway and sneak past the laser arrays to find the Zero Gravity Hangar once again. This time, Spanx enters from the top and has to deal with a long row of air purifiers in front of him. Leap out and grapple with the nearest air purifier. Swing and double jump to the next air purifier and all the way across the room to the door on the other side.

NOTE

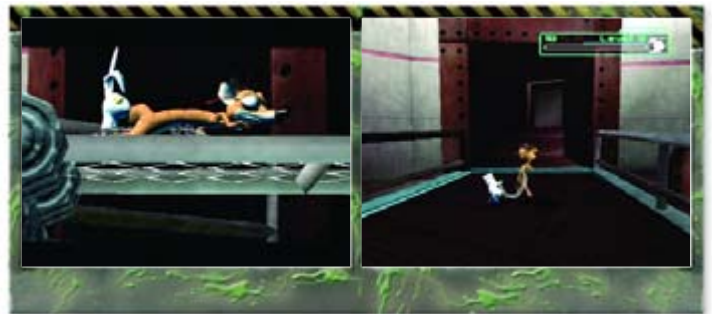
Don't worry about falling. If Spanx and Redmond should fall to the floor below, stand in the center of one of the Anti-Grav Generators and jump and glide. The spinning action acts like a helicopter's propeller and lifts them both into the air. Land on one of the concrete blocks to get back onto the air purifiers and continue.



NOTE

You may notice a door on the left side of the room, but don't worry about it right now. You can't reach it yet, but keep it in the back of your mind for later.

Endurance Entrance Hall



Go through the next hallway and use the grinder at the end of the hall. This leads back to the start of the Endurance level. A short cinema shows Spanx on a small catwalk. His weight causes the catwalk to collapse, dumping him in the room below. The catwalk turns out to be a ladder, which Spanx uses to climb back to the area above. Enter the first hall on the right (red hallway). Blow past the laser arrays and use the grinder at the end to return to the Food Court, but from a very different direction.



Robotics

Food Court



Enter the vents from the upper floor of the Endurance Entrance level; they lead to Control room B in the Food Court. Break through the grate and defeat the Rent-a-Cop. Smash the console to extend a second bridge from the elevator. This bridge makes it possible to reach the Robotics area. Head downstairs and save before moving on.

Maximum Damage—Food Court

There's plenty to destroy in the guardroom, but don't forget about the paintings in front of the Robotics area.



Robotics



Robotics Stats

- ⚠️ Potential Damage: \$556,552
- ⚠️ Captive Animals: 18
- ⚠️ Robomice: 5

Missions from Enos

- ⚠️ Access the Pain Threshold Room.
- ⚠️ Malfunction Robot Spawner in Danger Room.
- ⚠️ Kill five roboweasels to free fireflies.
- ⚠️ Destroy generator to break lockdown.
- ⚠️ Gain access to Power.
- ⚠️ Free enduro hamsters in Assembly & Construction.
- ⚠️ Free monkeys from the Animal Intellect Transfer.
- ⚠️ Use Chicken Cannon to destroy Robo Weasels.

Reception



The long hall to the Robotics area is treacherous. It should be no surprise that lots of Spider Welders will be in the way. Lock on and let them have it. In the second half, there are lots of security cameras, but the real threats are the laser arrays. Carefully leap through or over them while avoiding the gaze of the cameras. If the cameras spot Spanx, or if he touches a laser, the alarm will sound. Don't worry. The lasers will turn red for a bit, then change back to blue. No harm done. Just be careful when jumping around red lasers that Spanx isn't cut to ribbons.



Spanx and Redmond enter the Reception area to see a Genron employee named Polanski running off. Follow that man! But first eliminate the Robo Weasel. Jump through the glass and into the reception booth, then head down the hall after him.



Maximum Damage-Reception

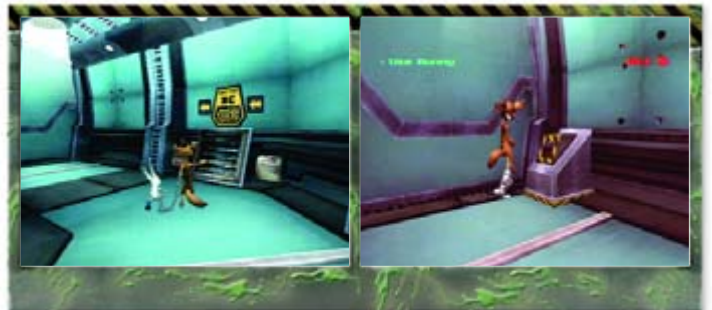
The glass on the front of the receptionist's desk and the equipment inside the room are obvious sources of fiscal damage. Don't miss the glass under the handrail, the glass tables next to the sofas, or the clock over the file cabinets.



Parts Distribution



Spanx and Redmond will catch up with the fleeing Genron employee as they enter this room. Before they can act, Polanski slaps a security panel that activates a Robot Spawner set into the wall. It begins churning out Spider Welders at an alarming rate. Destroy the Robot Spawner by attacking the large fuse set into its base, then clear the room of its spawn. The destruction of the machine will unlock the door at the back of the room.



A locked door blocks the hallway. Look at the base of the right wall for a vent, which presents an effective alternate path around the door. Beware of the Spider Welders roaming around in the vent. Use the grinder at the end of the hall to open the door into the Chip Design room.

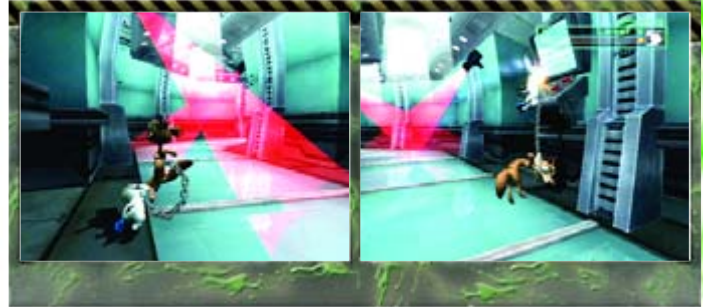
Robotics

NOTE

There's a blocked vent next to the door into the Chip Design room. Try smashing it. Though the vent is covered, Redmond can still destroy the vent cover behind the metal panel.

Maximum Damage-Parts Distribution

There's plenty to mess up in this room. Don't miss the lights over the Robot Spawner, the shelves full of boxes and beakers, the security control button, the parts distribution control panel in the corner, or the large containers in center of the room.



Beware of the cameras in the hall. If they see Spanx, Spider Welders will flood the hall. Smash the security control panel behind the cameras to put them out of commission.

Maximum Damage-Chip Design

Destroy that equipment! Get everything in the center, but don't forget about the monitors hanging from the ceiling and the keyboards sticking out around the sides.



Chip Design



The computer station in the Chip Design room is well protected. Besides the obvious cameras, the floor circling it is pressure sensitive. If the cameras spot Spanx, or if he steps on the pressure sensitive tiles, several Robo Weasels will be released into the room. Leap over the pressure sensors to smash the Chip Design equipment to bits. When you're ready to move on, use the door in the back of the room. The elevator isn't active yet.

Assembly and Construction



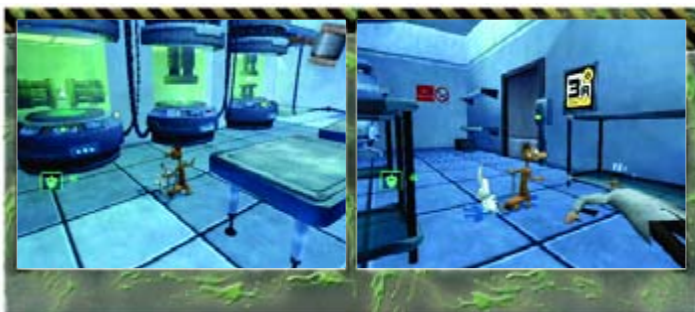
The worst kind of hamster experimentation is going on upstairs, but the elevator is locked. Stopping those experiments is going to require some trickery. Smash the control panel in the corner to get the conveyor belts and cranes moving. Beware of the Security Bot, which will also come to life. It only has one weakness, the jet pack on its back. Get behind the Bot and smash it with an overhead strike.

NOTE

Look inside of the fences on the first floor to find both Hypersnacks and a Key.



Go to the side of the room where the cranes are coming out of the wall. Stand on the boxes and wait for a crane to appear. As it passes over, leap up and grapple onto it. Hang on until you're directly over the conveyor belt. Drop off and ride the belt all the way across the room. At the end, jump up and grapple with another hook. Hold tight until it's over the upper balcony.



Charge into the offices and smash everything. Free all of the hamsters from the twisted Genron experiments, then pass through the door in the left room and into the next hallway.



Maximum Damage—Assembly and Construction

Don't miss the lights attached to the short fences surrounding some of the equipment in the room, or those around the rooms above. On the second floor there are tons of stuff to destroy. Get the cabinet doors, the clock on the wall, and destroy the control panel for the giant hammer.



Robot Repair Center



Spanx and Redmond encounter Polanski once again. This time he releases a horde of Robo Weasels to attack them. Smash the weasels and a panel will open in the wall revealing some Power Flies. Crush the bulb and pursue the Power Flies across the room and into the elevator. The elevator will drop down a floor. When the doors open, chase the Power Flies over the catwalk to each of the three generators. When all three are activated, the machinery on the floor above will become active and create a series of platforms to the hall overhead. The door at the end of the hall is locked tight. Smash the vent to the right and head through.

Maximum Damage—Robot Repair Center

Not much damage can be caused here. Destroy the computers and cabinets along the side of the room. Don't miss the light on the balcony above or the windows that overlook the floor below.



Robotics



Cybernetics Test Area



First things first. Ignore all other enemies and destroy the Robot Spawner, so it stops creating Spider Welders. Once it's malfunctioning, free the skunks from the treadmills.



All of the doors on the bottom floor are locked tight. Climb the ladder near the huge plunger-like devices, then leap across them. From the plungers, jump and grapple with the passing cranes. The cranes will take our heroes into a hall. Look for a window on the left side. Glide through it to find the Material Transport Control room. Smash everything, then leap out the window on the opposite side of the room and attach to the next crane that passes.



The crane carries Spanx and Redmond back into the Cybernetics Test Area. As it turns, leap off and grapple onto the air purifier hanging on the left side. Swing over to the balcony and enter the attached hallway. At the end of the hall, enter the vent near the floor.

NOTE

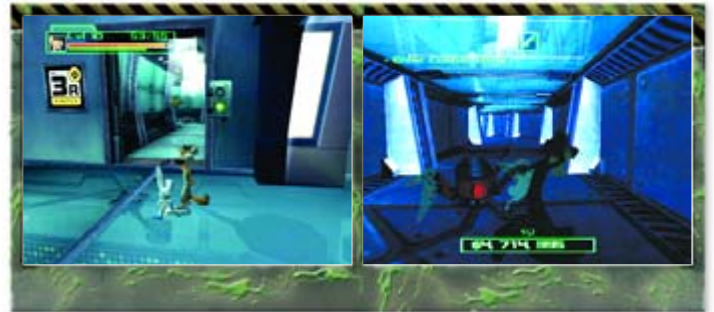
Look for a Key on the shelves in the Material Transport Control room. Leap from the objects next to the shelves.



Spanx and Redmond meet Carol Ann. She's a nurse with a heart of gold and despises the cruel experiments being performed at Genron. She'll open the door in the Cybernetics Test Area so the duo can continue their pursuit. Ride the elevator at the end of the hall back to the Reception area.

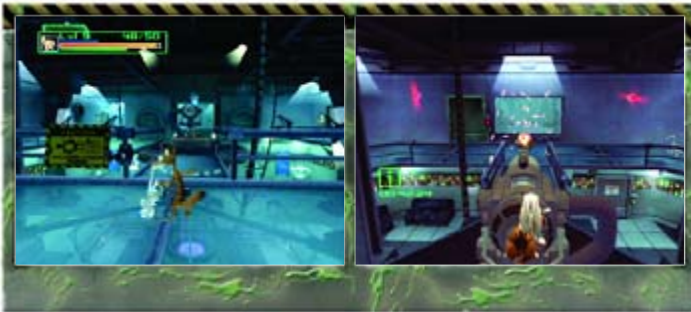
Maximum Damage- Cybernetics Test Area

Set the skunks free from the treadmills and crush the computers in the corner. The Material Transport Control room presents a great opportunity to stick it to Genron. Smash all of the windows and lab equipment. Then don't miss the lamp on the balcony or the windows in the hall. After the cinema with Carol Ann, destroy the lab. Don't forget the clock on the wall.



When ten Robo Weasels are successfully destroyed, the door to the left will unlock. Pass through the door and follow the hall to its end. The door at the end of the hall is locked. Bust open the vent next to it and follow the vents to the Intellect Transfer Center.

Reception



Walk around the catwalk and onto the ledge hanging over the center of the room. Hop onto the Chicken Cannon. You have two minutes to destroy ten Robo Weasels. Aim down the catwalk so the chickens explode on the floor in front of the unbreakable window. Keep that spot targeted and let the Robo Weasels walk into the exploding chickens.



Maximum Damage- Reception

Most of the objects that can be destroyed are in the security room overlooking the Reception area. Access it by swinging on the air purifiers next to the Chicken Cannon. Don't miss the lights on the catwalk, or even the small sign near the Chicken Cannon. You've already demolished everything downstairs, so don't worry about leaping over the rail.



Intellect Transfer Center



Destroy the Robot Spawner on the wall as soon as possible, then enter into the testing area in the corner. Destroy the control panel in the corner to disable the experiment and set the monkeys free. Once the room is dismantled, head through the door on the catwalk above.

Robotics

Maximum Damage-Intellect Transfer Center

There are two control centers: one on the bottom floor and one on the top. Check out the room across from the testing room for a bit of bonus damage. Don't miss the small monitors scattered everywhere. Look for one on the giant telescope and several in the testing room.



Ride the crane over to the molten steel in the corner. Leap off and grab the air purifier, then latch onto a crane leaving the molten steel area. Ride it over to the next ledge and drop off. Scurry along the rail across the room to the ledge on the other side.

Metal Fabrication



Climb the fence to the left of the tunnel where the robots are emerging. Leap from the landing onto one of the metal plates held over the robots' heads. Ride the plate past the flame jets, then leap onto the ledge at the end. Cross the platform and latch onto a passing crane.



Save a bit of trouble by jumping onto the flame emitters and then over to the passing cranes. Using this shortcut means missing a few Hypersnacks though.



Pass through the vent and scurry along the next rail to the point where it rises straight up. Jump up and grapple with the line above. Spanx and Redmond will ride it like a zip line around the room and through a vent in the wall, which deposits them in a ventilation duct. Bust open the vent and follow the air ducts to their end.

NOTE

After scurrying across the long cable, look for a Key on the light above the entrance to the vent. Leap and glide off of the zip line before leaving the room to reach it.

Maximum Damage—Metal Fabrication

Smash the glass in the rails and get rid of all of the lamps along the conveyor belts. Computer equipment is scattered around the room, but one piece is really tough to spot. Look for a control panel in the robot hallway at the base of the stairs. It's in an odd location and won't be visible unless you force the camera to look at it.



Evade the Spider Welders for 30 seconds and the fan in the center of the room will activate. Double jump into the rising air and glide. The wind will carry the duo into the air. As they rise quickly, angle toward an active Robot Spawner and destroy the fuse below it. It's possible to glide from one Robot Spawner to the next without touching the ground though your jumps must be perfect. When all four are destroyed, that Genron employee is going to feel the pain and pay for all the trouble he's caused our heroes. The devastation opens a hole in the center of the Reception area. Drop into it to reach the Power area after you finish causing damage to the Combat Test Arena and save your game.

Combat Test Arena



Finally Spanx and Redmond catch up with Polanski, but he's prepared a nasty surprise for them. As soon as they enter the room, they're deposited at the bottom of the Combat Test Arena with no way out. The four Robot Spawners in the alcoves above will create a horde of Spider Welders. Don't bother destroying them, since more will be made.



When riding the wind, immediately aim for the Robot Spawners. If you wait until Spanx and Redmond begin to float back toward the ground, they won't have enough momentum to reach the ledges.

Maximum Damage—Combat Test Arena

There's a lot more here to destroy than it may seem. Smash all of the light hanging from the bars at the bottom of the arena and those on the railing at the top. Break the monitors in the Control room (don't miss the highest one) on the way back to the Reception area and any computers that survived when that huge chunk of machinery went flying through the windows.



Power



Power Stats

- ⚠️ Potential Damage: \$539,920
- ⚠️ Captive Animals: 3
- ⚠️ Robomice: 7

Missions from Enos

- ⚠️ Lower four reactor rods to access main Power room.
- ⚠️ Power on generator to activate Main Elevator.
- ⚠️ Defeat Power Boss to access Ventilation Shaft.
- ⚠️ Drain the Eel generator.
- ⚠️ Destroy the Gator generators.
- ⚠️ Control room reveal.
- ⚠️ Trigger core 1.
- ⚠️ Trigger core 2.
- ⚠️ Trigger core 3.
- ⚠️ Trigger core 4.



Plasma Core



Leap over the heated coils on the way to the Plasma Core. The core is a dangerous place. Don't fall into the toxic water at the bottom of the room. There are several paths out of the room, but only the first path to the left is accessible. Raised reactor rods block all other paths, but there must be a way to lower them.



The hall off of the Plasma Core is more dangerous than you might expect. HAZMAT Hunters equipped with lightning guns and Robo Weasels roam the halls. Scurry along the rails set in the floor and be ready to leap over any sparking areas. Near the end of the hall, the rail on the floor will be electrified. Ride the rail on the ceiling like a zip line to pass over the hall safely.



To reach the Air Blast Chamber, go straight across the Main Plasma Core room. To reach the Reactor Core, go left and left again when you return to the Main Plasma Core.

NOTE

These HAZMAT Hunters aren't as tough as they look. Use overhead strikes to break through their guard. As soon as it drops, perform a quick combo. If they manage to raise their guard again, just break it once more and keep pounding away until each one is taking a nice long siesta.

Maximum Damage—Plasma Core

Don't miss the sign next to the save point at the start, otherwise there isn't much else to destroy except for the lights in the circular skinny parts of the tunnel between rooms.



Eel Tank Room



Genron is using hundreds of electric eels to provide power to their building, but their power supply is about to be short-circuited. Go to the right on the catwalk. At the end is a pair of long rails running across the room. Hop on the near rail and run to its end. Jump from the rail onto the first swaying light, then onto the second. Look at the back wall. Notice the fence-like grid. Double jump and glide over to the fence and Spanx will latch on. Climb up and smash the valve wheel to open the door near the beginning of the long rails. Backtrack to the catwalk and repeat this process on the opposite side of the room.



Pass through both of the open doors and skip over the toxic sludge to the ledges above. Destroy the valve wheels on both sides of the room to drain the tank. The escaping eels short-circuit the power supply to the reactor rod controls, which lowers one of the rods back in the Plasma Core. Head back through the hall to the main room. Beware of the tunnel. The power is flowing now, so the tunnel is electrified. Stay on the rails and ledges. Touching the floor below can be a shocking experience.

NOTE

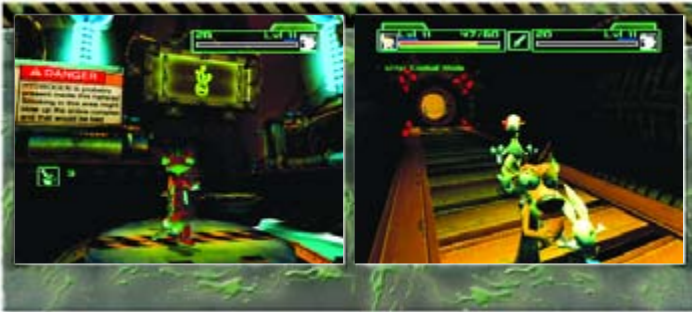
Look for a Key on the ground behind the eel tank and a couple of Robomice on the right side.

Maximum Damage—Eel Tank Room

There are pump controls around the base of the room. Smashing the lights is obvious, but don't overlook the large glass jars on top of the machines. Be sure to smash the large "Power" signs.



Helium Vent



Take a left and a left again as Spanx and Redmond re-enter the Plasma Core to find the new hallway. The second hall is much like the first. Scurry along the rails and zip along the beams on the ceiling while defeating the HAZMAT Hunters and Robo Weasels.



The hall leads to a huge vertical shaft. Beware of the floor below. There's no coming back if Spanx and Redmond fall to the bottom of the room. Scurry up the cables to the platform in the center of the room to find a Helium Barrel. Scan the room's perimeter for a large "Do Not Press" sign. Use the Helium Barrel to float over to the sign and smash the button below it. This stops the flow of gas in the hole above the central platform and makes it possible for our heroes to reach the next level. Use the Helium Barrel again and pass through the open hole.



Look up as they pass through the hole and onto the second floor. Search the wall for another "Do Not Press" sign on a ledge above. Float over to the sign and press the button below it to shut off the gas blocking the hole above. Drop to the floor below and use the Helium Barrel at the side of the room to rise through the hole to the third floor. Repeat the process on the third floor to reach the fourth.



The fourth floor is the end of the line. Smack the switch sitting to the side of the room to lower another of the reactor rods back in the Plasma Core. Download the map if you possess that perk, then float back down to the first floor. Pass back through the tunnel to the Plasma Core and into the new passage.

NOTE

Walk around the platform next to the entrance to find a Key and a Robomouse.

Maximum Damage—Helium Vent

Smash the lights in the tunnel on the way to the Helium Vent. While climbing the Helium Vent, crush the monitors on each floor and the large piece of machinery.



Hop across the gap and leap down to the now dry floor. Climb up to each of the gator generators and use Redmond to disable them and free those gators. Pass back through the tunnel to the Plasma Core and head into the hallway to the Reactor Core.

Air Blast Chamber



Four cables sit at the entrance to the room. Scurry along the second cable on the left to reach the wind tunnel on the left side. Climb the fence next to the vent to reach the upper ledge. Double jump into the air current and glide. The rushing air will push the duo across the room to the vent on the other side.



Swing across the air purifiers and ride the air from the next vent back to the other side of the room, then do it again at the last vent. Scurry along the wire on the side of the last platform. Press the large button at the back of the room to drain the toxic coolant and lower another reactor rod back in the Plasma Core.

NOTE

While crossing the cables to leave the area, try double jumping as the cables rise. The increased speed from the cables will allow Spanx and Redmond to land on top of the entrance tunnel. Look to the left and right to find extra Hypersnacks.

Maximum Damage—Air Blast Chamber

Eliminate the lights in the tunnel on the way to the Air Blast Chamber. Inside the chamber there isn't much to destroy. The only real damage is caused by freeing the alligators from the generators in the base of the room. This can only be done after the coolant is lowered and the grinders on the back of the generators are accessible.



Reactor Core



Leap over the toxic sludge and head to the right. Swing across the goo on the floor and follow the hall around. Scurry up the cable at the end to reach the outer ledge.

NOTE

Use the air purifier to swing onto the small ledge around the reactor. Follow it all the way around to find a pair of Robomice.



Hop around the toxic goo on the ledge and scurry up the next cable at the end of the walkway. At the end of the cable, jump up and use the line of air purifiers to reach the ledge above. Follow the walkway around to an Ion Barrel. Stuff Redmond into the barrel and he's transformed into an Electro-Static Rabbit. Swing onto the dead air purifiers while he maintains his electrical charge. The electricity will cause the air purifiers to temporarily snap back to life. Leap off the last air purifier in the direction of the giant light switch.



The activation of the switch not only lowers the last of the reactor rods in the Plasma Core, it also restores power to the elevator in the Food Court. Now if our heroes can only find a way back. Drop to the floor and pass back through the tunnel, then head through the new tunnel to Gear Alley.

Gear Alley



Gear Alley is an intimidating place. The eerie red glow from below, sparks flying in every direction, and moving platforms make for a nightmarish location. Leap onto the piston to the left. Hop onto the platform to the side, then scurry along the electrified cable. Be sure to hop the sparks running through the cable as they approach.



Climb onto the piston at the end and swing across the air purifiers to reach the second piston. Latch onto the cable above and ride it like a zip line to the next tunnel.



Maximum Damage—Gear Alley

Smash the sign right at the entrance. Not an exit? We'll see about that. Otherwise there's nothing much to destroy except for the lights in the tunnels.



Maximum Damage—Super Gear Room

Smash the sign at the entrance and the lights in the tunnels. By now Genron is really starting to feel the pinch. Keep up the good work and put these bad boys out of business!



Super Gear Room

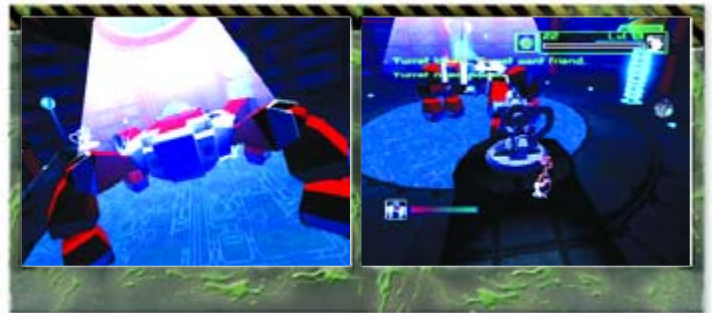


Skip across the long line of platforms to the large tower at the end. Glide down to the tower below, then climb the side of the third tower. Scurry along the cord on top of the tower to the next tower. Scurry on the second cord and jump the gap to reach the last tower.



Hop across the swaying platform, then across the more stable platforms to reach another tower. Climb the side and follow the swaying platforms up and around. This is a long series of treacherous jumps. Hopefully you're not afraid of heights. At the end is a hallway, which leads to an elevator. Ride the elevator up and prepare to face the awesome Genron Power Bot.

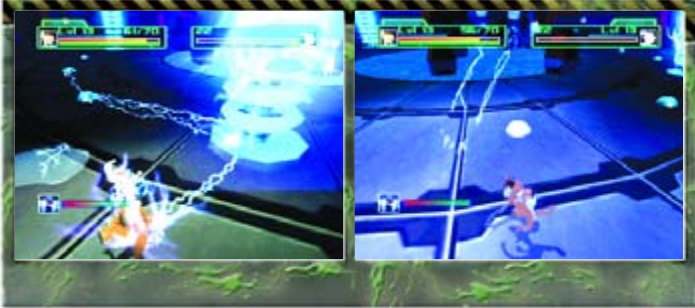
Power Bot



The Genron Power Bot is a formidable foe. Even Redmond's tough fur can't withstand its electrical attacks, or make a dent in its titanium hide. Walk up the ramps on the edge of the arena to find a cannon. It might be able to ruin this giant Bot, but right now it's inactive due to a lack of power. Perhaps that giant Power Bot can be of some use after all.



Power



Stay around the room's perimeter. The Power Bot will create Spider Welders that aid it in battle, but they're the least of your worries. Smash them as they come near, but don't focus on them. Watch the Power Bot's attacks. There are two types. The more common attack is a static charge, which is released whenever the Bot stomps on the floor. Wait for the charge to near Spanx, then jump and glide. So long as Spanx isn't touching the ground it won't be drawn to him. The other attack is an electrical burst fired like a laser. These are easy to dodge by running to the side.



Three large electrical coils are around the room's perimeter. Stand behind them and trick the boss into shooting them with his electrical bursts—not the static energy, but the electric charges fired in pairs. When an electrical burst strikes a coil, the charge is temporarily stored. When all three coils are powered at the same time, the cannon will receive a strong jolt of power, which kicks it into action.



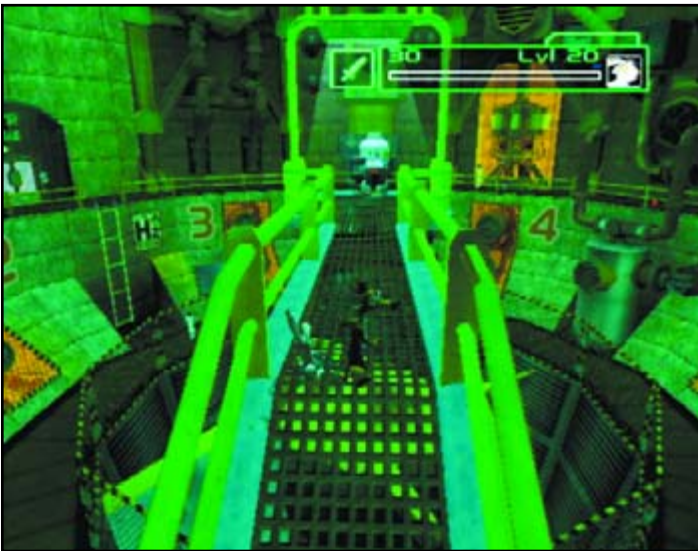
Rush over to the cannon while it has power and blast the Power Bot with electrical bolts. Take a bit of time between each shot and aim for the Bot's body. The truer your aim, the quicker this battle will end. Defeating the Bot will require repeating the charging process several times. Each time the boss takes damage, its attacks will grow in speed and power and it will unleash more Spider Welders. Stay off of the floor as much as possible, continue to aim carefully, and the boss will be scrap metal in no time. Don't miss out on the reward. A bounty of Hypersnacks will spill from the defeated Bot's carcass.



When the battle is over, head to the Multi-Power outlet and jam Redmond into it to gain an ion charge. Swing up the dead air purifiers next to the Multi-Power and smash the switch on the ledge. It reveals an unusual object beneath the cannon. The object is some sort of transporter. Use it to reach the Ventilation level.



Ventilation



Ventilation Stats

- ☣ Potential Damage: \$500,720
- ☣ Captive Animals: 30
- ☣ Robomice: 0

Missions from Enos

- ☣ Unlock Helium Storage Bay by climbing Ventilation structures.
- ☣ Ascend Vertical Shaft with Helium Bunny to main elevator to Security.
- ☣ Platform access to helium control.

Hubroom South



The transporter from the Power area drops off Spanx and Redmond in the Ventilation area. Walk around the room and look for a computer bank. Smash the computers between corners 6 and 7 to put the elevator next to it in motion. Ride the elevator to the catwalk above. On each end of the catwalk, there's a pipe blasting out a steady air current. Jump and glide into the air current and Spanx and Redmond will take off. Quickly start moving toward the central structure and land on the catwalk around the fan at the top.



Climb the fence around the fan, then jump and glide into the rising air current to be shot into the air again. Land on the small platform above the gondola, and walk across the beam to the ledge set into the wall.



Go around the corner to find a huge control room. Everything in the room should be smashed, but the primary target is the large red button next to the door. Smack it to unlock the Helium Storage Bay at the base of the room.



Ventilation

South Helmut Testing Hall



Walk down the stairs in the back of the control room. Zip along the cord to the gondola. Smash it to bits, then leap down to the catwalk along the side of the room. Head to the Helium Storage Bay. Fill Redmond with gas and aim for the target above near the fan in the ceiling. Use the wartube on the ledge to go to the South Helmut Testing Hall.

Maximum Damage— Hubroom South



So much equipment... Redmond is going to have a major headache after this one. Destroy anything mechanical around the perimeter of the room. There's a ton of machinery set into the walls. Don't miss the suspended monitors hanging over the computer equipment between 6 and 7. Be sure to smash the computers on the catwalk above. The control room is a vandal's paradise. Smash the computers, the pipes, and anything else you can find. Don't miss the tiny monitors hanging around here and there. Wreck the gondola. Smash every window, every monitor, and turn that generator into a piece of worthless scrap. Smash everything around the Helium Barrel on the way out. Don't miss those cords and vents; even they can be destroyed.



Pass the Spider Welders to find a room with two large fans set in the floor. Leap off of the catwalk and glide over the first fan. As it pushes the duo upward, keep moving forward. As they begin to descend, stop gliding and grab the air purifier hanging in the middle of the room. Swing and double jump toward the second fan. Glide over it and the fan will push the duo up allowing them to sail to the ledge above.



Continue through the vents to the opposite side of the South Helmut Testing Hall. This room is just like the other one, but a bit longer. Glide from fan to fan and swing on the air purifiers to reach the door at the end.

South Helmut Testing



The hall dumps into a room where a very odd experiment is taking place. Chickens are being fired out of a cannon at a fighter plane. Run down the stairs and dodge the chickens while charging toward the cannon. Smash the cannon to free the chickens.



Head up the stairs to the top to find another warptube. Jam Redmond into it and the pair will be transported to the Vertical Shaft Hallway.

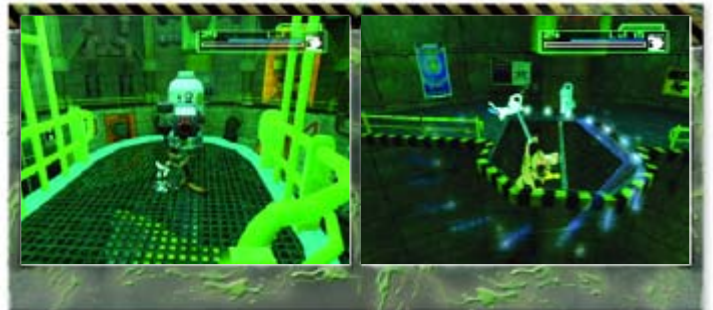


Maximum Damage-South Helmut Testing

The first stop on your tour of destruction should be the control room next to entrance. Put all that fancy computer equipment to waste. Head downstairs and crush the yellow machinery set in the wall, then pick off the observation cameras attached to the walls. Destroy the stubs sticking out of the walls. Devastate the Chicken Cannon with a few good whacks, then head up to the overlook. Dismantle the computers on both floors and don't forget about the glass under the orange rails.



Vertical Shaft



Take a moment to lay waste to everything on the first and second floors, then climb onto the catwalk on the second floor and use the Helium Barrel. Try your best to guide Spanx and Redmond through the pipes to the target at the top of the room. If this is too challenging, try leaping over the fan in the floor and gliding. Its winds will push them all the way to the top of the room just as well. Use the warptube at the top to return to the Food Court.

Maximum Damage-Vertical Shaft

Before flying high, wreck the yellow machines on the bottom floor.



Security

Food Court



Spanx and Redmond appear in a small pair of rooms with a security panel and a Helium Barrel. Smash the security panel to unlock the door. It turns out they've found their way back to the Food Court and smashing the security panel also deactivated the cameras around the elevator. The power to the exit elevator is restored. Rush over and hop on to reach the Security level.

NOTE

Use the Helium Barrel to float onto the awnings over each of the guardrooms on the third floor. There's a Hypersnack on each awning. Snag four Hypersnacks floating in the center of the shaft.

Maximum Damage—Food Court

Use that Helium Barrel to reach the F. D. Mann statues on the third floor. When each statue is destroyed, a Key will appear. Don't miss out on these free lives.



Security



Security Stats

- ⚠️ Potential Damage: \$60,400
- ⚠️ Captive Animals: 0
- ⚠️ Robomice: 0

Missions from Enos

- ☣ Fill half of the trash dumping bay with reject parts from Shipping.
- ☣ Fill half of the trash dumping bay with fertilizer from Genetics.



They must advance through the Waste area, but first they'll need to explore both the Atrium (aka Genetics) and Shipping in order to round up some garbage. These levels can be challenged in any order, but we'll head to the Atrium first. Security will act as a hub connecting all of the levels.

Boss Area



The elevator doesn't lead to safety quite like Enos had suggested. Rather Spanx and Redmond end up in the middle of Genron's Security floor. Knock out the four Rent-a-Cops. Be careful; even Rent-a-Cops can be dangerous in these numbers. Try to split them up and knock them down.



When all four Rent-a-Cops are defeated, the floor will drop and a secret chamber deep within Genron will be revealed. There Spanx and Redmond will finally meet the legendary Enos and his...er...girlfriend, Carol Ann. The heroes and their friends are forced to flee and Spanx and Redmond are left alone in the Security area.

Maximum Damage-Security

None of the gear on the first floor can be destroyed, but the computers lining the bottom floor are fair game. Smash them all and then climb up the ladder to reach the hub floor.



Genetics (Atrium)

Genetics (Atrium)



Genetics (Atrium) Stats

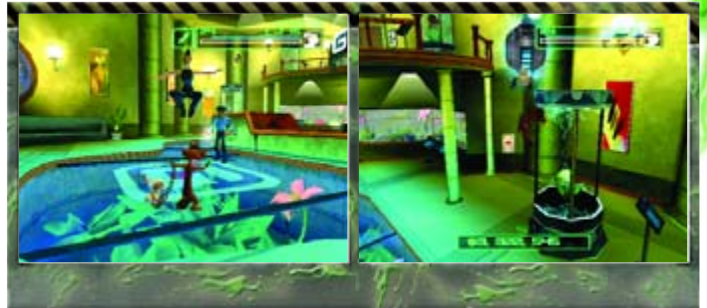
- ⚠️ Potential Damage: \$604,376
- ⚠️ Captive Animals: 8
- ⚠️ Robomice: 8

Missions from Enos

- ⚠️ Gain access to Fertilizer Distribution room.
- ⚠️ Dump main fertilizer bin into Main Trash Bay.
- ⚠️ Dump fertilizer carts into fertilizer bin.



Genetics Reception Lobby



Here's a friend we haven't run into in a while and a new one we've never met. The Office Assistant is back and her skinny Rent-a-Cop buddy is backing her up. Take out the Office Assistant, but watch out for the guard's stun gun. Once they're down, leap up and grab the air purifier. Swing onto the plant's casing, then hop over to the ledge running along the back of the room.

Maximum Damage-Genetics Reception Lobby

Lay waste to the lobby. There are lots of fancy potted plants, mediocre paintings, trash cans, glass cases, and the security monitors on the desk.



Genetics: Atrium Labroom 01



There's no easy way out of this room, but that giant plant by the window might be helpful. Give the giant plant a good pounding to make it shut its lid. Quickly run into the control room and leap out the window onto the plant. Grab the air purifiers from the plant and swing across the room and into the plant exhibit on the other side. Break open the vent and enter the air ducts.

NOTE

Don't miss the Key on the desk near the wall of beakers.

Maximum Damage-Atrium Labroom 01

There's plenty to demolish in this area. Crush the plants, glass cases, beakers, computers, monitors, pipes, the grate on the wall, and even the fuse box.



Genetics: Atrium Labroom 02



This room is much like the last. Enter the control room next to the monster plant. Glide over the plants and grapple with the air purifiers. Swing across the room and smash through the window on the other side. Break the vent open and head into the air ducts.

NOTE

As you enter the room, immediately look to the left. There's a Key sitting on the cabinet next to the door.

Maximum Damage-Atrium Labroom 02



Look for control panels, beakers, computers, light panels, windows, and more. The Genetics labs are full of high-tech equipment.

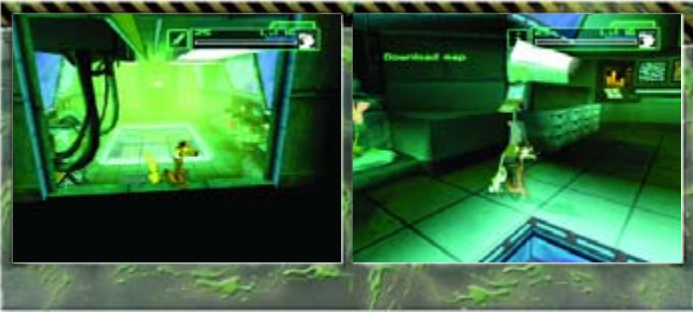


Genetics (Atrium)

Genetics: Atrium Labroom 03



The vent leads to a long atrium full of giant vegetables and vicious flytraps. Either grab the rail on the ceiling and zip through the atrium, or fight past the flytraps. When fighting, only use overhead strikes. Any other attack will grab the rail above.



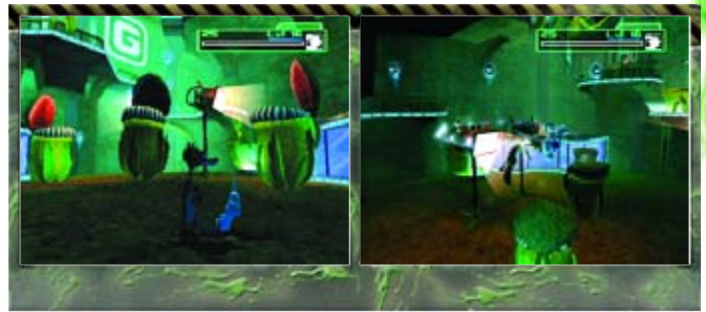
Drop out of the atrium to the room below. There isn't anything going on here, but there's a map download station if Spanx has the ability download it. Enter the connecting hall to reach Atrium Botanical Testing area.

Maximum Damage-Atrium Labroom 03

Destroy the plants in the atrium and the computers and light panels in the room below. Break the glass jars and smash the plants inside of them.



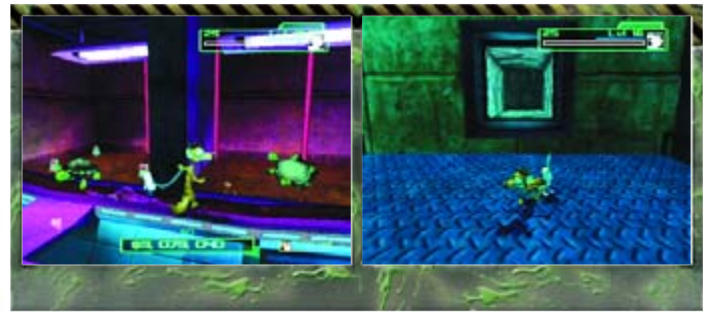
Genetics: Atrium Botanical Testing



Smack each of the three giant plants, then rush over to the air purifier and swing onto the roof next to it. Leap across the giant plants to the opposite side of the room. Glide over the two plants spewing an unknown liquid onto a high ledge.



Cross the row of air purifiers to the opposite corner. Climb over the giant plants and scurry up the rail to the left to reach the control room above. Leap out the window next to the large "G" on the wall and land on the lighted platform below. Hit the switch on the control panel and step onto the glass tube as it rises to reach the top ledge.



Smash the window in the right wall to free the turtles. Grab the Hypersnacks sitting in the room, then knock out the vent in the wall and head into the air ducts.

NOTE

Don't miss the Key sitting at the top of the stairs in the control room.

Maximum Damage—Atrium Botanical Testing

On the way up, be on the lookout for computer equipment, the glass window on the turtle cage, some machinery on the ledge before control room, and the glass cases.



Hit the switch above the containers, and the containers on the opposite side of the room will rise. Glide back to the roof of the first room and quickly pass over the containers to reach the ledge above.



Use the giant plants to climb higher. Leap through the breakable window on the right from the second plant in the row of three to enter the control room. Look for a Key on the floor, then jump back to the plants. Hop to the top plant and scurry along the red pipe. Glide down to the ledge below.

Genetics: Atrium Tree of Life



Swing on the air purifier to the right and fly onto the roof next to it. Smash the button next to the ledge, and three containers will rise from the ground on the opposite side of the room. Drop to the ground and rush to the opposite corner. Swing on the second air purifier, then dart across the containers.



Smash the window to release the trapped animals, but watch out for the Mad Scientist. Climb onto the shelves near the vent in the wall. Bust it open and follow the air ducts to the next room. The ducts are sloped and act as a slide. Try to stay in the middle and collect the Hypersnacks that litter the path.



Genetics (Atrium)

Maximum Damage-Atrium Tree of Life

Don't miss the pump equipment on the landing or the control room equipment. Then smash the animal cage computers while setting the animals free. You can also ruin the large wall of monitors.



Genetics: Atrium Labroom 03



The chute in the center of the room must be filled with fertilizer, but there's nothing much to do here at the moment. There are two warptubes next to the control panel. The one on the left leads to the Atrium Tree of Life control room and the one on the right connects with the control room in the Atrium Botanical Testing area.



Pass through the left warptube to reach the Atrium Tree of Life control room. Break open the vent in the wall and pass through the air duct to the second control room in the same area. Smack the red button on the console to fill the carrier with fertilizer. Return to the first control room and press the switch near the warptube to move the fertilizer to the pit in Atrium Labroom 03.



Go back through the warptube and use the right warptube to reach Atrium Botanical Testing area. Break the vent in the corner and pass through the air duct to reach the second control room in the same area. Stomp on the red switch to load the carrier with fertilizer, then return to the first room. Press the switch next to the warptube to move the fertilizer into the pit in Atrium Labroom 03.



Pass back through the warptubes and note that the pit is full. Press the switch on the control panel to drop the fertilizer and Spanx and Redmond to the Main Trash Bay on the Security level.

Maximum Damage-Atrium Labroom 03

There isn't anything to destroy in the Atrium Labroom 03, but the control rooms contain tons of plants, computers, glass containers, and more. Some of the machinery is resistant, but keep smacking and even some of the stronger pieces of equipment will crumble.



Shipping



Shipping Stats

- ⚠️ Potential Damage: \$604,480
- ⚠️ Captive Animals: 15
- ⚠️ Robomice: 4

Missions from Enos

- ⚠️ Destroy Packaging and Warehouse Supply Line to create reject parts.
- ⚠️ Destroy Manufacturing Line 1 to create reject parts.
- ⚠️ Dump reject parts into Main Trash Bay.

Manufacturing Trash



Ride the elevator from Security to Shipping. Pass through the long vent to a large trash collection area. Go to the right and climb up the stacked concrete and barrels. Leap from the top of the pile to the air purifiers over the center of the room. Swing across to the tracks and land on the right rail. Scurry along the tracks and jump onto the catwalk on the left. Break the vent open and pass through the air duct to the next area.

Maximum Damage— Manufacturing Trash

Look for lots of boxes scattered around the room. The rest of the trash is too solid to be destroyed.



Shipping

Shipping & Receiving



Charge across the room to the trucks. Knock out the Dock Workers, then climb onto the stacked crates. Hop across the room staying on the crates. Leap from the crates onto one of the metal platforms being carried by the giant robots. Ride it over to the crates next to an air purifier.

NOTE

Smash the toxic barrel on the ground level near the robots to free five frogs from Genron's cruelty.



Swing on the air purifier to reach the catwalk above. Enter the control room and smash the red button to activate the air purifiers high above the conveyor belts near the ceiling. Run out of the room and swing from the air purifier on the right to the conveyor belt. Swing from conveyor to conveyor to reach the third belt near the trucks.



Run against the belt passing through the tunnel to the next room. Beware of the lasers and flames in the tunnel. Wait for them to shut down before trying to pass.

NOTE

Follow the catwalk from the control room to the end. Climb onto the crates and zip on the rail above. It leads to a far ledge where you can find a Key. Ride the rail again to get back.

Maximum Damage—Shipping & Receiving

Boxes, boxes, and more boxes. Find them on the ground, on the stacked crates, and on the catwalk. Don't miss the control room computers and monitors.



Shipping Hub



Climb the boxes to reach the control room in the center of the area. Hit the large red switch on the control panel in the center of the control room to move the lifting arm outside. Find the lifting arm's new location and leap across the boxes and onto it. Jump from the arm to the conveyor belt next to it. Enter the tunnel to reach Manufacturing Line 1.

NOTE

Look for a Key on the catwalk around the room's perimeter.



There are lots of guards in this room. Use the Nitrogen Barrel to put the bad guys on ice and they won't keep waking up over and over again. But eliminating them with ice also means fewer Hypersnacks in the end.

Maximum Damage—Shipping Hub

More boxes are everywhere, so look high and low. Smash the control room in the center of room and don't forget the windows.



Manufacturing Line 1



Jump onto the conveyor belt, but watch out for the robotic arms. Run against the belt to the first platform on the left. Swing across the air purifier to the next set of conveyor belts. Run to the end of the hall by leaping from conveyor belt to conveyor belt to the catwalk at the end. Don't drop into the chutes at the end of the belts.

NOTE

In the room after the conveyor belts, there's a raised ledge with two HAZMAT Hunters on it. To reach the ledge, jump on the machinery at the end of the last conveyor belt, then leap to the ledge above the door. Pass through the hole in the wall and glide over to the ledge.



Shipping



Pass through the room ahead to find two large spinning platforms. Jump across them to reach a security control room. The Multi Power-Up will make it easier to deal with the guards. Don't miss the med kits on the walls. The control room's backdoor opens to a second set of spinning platforms. Ride them up and jump on the conveyor belt.



Run along the belt to find a second security room. Destroy the vent in the corner and pass through the air duct. Leap from piston to piston to cross the room. Don't get too comfortable on any one piston. The air blowing in from the right will knock Spanx and Redmond off if they sit still for too long.



A large machine sits at the end of the room. Use the grinders on all three sides to disable it. When the machine explodes, it fills one of the two trash bays back at the beginning of the level with junk. Head through the vent in the wall to return to the Shipping Hub.

NOTE

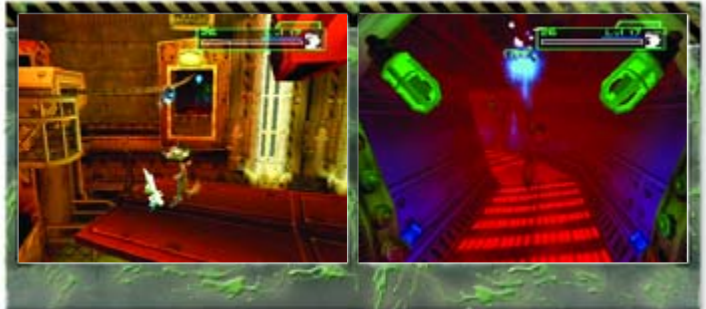
Check the side tunnels in the vent to find an extra Key.

Maximum Damage- Manufacturing Line 1

Don't miss out on the boxes as you pass through the area. Look left and right as you enter a new room, or risk skipping over some. Lay waste to the guardrooms. There's plenty of gadgetry waiting to be put out of commission.



Packaging & Warehouse



Go to the control room in the center and press the button twice to move the lifting arm in front of the Packaging & Warehouse entrance. Jump over to the lifting arm, then grapple onto the passing air purifiers to ride them through the tunnel. Don't let go until the very end. The floor below is deadly. Drop off upon entering the warehouse area.

NOTE

Check the vent near the top of the stack of boxes to find a Key.



Smash the toxic barrel to the right of the entrance to free five frogs. Hop onto the conveyor belt and ride it around the room. Watch out for the huge pieces of machinery working on the line—they'll crush Spanx in a heartbeat. Try turning the camera slightly to make it easier to run past them.



Use the stacked crates as a shortcut. Leap around as many of the huge crushing machines as possible rather than trying to run past them.



Drop to the ground and head to the right. Smash the toxic barrel to free five more frogs, then climb the boxes next to them. Pass through the shelf and swing across the raised platforms to the other side of the room.



Pass through the tunnel at the top of the belt and into the next room. Jump off of the belt and climb the boxes at the end. Leap off of the top box and into the gap in the shelf.



Fall to the floor and head to the left. Climb the boxes at the end and jump onto the narrow walkway. Follow it to the end and swing across the two metal platforms. Stop and leap to the stacked crates to the right, then pass through the shelf to another narrow walkway. Climb the crates to the right to shove the suspended boxes into the wall, which reveals a hidden room.



Shipping



Run back across the room and climb the stacked boxes again, but this time scurry along the pipe sticking out of the wall to reach the secret room. The room contains another huge machine like the one from Manufacturing Line 1. Destroy the three generators on the sides of the machine to turn the behemoth into scrap metal.



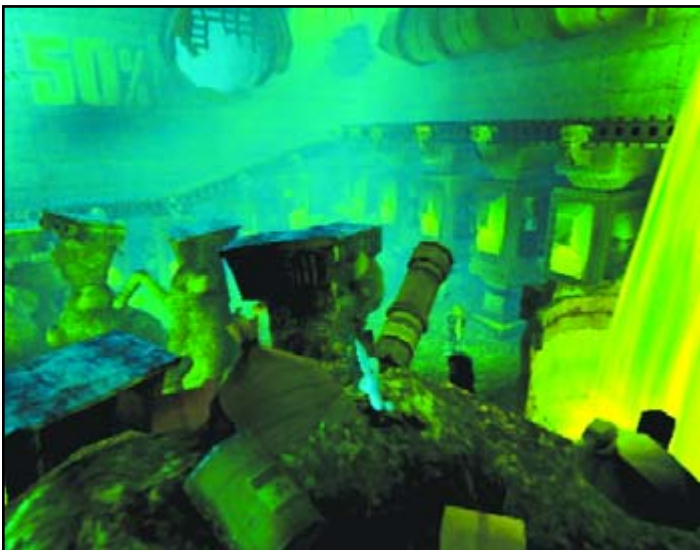
Drop from the room and enter the hall below the suspended boxes. Follow it back to the Shipping Hub, then backtrack to Manufacturing Trash through Shipping & Receiving. Hit both of the switches on the catwalk to fill the trash bin, then leap into it to add just enough weight to trigger the dumping mechanism. The trash, along with Spanx and Redmond, is deposited into the trash bay in Security. Jump back into the full trash bay to cause the trash to dump, which allows the destructive duo to reach the next level.

Maximum Damage- Packaging & Warehouse

What do you know? More boxes! Look on the ground and on top of the crates, and check between the conveyor belts to get them all. In the second half, explore the room by gliding between crates to find all of the destructible boxes.



Waste



Waste Stats

- ⚠️ Potential Damage: \$484,888
- ⚠️ Captive Animals: 2
- ⚠️ Robomice: 3

Missions from Enos

- ⚠️ Gain access to old incinerator.
- ⚠️ Activate trash sector incinerator switch.
- ⚠️ Free alligators eating food products.
- ⚠️ Flood sewer tunnel A.
- ⚠️ Flood sewer tunnel B.
- ⚠️ Activate sewer sector incinerator switch.
- ⚠️ Break sewer pump.
- ⚠️ Defeat awakened Waste Boss and return to Ventilation.

Trash Bin 47: The Chasm



Leap across the platforms next to the save point and hop onto the conveyor belt at the end. Run along the belt, but beware of the spikes in the corner. Jump the gap onto the next belt and follow it to a small ledge with a red button on the wall. Hit the button to activate a moving platform ahead.



Look above the conveyor belts for a large round tunnel sticking out of the wall next to the 50 percent mark. A Key sits on the lower lip of the tunnel. Reach it by gliding from the edge of the higher conveyor belt. Redmond should just be able to reach it.

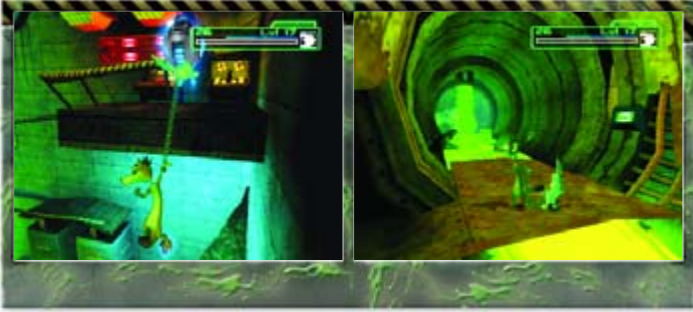
NOTE

If Spanx and Redmond fall to the floor, climb the fence below the save point to get back on track. Also beware of the trash monster. Smack it in the eye to force it to retreat temporarily.

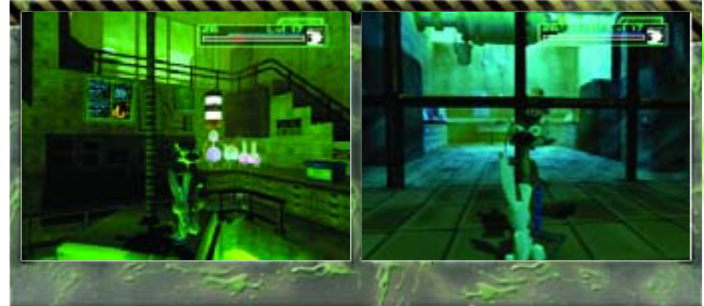


Waste

Relocated Toxic Lab



Swing across the gap and continue around the room's perimeter to two air purifiers. Grapple with the second air purifier and wait for it to rise. Leap to the small platform behind it where there are two large consoles. Crush the consoles to unlock the room's exit. Jump down to the ledge below and scurry along the rail to the exit.



This area has no major purpose other than a grand opportunity to cause some serious damage. Smash the equipment downstairs and up. A med kit is on the second floor if Spanx and Redmond are in need. After you destroy everything, jump back on the cable in the hall and follow it to the end. Smash the wheel next to the door to open it and enter Trash Bin 46: Trash Mountain.



The tunnel ahead is flooded with toxic goo. Scurry along the rail on the left side to safely pass over the goo and reach the Relocated Toxic Lab.

Maximum Damage—Trash Bin 47: The Chasm

There's not much here, except for a couple of things that are easy to miss. Smash the consoles next to the two moving air purifiers, then hop off the left side of the platform. Scurry along the cable to a high ledge that holds a small destructible monitor. Scurry along the handrail below the exit and under the flowing toxic goo to find a second hidden ledge where you can find another monitor and a Robomouse. Then leap onto the fence on the side of the exit tunnel and climb up. One last monitor is sitting on top of the tunnel.



Jump across the broken pieces of concrete to the trash pile in the corner. Climb up the pile and swing on the air purifier behind it. Cross the ledge and pass the toxic goo pipes to reach the second trash pile.



McGenron Food Processing



Climb to the top and hop across the conveyor belts to the control booth in the corner. Trip the button in the center of the room to unlock one of the two locks on the incinerator door at the bottom of the room. Return to the longer conveyor belt and follow it into the wall to reach McGenron Food Processing.



Climb the fence at the back of the room. Leap off of it onto either of the conveyor belts in the center. Beware of the spikes next to the wall. Smash the food processors at the end of each conveyor belt to set the two alligators free.

Maximum Damage-Trash Bin 4b: Trash Mountain

Smash the sign at the start. Look to the right for a short tunnel. At the end of the tunnel sits a green bundle of papers. These suckers are worth a lot, and they're scattered all over the room. Look for some on the bottom floor in the goo and squeeze around the trash pile on the other side to find one tucked in a corner. Go up the steps and look for one at the top, then check the huge metal pipes on the right wall where the floor collapses for one more. There are tons of them in the corner with the large trash spire. But don't miss the few remaining pieces on the pipes along the walls. Jump on the round pieces sticking off of the pipes to reach them. Be sure to smash the control room next to the conveyor belts at the top of the room.



Return to Trash Bin 4b: Trash Mountain. Jump down to the door set in the right wall, which leads into a tunnel filled with toxic goo. Scurry along the cables on the wall and leap past the lasers to reach a vent at the end of the hall. Enter the air duct and Spanx and Redmond will be transported to Sewer A/B Trough.

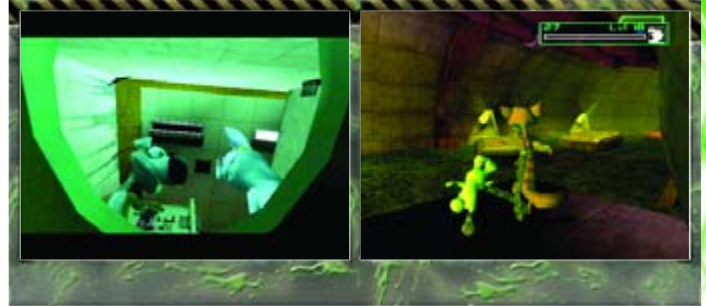
NOTE

Check the floor on the left as you enter to find a Robomouse sitting next to the door.

Waste

Maximum Damage—McGenron Food Processing

Break the red lights on the tanks (top and bottom), smash the monitor banks, crush the computers in center of the room, demolish the food processors, and crack the sign over the door.



Drop back into the tunnel and return to the B tunnel. The raised water is now deadly, so don't fall in. Follow the B tunnel to its end and climb the fence on the left wall to reach Caleb's Private Bathroom. Use Redmond to clog the toilet in this bathroom and flood the B tunnel. Pass back through the tunnel to Sewer A/B Trough.

Sewer A/B Trough



There are two sewer tunnels, A and B, which run off from this area. Climb down to tunnel A and head into it. Hop across the junk and check the ledges along the way for breakable objects. Climb the metal fence on the right wall at the end of the tunnel to reach the Accounting Floor Bathroom. Investigate the toilet to flood the tunnel below.

NOTE

Check behind the sinks to find a set of stairs in the bathroom. A Robomouse is sitting at the top of the stairs.

NOTE

Check the stairs behind the sinks in Caleb's Private Bathroom to find a Key on the floor.



To reach the door over the tunnel entrances, start on the A side and hop on the low box near the center wall. Jump over the wall to the next highest box on the B side, then back to the higher box on the A side. From there Spanx can reach the door above.



Maximum Damage—Sewer A/B Trough

Look for containers on the wall behind the start marked "Fragile." These can be found just about anywhere down here. Smash the metal buttons on ledges, the ceiling, and the toilet monitors while passing through the tunnels. Don't leave the bathrooms without crushing the faucets. It's important to break 100 percent of the objects here—once you leave you will not be able to return to this area.



Main Sewage Pump Station



Hop onto the moving platforms surrounding the large sewer pump in the center of the room. Fragile containers will pop out of the pump periodically. Travel around the platforms and destroy all of the containers as they appear. After you destroy all of them, the moving platforms will rise and deposit the duo in Sewer Maintenance Tower 4.

Sewer Maintenance Tower 4



The sewage from the pump station is rising fast. Quickly leap up the platforms on the side of the room and cross the cable at the top to find a wheel. Smack the wheel until the platform on the right drops. Cross the platform and do the same to the second wheel.



Cross the second platform and head left across the cables and platforms. Continue up at a rapid pace. Another wheel is at the top. Smack it quickly to lower the platform on the left. Cross the platform, smash the next wheel, and continue to the top of the room.





At the top, leap into the control room to avoid the rising sewage, then cross the bridge in the center of the room and smash the huge button at the end. This unlocks the second lock on the incinerator door. Pass back through the vent in the control room to return to Trash Bin 46: Trash Mountain and pass through the incinerator door, which leads to the Bowels of the Incinerator.

Maximum Damage—Sewer Maintenance Tower 4

Be sure to smash the fragile containers along the wall, but keep moving or the sewage will overtake our heroes. If you try to get every one of the fragile containers, you'll lose some lives. Gliding into them helps. Standing and swatting at them is sometimes pointless.



Bowels of the Incinerator



Scurry on the cable to the right, but don't fall to the floor below—it's deadly. Hop across the moving trash bins and leap onto the cable on the opposite side. Jump onto the circular platforms on top of the crane to the left.

NOTE

Look for a Key on the ledge to the left of the entrance.



Spring from crane to crane to reach the cable on the side of the incinerator. Zip along the cable and be ready for an abrupt end. Glide onto one of the moving trash bins as the end of the cable approaches. Bounce in the back corner near the wall until a crane drops from above. Hop onto the crane, then leap from crane to cable until you reach the small room at the top of the area.



Circle the room counterclockwise as the lasers drop and smash all of the consoles. When the final console is destroyed, the incinerator will go online and a bridge will allow access to its center. Spanx and Redmond rush across automatically to find the Waste Boss.

Waste Boss



The Waste Boss is a giant sludge creature that appears in the center of the incinerator. There are six pilot lights on the catwalk surrounding the boss and a Fusion Barrel next to each light. Ignite each pilot by using the Fusion Barrel next to it. When a pilot is lit, the boss will turn to it and burn its hand on the flames.



As the boss reacts to the pain, step to the side and wait. It will attempt to blow out the pilot light. Leap toward the boss and smack it in the mouth as it blows. While the boss destroys the pilot light and creates a giant hole in the catwalk above, Spanx and Redmond will fall to the sludge below but will not be harmed.



Scurry up one of the cables at the side of the room to face the boss again. Light each of the pilot lights and smack the boss in the mouth until it finally crumbles. Spanx and Redmond only have ten minutes to defeat the boss, so act quickly. As the boss takes damage, its attacks will become more furious and it will add a belching attack and a spinning attack.



The belch attack showers part of the catwalk with goo and garbage. Get out of the way quickly to avoid being hurt. The spinning attack is more difficult to avoid. It's best to stand to the side and wait for the attack to die off before trying to move around the catwalk.



Follow Lincoln after the battle to learn the truth about the animal uprising. Use the warptube to travel to a second Ventilation area.



Ventilation

Ventilation



Ventilation Stats

- ⚠️ Potential Damage: \$500,720
- ⚠️ Captive Animals: 30
- ⚠️ Robomice: 0

Mission from Enos

- ⚠️ Unlock helium storage by using central fan.



Hubroom North

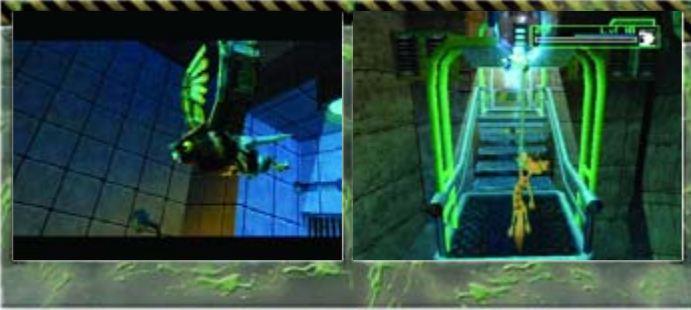


Walk around the room to find the Helium Storage Bay. In front of the bay is a long catwalk, which extends over the fan in the center of the room. Jump and glide over the fan, and Spanx and Redmond will be tossed into the air. Land on the large piece of machinery suspended above the fan.



Walk to the front of the machine and zip along the wire from the machine to the far wall. Climb the ladder and ride the air from the small jet set in the wall to find a small control room. Pass through the hall in the back of the room and down the stairs to find a second zip line. This one splits halfway to its destination. Be ready to leap to the right or fall back to the bottom floor.





Follow the hall around and ride the elevator down. Jump onto the catwalk at the bottom and follow it to a room where Lincoln is waiting. Leave the room and pass through the open gate on the left. Latch onto the air purifier on the left side of the catwalk and ride it to the ledge above.



Glide on the wind again and break through the vent above. Pass through the air duct to find a control room. Smash the large red button on the wall to unlock the Helium Storage Bay below. Walk out onto the ledge outside the room and leap down to the storage bay.



Fill Redmond with gas and float to the target high above. A warptube sits on the ledge below that sends our heroes to the North Helmut Testing.



Maximum Damage— Hubroom North

There's lots of stuff to smash in this area. Get the computer gear in the alcoves along the bottom, the giant machine in center, the equipment in the control room, the gear on the ledges beyond the room, the pipes on the wall after the second zip line, the computers on the ledge near the elevator, the gear in the room where Lincoln is found, the computers in the large control room, and all of the machinery and pipes around the Helium Barrel.



North Helmut Testing



The hall ahead will seem familiar. Glide over the air vents and grapple with the hanging air purifiers to reach the far side of the rooms. Pass through two such rooms to reach North Helmut Testing.



Ventilation

Vertical Shaft



There are more unusual Chicken Cannon experiments underway here. Ignore the cannons and find the control room off to the side of the round catwalk. Destroy the computer equipment in the room to free the chickens, then use the warptube in the control room to reach the Vertical Shaft.



The transporter in North Helmut Testing room takes Spanx and Redmond back to the Vertical Shaft. Glide over the fan in the center of the room to reach the ledge at the top of the room, then use the warptube there to get back to the Food Court.

Maximum Damage-North Helmut Testing

Destroy everything inside of the control room and the vents on the way there.



Once in the Food Court, use the air vent on the side of the central structure to reach the ledge where the Power Flies are located. Walk down the hall next to the Power Flies. Use the Multi Power-Up to cover Redmond in Radioactive Goo. Stick Redmond's slimy fur under the green light and the elevator in front of them will open, allowing our heroes to reach the Medical area and find Carol Ann.



Medical



Medical Stats

- ☣ Potential Damage: \$450,824
- ☣ Captive Animals: 12
- ☣ Robomice: 7

Missions from Enos

- ☣ Access lower level of Medical Facilities.
- ☣ Deactivate animal quarantine.
- ☣ Find nurses' operating room for High Voltage Upgrade.
- ☣ Defrost the freeze-dried pets.
- ☣ Animal quarantine. (Unlock door in Animal Operating Room.)
- ☣ Destroy the cloning machine.



Decontamination



There's not a lot to do in the first room. Destroy the cage by the door to free a monkey, then pass through the door with a triangular window. Go through the Biohazardous Research Hallway to reach the Genron Medical Facility Lobby. Smash the cages in the hall to free a second monkey.

NOTE

Don't miss the Key on the crate in the middle of the Biohazardous Research Hallway.

Maximum Damage-Decontamination



There's not a lot to do in this area, but there's plenty of stuff to destroy. Smash the pipes on the sides of the decontamination chambers. Put the computers and hanging monitors to rest. Keep an eye open for keypads in the hall. They're tiny and easy to overlook, but you can find them next to some of the doors.

Medical

Genron Medical Facility Lobby



Charge the receptionist's desk and smash the button on the wall. An air purifier will drop from the ceiling. Go to the corner near the freight elevator and swing on the air purifier to reach the second floor. Smash the vent on the far side of the balcony and enter the air duct to reach the Pet Preservation Facility.

NOTE

Don't miss the Robomouse on the floor near the vent.

Maximum Damage-Genron Medical Facility Lobby

Ruin the potted plants, water cooler, and glass table. Don't miss the side room on the lower floor. There isn't much in there except for a couple of keypads on the wall.



Pet Preservation Facility



The Genron Scientists have put three creatures on ice. To rescue them, zip on the rail where the ice blocks are hanging. The blocks will fall to the ground. Push the blocks one at a time onto the "In" side of the machine in the corner. The ice is then melted and the dog, beaver, and raccoon are set free. Walk through the double doors at the side of the room.

Maximum Damage-Pet Preservation Facility

There are plenty of things in this area to break. Crush the potted plants, glass table, beakers, and computers. Don't miss the pipes on the machines in back of the room. Get the pipes near the floor and those on top of the machines. Also, hit the three breakable yellow notes posted on the machine in the back of the room.



Animal Operating Room



As the destructive duo enters the operating room, the Scientists on the left and right ledges activate a quarantine, which locks the door on the opposite side of the room. Leap from the right operating table onto the shelves at the back of the room, then onto the right ledge. Smash the blue button on the wall, then hop across the lights over the operating tables to reach the blue button on the opposite ledge. The exit is unlocked when both buttons are pressed.

NOTE

Look for a Robomouse on top of the computer banks to the left as you enter.



Enter the hall beyond the operating room and jump into the air duct in the wall. This leads to the Laboratory Halls and on to the Animal Cloning Laboratory.

NOTE

Don't miss the Key sitting on a cart just before the Animal Cloning Laboratory.

Maximum Damage-Animal Operating Room

Same routine in this room. Destroy the computers and operating equipment. Clear the beakers from the shelves and don't miss the little stuff like folders and phones.



Animal Cloning Laboratory



Throw Redmond into the cloning chamber. The cloning tubes along the side will begin churning out little rabid Redmond clones. Smash the tubes as they rise up. After you destroy all eight of them, the flow of mutant bunnies will stop and the Marine Study Laboratory will unlock. Go back into the hall and backtrack to the lab.



Medical

Maximum Damage-Animal Cloning Laboratory

The huge monitors on the walls are obvious targets. Smack 'em all, then crack the cloning tubes.



NOTE

There's a Robomouse hiding on the left side of the room in the corner as you first come up the stairs. Check next to the cage. Look for a second Robomouse near the vent in the ceiling as you prepare to leave the room.

Marine Study Laboratory



This is a nasty place. Spanx and Redmond enter the room in a low hall running between two elevated sections. Several Mad Scientists are on both sides chucking vials at them as they attempt to pass the lasers. Keep moving to avoid these attacks and rush past the lasers when they fall.

Maximum Damage-Marine Study Laboratory

There's too much stuff to destroy here to mention. The best bet is to get an Ion Charge from the Multi Power-Up on the wall. Attack the enemies, and the bolts of electricity will destroy nearly everything else. Don't miss the observation platform over the marine tank while scurrying along the cord over the room.



Chemical Storage Facility



Go to the left at the end, then move around to the opposite side of the room. Look for a vent in the wall. Break it open and enter the air duct. This leads to a cord that runs along the ceiling. Scurry across it to another vent, which leads to the Elevator 01 Shaft.



Leap out of the elevator shaft and burst through the window on the left. Enter the door in back and pass through the storage room.

NOTE

There's a Robomouse to the right of the door as you enter the Chemical Storage Facility. Also look for a Key in the back left corner on one of the tables.

Animal Containment



There are only a couple of minutes to deactivate the quarantine. Rush through the hall and pass under the gate at the end. Climb the fence to reach the walkway above. Follow the second floor hall to the end and smash the switch on the wall.



The hall ahead has a pressure sensitive floor and is blocked by two laser arrays. Wait for the arrays to die down and quickly glide over the floor. Look for a moving laser on a floor up ahead and jump over it. Use the air purifier in the next hall to swing over the laser array.



Rush back down the hall and enter the room off the walkway. Smash the switch in the corner and head upstairs and out the top door. Go to the end of the walkway and smash the last button on the wall, and the quarantine is averted.

Maximum Damage—Chemical Storage Facility

Wreck the office, then break all the beakers in the storage room. There are lots of them, so have fun!



Medical



Go back to the room in the corner and check out the lab upstairs to find Carol Ann. She blesses Redmond and Spanx with a chemical that allows them to use the High Voltage Grapple. She also explains that they need to reach the mainframe in the Executive Tower, but to do that they'll need to find seven security cards, which are carried by Genron's top officials. The first is in the Medical area.



Return to lower hall and look for an open cage. Enter the cage to find a broken vent. Follow that escaped animal! The hall leads to an area with a high voltage air purifier and a laser array. Grapple onto the air purifier and swing over the laser array. Pass through the next door and wait for the lasers to drop, then swing across the pressure sensitive floor tiles. Free the animals from the cages in the next hall. Swing over the last pressure sensitive floor to reach the elevator back to the lobby.

NOTE

Open the cages in the 3rd Floor Secure Hallways and jump into the top cage to find a Robomouse.

Maximum Damage-Animal Containment

There's a lot to destroy inside the corner room. Crush the computers, cages, beakers, and anything else sitting around. Don't forget to ransack the lab in the corner after meeting with Carol Ann. Don't miss the clock high up on the wall. Also, destroy the glass panels on the cage doors on the lower level of the room.



The Seven Security Cards

Medical Security Card

Missions from Enos

- ☣ Access lower level of Medical Facilities.
- ☣ Retrieve Medical security card.

Decontamination



The quest for the seven security cards begins in the Medical area. Go to the Decontamination area and look for a high voltage air purifier near the save point. Swing to the ledge above and head through the door to find an elevator down to the lower levels.

NOTE

Did you know that Spanx and Redmond max out at level 20? Once they've reached that level, there's not much need for fighting enemies in the halls. Slip past those enemies you can and avoid taking damage.



Travel through the halls to the Operating Stage. Break open the cages near the end of the hall to free another monkey.

NOTE

Don't miss the Key on the floor before the final hallway. Look for it behind a large crate.

Maximum Damage-Decontamination

There isn't much to destroy on the way to the Operating Stage. Trash the boxes before the elevator and smash the keypads next to the doors. Also make sure to break open the cages before the end of the hall.



The Seven Security Cards

Operating Stage



Take a left upon entering and step inside the operating room on the left wall. Jump onto the carts at the back of the room, then onto the light over the operating table to reach the balcony. Open the vent in the wall and head inside the air duct.



The duct leads to another operating room. Lay waste to everything, but be sure to free the monkey trapped inside one of the cages. Head through the door and into the hall. Go to the left to find another operating room.



Demolish the room and be sure to free the skunk from the doctor's evil clutches. Then crawl through the vent in the wall. The air duct leads to another operating room. Hop onto the carts, then onto the light over the operating table to reach the balcony and head out the door to the second-story hallway.

NOTE

Check the fourth operating room for a Robomouse. It is sitting near the doors on the bottom floor.

Maximum Damage- Operating Stage

This area is a bonanza of medical gear. Smash the computers, beakers, monitors, and file cabinets. Don't miss the cages-some contain animals. Crack the glass under the rails in rooms with a balcony. Even though you can't destroy the lights over the operating tables, the square lights have a small blue handle on them that can be broken.



Rusty the Surgeon



Jump through the broken window in the hall to reach the central operating room. Rusty the Surgeon awaits our heroes here. He's on a raised platform, and there's no way up to him. Spanx will have to figure out a way to bring him down to their level.



Four generators surround the platform. Spanx and Redmond must disable them all just like grinders. The trick is that Rusty will chuck knives at Spanx while Redmond is inside a generator. When the knife hits Spanx, Redmond is ejected from the generator before it can be destroyed.



Lure Rusty to one side of the platform. Quickly scurry to the other side of the platform and attack the generator furthest from him. There should be enough time to destroy it before Rusty can start throwing knives.



Once all of the generators are destroyed, the platform will drop and Rusty will be ready for some bruising. Beware—Spider Welders appear after Spanx destroys each of the four generators. He's no tougher than most enemies. Give him a few swift strikes to the chin and he'll be on his back in no time. With the first security card in hand return to the start of the area and travel to the Food Court.

Endurance Security Card

Mission from Enos

🚫 Retrieve Endurance security card.

Electro-Grapple Room



Return to the Zero Gravity Chamber and drop to the floor below. Glide over the Anti-Grav unit below the door in the side wall. Float up and onto the ledge to reach the Electro-Grapple Room. Use the Multi Power-Up to claim an Ion Charge, then swing across the dead air purifiers to the opposite side of the room and enter the hall. Pass the lasers to reach the Cryogenics Test Room.

Cryogenics Test Room



Breeze through the observation room and enter the main chamber. Spanx and Redmond find a high-ranking HAZMAT Hunter with a freezing weapon and four other HAZMAT Units. Deal with the four HAZMATs in yellow first. Lure them into the four cryogenic chambers by running from them and passing through the chambers. As soon as the enemies are alone in a chamber, the chamber will seal and fly into the ceiling for storage. The HAZMAT leader will drop to the floor when all four enemies are eliminated.

The Seven Security Cards



The HAZMAT Hunter boss is a bit tougher to knockout than other HAZMAT Hunters. Use a Chain Charge to break his guard, then follow up with a quick combo of any kind. It won't take much pounding to eliminate him and claim the second security card.



After the battle, leap onto the broken catwalk to reach the door in the corner above. Use the Multi Power-Up to freeze Redmond and the exit door will open. Pass through the hallway to return to the beginning of the Endurance level.

NOTE

Check the end of the catwalk to find another Robomouse before leaving.

Waiting Hall



Remember the first time Spanx and Redmond saw a pair of high voltage air purifiers? Find them again by passing through the level to the Waiting Hall. Look for the pair of high voltage air purifiers in the top left corner of the room. Swing across them from the high ledge to the vent in the wall. Grab the Robomouse from the vent cover and collect the Keys in the air duct before finding a warptube that can return our heroes to the Showcase area. This is the only way back to the starting level. Only use it to check for breakable items, animals, and Robomice that may have been missed at the start of the game.



Robotics Security Card

Mission from Enos

☠ Defeat Robo Polanski boss.

Assembly and Construction



Use the Multi Power-Up on the balcony to infuse Redmond with an Ion Charge, then swing across the dead air purifiers to the right. Enter the elevator at the bottom of the ramp to reach a long hall where Spanx and Redmond encounter Polanski, but he appears to have cybernetic enhancements now.

Maximum Damage-Assembly and Construction

After crossing the dead air purifiers, leap onto the yellow and black crane track and destroy all of the lamps connected to it.



Main Control Room



Chase Polanski through the hall to the Main Control Room. If the alarm is triggered, keep moving. Tons of Spider Welders and Robo Weasels will be released, but there's no need to stop and fight.



Polanski finally stops and prepares for combat. He can now shoot at our heroes from a distance, but his attacks are easily avoided. The real trick is when Spanx takes a swing at him, since Robo Polanski can now teleport out of the way and reappear in a different spot. Don't get frustrated. A simple way to defeat Polanski is to perform an overhead smash on him. He will not teleport if hit with this attack.



The Seven Security Cards



Once the man falls, Spanx and Redmond collect the third security card. Hop in the vent set in the wall and follow it back to a room over the Parts Distribution room. It's just a short jog from there back to the Reception area. Leap into the hole in the floor to reach the Power area.

Maximum Damage—Parts Distribution

There isn't anything to destroy in the Main Control room, but the vent takes Spanx and Redmond to an office above the Parts Distribution area. Smash the computers, monitors, cabinets, and clock. Bust out the glass before leaping down to the room below.



Power Security Card

Mission from Enos

 Retrieve Power security card.



Power Boss Room



Pass through the level to the Power Boss room. Use the high voltage air purifiers at the back of the room to reach the ledge high above. Pressing the switch causes an elite HAZMAT Hunter and four HAZMAT Units to rush into the room. Drop back down to the floor and prepare to wage war.



Focus on the four HAZMAT Units first. Use Chain Charges to hit them all simultaneously followed with quick combos. It takes less than one might think to knock them all out.



When the four are dealt with, focus on the leader. He uses an electrical weapon, but it isn't stronger than the other HAZMAT bosses. Break his guard with a Chain Charge and follow it up with a quick combo. Once he falls, Spanx and Redmond will gain the fourth security card.

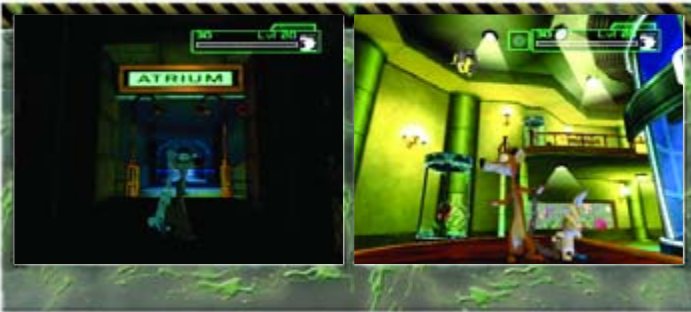


Genetics Security Card

Mission from Enos

☣ Find the Genetics Recombinator in the Observation Area.

Genetics Reception Lobby



Return to the Security areas via the elevator in the Food Court. Use the Atrium elevator in Security to reach the Genetics Reception Lobby. Leap off the left side of the receptionist's desk and latch onto the high voltage air purifier. Swing onto the flytrap's case, then hop onto the balcony. Pass through the door to reach the Genetics Main Combinator.

Maximum Damage-Genetics Reception Lobby

Don't pass up the items on the balcony in the Reception Lobby. Smash the glass cases over the med kits in the hall on the way to the Recombinator.



Genetics Main Combinator



Bust through the office windows to land in front of the Recombinator. Spanx and Redmond will spy the head Mad Scientist in his red lab coat.



There are three generators scattered around the catwalk. Search them out and smash them all. When all three are destroyed, the doors marked A and B on the ground floor will open. The A door leads to the Genetics Right Combinator room, and B leads to the Genetics Left Combinator room.

The Seven Security Cards



Enter both rooms and destroy the three generators in each. When Spanx and Redmond return to the main Recombinator, a pair of air purifiers will have dropped from the ceiling. Reach them by climbing to the top corner of the catwalk, near one of the HAZMAT Units, and jump onto the two pipes along the wall to reach the ledge above. The air purifiers are at the end of the ledge. Use them to reach the top of the office, then zip on the cords at the end of the office to the main Recombinator.



Smack down the Mad Scientist using Chain Charges to break his guard followed by a couple of quick combos. When the enemy is knocked out, the Recombinator is destroyed and the fifth security card is earned.

NOTE

Look for a Robomouse inside the office in the lower section, then another on the catwalk near the right generator in the main room. There is a third Robomouse near the left generator, too.

NOTE

There are Power Flies at the base of the main Recombinator. Chase them around the room to collect an extra Key. Scurry on the cords next to them, then on the handrails above. You must be quick in order to capture them.

Maximum Damage-Genetics Main Combinator

Crush the office equipment as you first enter, then hunt down the computers on the catwalk, the lights on the catwalk rails, and the lights on rails in front of the three Recombinators. Don't forget about the glass cases over the med kits in the halls between Recombinators and some small breakable objects underneath the med kits. When you're on top of the office, be sure to smash the skylight.



Shipping Security Card

Mission from Enos

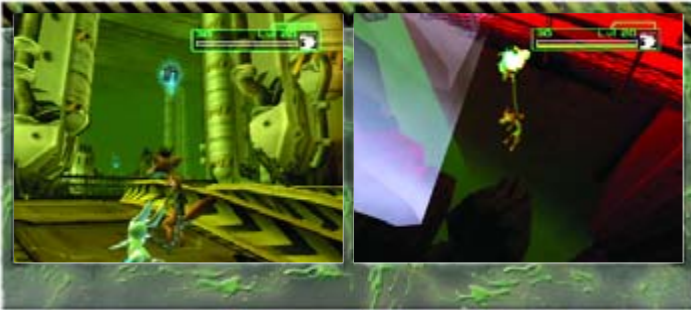
Retrieve Shipping security card.

Shipping Hub

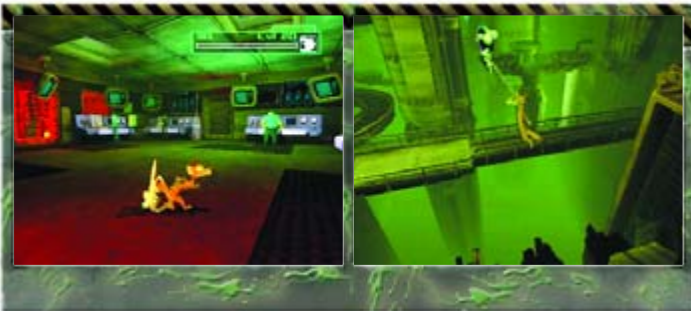


Travel to the Shipping Hub and enter the central structure. Hit the switch to move the lifting arm to the passage where high voltage air purifiers are moving into a tunnel in the wall. Cross the lifting arm and latch onto a high voltage air purifier. Ride it through the tunnel to reach Manufacturing Line 2.

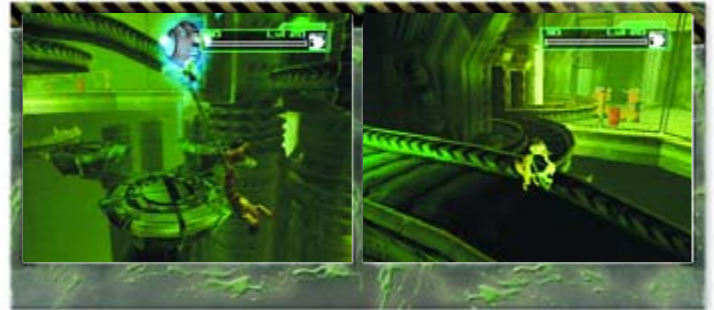
Manufacturing Line 2



Cross the conveyor belts and grab the air purifiers. Swing to the platform ahead, then use the next air purifier to reach the zip line above. When the line ends quickly, grab onto the air purifier hanging in the air and swing to the nearby catwalk. Hop across the pillars to the platform on the right with two Helium Barrels. Fill Redmond with gas and fly to the ledge in the distance. Air from above will push Spanx and Redmond toward the gears below. Get past them quickly, then rise up to the ledge.



Pass through the security room and hop across the conveyor belts on the other side. Step onto the catwalk and follow it to the end to find two more Helium Barrels. Fill Redmond with gas again and float down the long hall between gears. Use the air jets from the ceiling to push the duo downward and avoid running into the ceiling. Land on the catwalk in the distance. Look for a Key to the right.



Jump onto the conveyor belt and use the air purifier to reach the spinning platforms below. Hop onto the pillars on the opposite side and cross to the right. Swing on the air purifiers to reach the high set of spinning platforms. Grab onto the air purifiers on the right and swing across to the conveyor belts along the wall. Bounce from belt to belt and into the caged area at the end.

Powerjack



A real cage match is about to take place as a Powerjack attacks. This guy is no tougher than anyone else. Use the Chain Charge to break his guard and smack him with a combo. He'll fall just as quickly as the others. The robots and barrels are mere window dressing for the battle. Just don't get stepped on by one of the bots. When the battle is over, Spanx and Redmond get the sixth security card. Enter the vent in the wall to head back to the Security level.

Maximum Damage- Manufacturing Line 2

Rip up the boxes on the catwalks, smash the electronics in the security room, and detonate the explosive barrels in the cage.



The Seven Security Cards

Waste Security Card

Mission from Enos

 Retrieve Waste security card.

McGenron Food Processing



Pass through the Waste levels to the McGenron Food Processing area. Climb the fence on the back wall and jump onto the conveyor belts. Swing from the high voltage air purifier to the ledge over the door. Break open the vent in the wall and enter the air duct to reach Recycle Corridor 6.



Hop onto one of the passing trash bins and ride it through the hall. The floor below is deadly so don't fall off. The bin will carry Spanx and Redmond into Recycling Sector 4.

Maximum Damage-McGenron Food Processing

Smash the sign over the door and on the ledge before leaving the room. One of the signs may already be broken from a previous visit.



Recycling Sector 4



Grab onto the air purifiers as the track ends and swing onto the trash bins moving diagonally up. Hop from bin to bin to the line of three bins on the left side of the hall. Cross them and ride the diagonal line up to a row of two more bins. Cross the bins and grab the zip line overhead. Smash the electronics on the ledge where the duo is dropped off, then grab the next zip line to fly off into the Recycling Tubes.

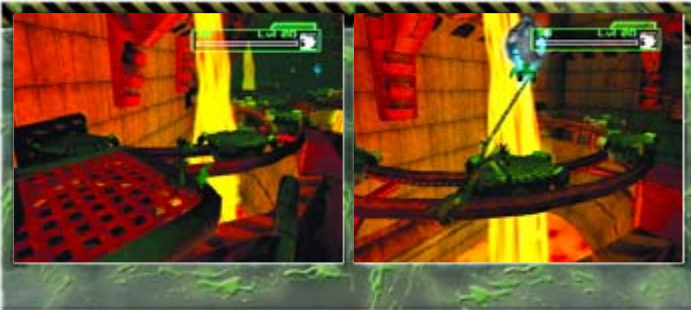


Recycling Tubes



The zip line drops off to a rail. Double jump and scurry on the rail, then grab the next zip line at the end. This zip line is longer but also dead-ends. Just drop off the end and onto the scurry rail above the molten pit. Scurry up the rail and grab another zip line, which also dead-ends to another scurry rail. Double jump at the end of this one—there's a small gap between the zip line and the scurry rail. Dart up the rail and leap to the landing on the left before the trash bins.

Smelting Pits



Leap onto the trash bins, then jump from bin to bin to reach the air purifiers hanging in the center of the room. Cross to the opposite side of the room and ride the zip line into the vent in the wall.

Recycling Sector 3



Grab the zip line outside of the vent and ride it through the room to the Janitor's Vent. The head janitor is waiting for Spanx and Redmond. Hit the four flywheels above to release the toxic goo on the floor. Once the Janitor is preoccupied with cleaning up the mess, Spanx can attack. Our heroes collect the seventh security card when the Janitor drops.



Return to Trash Bin 46: Trash Mountain from the McGenron Food Processing area. Pass through the incinerator door and jump in the hole to the right to reach the Bowels of the Incinerator. Follow the hallway to the transporter to the Ventilation area. Pass through Ventilation to reach the Food Court, then take the elevator up to the Security level.



The Seven Security Cards

Security

Mission from Enos

 Access to main executive elevator with all security cards.



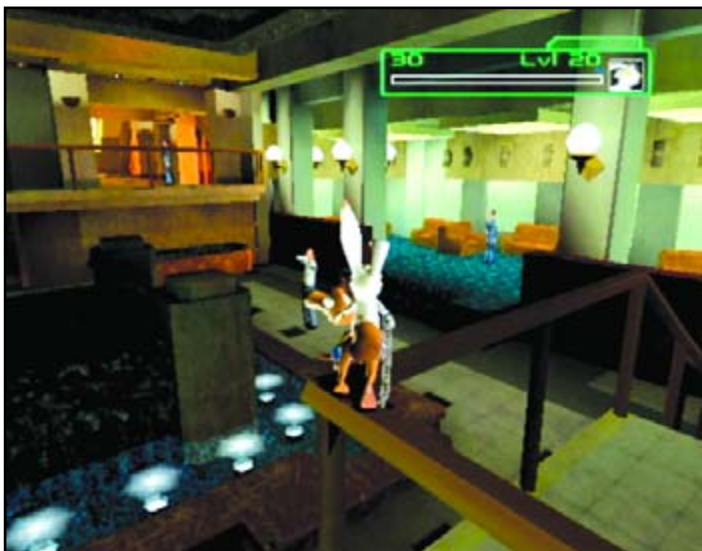
Upon entering the security level, Spanx and Redmond face off with the Main Boss, a giant robotic orb sitting in the security station. A force field protects the boss from direct attack, so focus on the Spider Welders. Sit near the red button on the floor and perform a Continuous Sweep. As the Spider Welders fall, they'll be knocked around and destroyed. When 20 are eliminated, the boss will crumble.



Walk onto the back ledge and Spanx and Redmond will use the security cards to access the Executive area elevator.



Executive Tower



Executive Stats

- ☠ Potential Damage: \$1,252,128
- ☠ Captive Animals: 10
- ☠ Robomice: 6

Missions from Enos

- ☠ Find secret tower access.
- ☠ Find mainframe room.
- ☠ Space monkeys.
- ☠ Free Tookie the turtle.
- ☠ Activate grapple spheres.

CEO Lobby West



Spanx and Redmond receive a rather rude welcome as Office Assistants, Lawyers, and Cube Dwellers wait to greet them in the lobby. These are tough enemies. Try to take them on one at a time, then keep them unconscious while destroying the room around them. The halls ahead lead to the CEO Main Lobby.

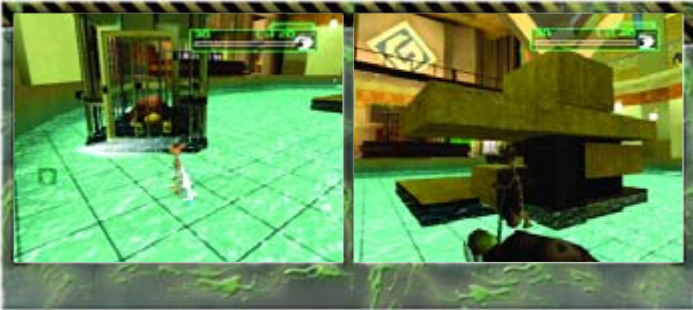
Maximum Damage—CEO Lobby West

There's a ton of stuff to destroy right off the bat. Smash the vases and any other potted plants. Crack the glass walls near the elevators and the glass under the handrails. Look for suspended signs near the stairs and before entering the next room. There are two halls at the top of the stairs that both go to the CEO Main Lobby. Once you pass the perimeter, there's no coming back until Tookie is saved. Look carefully and it's possible to see where the gate will drop. Smash everything in both halls before passing this point.



Executive

CEO Main Lobby



There's a huge fountain in the center of the lobby. Wade across it to the cage where Tookie the turtle is held captive. Smash the cage door to free him. Tookie will wander off and pause near the statue in the center of the fountain. Leap off of his back and onto the statue.



Walk around the top of the statue to find a row of high voltage air purifiers. Swing across them to reach the bar above. Zip to the left on the bar to reach a door leading into the next area.



Maximum Damage- CEO Main Lobby

There are lots of potted plants around here, but not much else except for the cage door. Smash 'em all!



CEO 2nd Floor West/East & North Lobby

NOTE

There's a Multi Power-Up on the wall across from the entrance to this area and in several other spots around the floor. Use them to acquire a Nitrogen Freeze so your enemies are permanently eliminated when struck down.



This floor is a giant loop. Look for an area with two large, spinning sculptures. Head to the right where there's a gigantic sculpture hanging from the ceiling. Hop to the top to find a Key.



The real destination is on the main floor. Drop back down and roam the hall to find a trail of Hypersnacks. Follow them into a small storage closet where there's a trapdoor on the floor. Enter the trapdoor to reach CEO Lobby East.

NOTE

Get another Nitrogen Freeze before heading through the trapdoor. There are some tough enemies in the next area.



CEO Lobby East



Run past the fountain and up the stairs. Ignore the Hypersnacks on the floor and go left first to find a Key. Follow the Hypersnack trail around to a switch on the wall. Smack the switch and the elevator on the balcony in CEO North Lobby and the air purifiers will be activated.



Return to the fountains with the spinning sculptures. Swing up the air purifiers to reach the elevator and ride to CEO Ascent 1st Level.

Maximum Damage—CEO 2nd Floor West

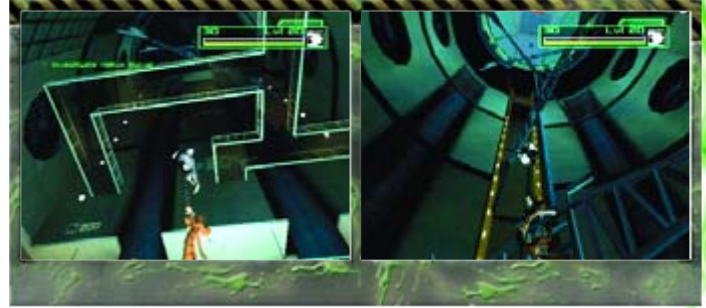
Genron must have spent a fortune on decorations. Smash the planters and potted plants around the floor. Also knock down the suspended signs and don't pass the boxes in the storage room where the secret entrance is located. Visit the balcony; there's plenty to destroy up there as well.



Executive

Maximum Damage—CEO Lobby East

Destroy the boxes at the entrance and the janitor cart in the corner. There are lots of potted plants, suspended signs, and glass panels scattered around.



When the rooms have been fully explored, return to the Helium Barrel and fill Redmond with gas. Float past the catwalk and spinning signs while aiming for the target high above. Aim at the signs and slink behind them. Use Spanx's tail to speed up the action and make it easier to slip through unharmed.

CEO Ascent 1st Level



There's a Helium Barrel sitting at the base of this tall hall. Ignore it at first and climb the ladders on the back wall. Investigate the rooms off of the catwalk to find tons of valuable computer equipment.



Bust through the vent next to the target and follow it to the end to reach the next level.

Maximum Damage—CEO Ascent 1st Level

Climb the ladder and explore the outer rooms before flying high. The computers in each of these rooms are worth tens of thousands and will take a huge bite out of Genron. If you've been careful about destroying objects throughout the game, this level should put you over the top and Genron in the red.



CEO Ascent 2nd Level



The drill is nearly the same for this area as the one before. Spanx and Redmond enter into an office full of computers. Head out of the office to find they're on a catwalk over the main room. Explore all of the rooms off of the catwalk before doing anything else.



Drop through the hole in the skylight and fall all the way back down to the bottom. Use the Helium Barrel again and float up the first floor, through the hole in the skylight and to the target on the second floor. This time there are pipes as well as signs in the way. Be careful. At the top, smash the vent open and run through the air duct to reach the next floor.



Leave a path of destruction, then hop off the catwalk to the floor below. A generator sits near the elevator. Use Redmond to destroy the generator and a glass panel in the skylight will open. Get the idea?

Maximum Damage-CEO Ascent 2nd Level

It's the same drill as the previous level. Smash all that high tech gadgetry in the rooms off of the catwalk. There's a ton to destroy. Watch as Genron's stock hits an all time low.



Executive

CEO Ascent 3rd Level



Exit the office and explore the rooms on the catwalk. The right side leads to a back hall, which dumps into the long hall to the Rocket Tower. Explore the area thoroughly before passing through the hall to the Crane Section.

Maximum Damage-CEO Ascent 3rd Level

One more time. Smash the computers in each of the rooms off of the catwalk. Don't miss the room in the back hall in the opposite direction of the hall to the Rocket Tower.



Crane Section



Hop onto the catwalk and run to the left past the moving rocket engine as soon as the chance presents itself. Leap across the suspended platforms to the large yellow beam at the end. Go to the right and zip on the line next to the machinery in the center of the room.



The line drops Spanx and Redmond on an unstable piece of catwalk. Quickly hop onto the scurry rail on the other side, because the floor is about to collapse. Follow the rail to the end and climb up the yellow beam to the stairs on the left. Enter the hall at the top of the stairs and pass through to the other side.

Maximum Damage—Crane Section

Most of the damage is right before the end in the small set of halls after the rails. Smash the computers near the stairs, fire extinguishers, gas tanks, and suspended monitors. Lots more damage is caused along the way, but it's a result of your actions rather than destroying any particular items.



Ride the conveyor belt to the end and grab the moving air purifier to reach the conveyor belt above. Go up one more time to find a catwalk to the right. Slip past the firing engines as the flames die to reach the hall past them.

Engine Test



Grab the moving air purifier and ride it down to the platform below. Use a swinging jump. As soon as Spanx and Redmond land on the platform, it will begin to collapse. Run to the right and jump from platform to platform to the conveyor belt at the end. All of the platforms will collapse behind them.

Maximum Damage—Engine Test

Smash all of the monitors on the conveyor belts. Destroy the gas tanks, computers, and fire extinguishers in the hall.



Executive

Crane Section



The hall leads back into the Crane Section. Swing across the long row of high voltage air purifiers. Follow the hall on the other side down to the Welders section.



Maximum Damage-Crane Section

Look for fire extinguishers on the way down to the Welders section.



Welders



Jump on the conveyor belt below the welders. Jump past each of the welders as they move back and forth to reach the hall at the end. Don't get knocked off of the conveyor belt.



Follow the catwalk around to find the entrance to the rocket. Leap over to the stairs and pass through the hall to find the inner chamber.



Maximum Damage-Welders

Smash the monitors between the welders. Destroy the computers on the catwalk and the monitors in the hall to the center of the rocket.



Swing to the first two high voltage air purifiers off the ledge, then travel right to the moving air purifier on the side. Swing to the high voltage air purifier to the left, then go left again to another. Grab the moving air purifier directly ahead. Ride it up and swing to the high voltage air purifier on the right, then one more to the right again before gliding to the platform next to it.

Inner Rocket



There are nine monkeys in the rocket that probably aren't that excited about space travel. Free them by smashing the computer panels around each cage and the keyboards on the sides of the central cage.



Enter the hall and fight past the Spider Welders and hover-bots. At the end of the hall, lasers block the final door. Look for a ladder in the hall. Climb it to reach a vent, which bypasses the security and enters the CEO Penthouse. It's time to face Mann.



Executive

Maximum Damage—Inner Rocket

Other than the computers in the rocket, there's nothing else to destroy in this area. Still that's a lot of high tech gadgetry, which will add up to a small fortune.



Maximum Damage—CEO Penthouse

F. D. Mann's office is as eccentric as he is. Destroy it all! Crush the rabbit and gorilla statues. Smash the expensive vases. Break the lamps. Wreck his computer. Trash the potted plants. Spill the water cooler. Bring it all to ruin.



CEO Penthouse



Pass through the office and into the vault in the back. Don't enter the vault until you're sure you want to continue. This is it. There's no turning back, so make sure you've destroyed everything you want to destroy, freed everyone you want to free, and collected every Robomouse you feel like collecting along the way.

F. D. Mann



Destroy the monitor in the back of the vault to find the mainframe and the Exit! After an encounter with Mann, chase him through the vault to the boardroom through the double doors on the right. Charge into the room and Mann's desk will convert into a huge weapon that shoots fireballs.





Evade the fireballs and charge forward. When Spanx is close enough to Mann, a cage will lock him into a small area. Run around the room and jump on the lanterns to break them open. When a fireball from Mann's weapon hits the lanterns, they'll light. Once enough of them are lit, one of the two curtains will burn down exposing a pair of monkeys on treadmills.



Mann's attack will change and two Office Assistants will appear by his side. Dodge the Office Assistants and look for cold shots coming from the weapon. Put the Office Assistants between Spanx and the desk, so the cold blasts hit the girls. Once they're frozen, jump through them to finish them off. When both women are eliminated, Mann's fireball attacks will recommence. Repeat the lantern lighting pattern until the second curtain is burned away.



It turns out the desk was running off of power provided by the treadmills. The monkeys revolt and the desk is destroyed. Mann will chase Spanx into the front of the conference room. The camera will pan to the ledges around the room where several monkeys and skunks are held captive as trophies. The trick to this part is making Mann work for Spanx. Lure Mann to the bookcases along the sides below the animals. In his rage, he'll destroy everything. When all of the bookcases are gone on a side, the shelf over them will fall and the animals will be set free. Do this to both sides.



Once all of the animals are free, they'll begin attacking Mann. Charge after him and beat him to a pulp with Redmond. Mann's defense is nearly perfect. Chain Charges are only slightly effective and sweeping his legs is pointless. The best time to attack is when the skunks are poisoning him. Quickly strike with a combo while his guard is down, then back off. There are health power-ups around the room. Use them sparingly. Defeat Mann here and Spanx, Redmond, and all the other animals will finally be free!



Extras

There are those that beat *Whiplash*, and those that conquer it. If you have dreams of being one of the conquerors, you'll want to explore every inch of every level until you smash every last breakable object, find all of the Robomice, and free all captive animals. Smash, gather, and release everything in the game and you'll be given a 100 percent rating in the status screen. Here's some information to help you meet these goals.

Reaching the Ultimate Goal

As we've mentioned, the only way to truly beat *Whiplash* is to get a 100 percent rating. This involves four things: playing through the entire game (45%), causing as much damage as possible (25%), saving all of the animals (25%), and defeating the final boss (5%). The game starts the company value off at \$5,991,900 after the opening cinemas. If you destroy everything, it's possible to knock the company's value down to -\$1,029,400. The chart below will show you exactly how many Robomice and captive animals there are and the amount of damage that can be caused in each level. Some areas can't be reached the first time through a level, so it isn't always possible to cause the maximum damage from the start. The same goes for animals and Robomice. Don't get discouraged if you don't collect them all right off the bat.

NOTE

These are the highest damage percentages we could acquire. Think you can do better? Go for it!

100% Tracking

Level	Damage Percentage	Robomice	Captive Animals
Showcase	124%	3	17
Food Court	112%	2	0
Endurance	120%	4	24
Robotics	118%	4	18
Power	123%	7	3
Ventilation	121%	0	30
Security	124%	0	0
Shipping	124%	3	15
Genetics (Atrium)	110%	8	8
Waste	121%	3	2
Medical	123%	7	12
Executive	108%	6	10
TOTALS:	117%	49	139

Robomice Locations

Showcase

Number	Room/Area	Location
#1	Appliance Testing Room	At top of the stairs near the entrance.
#2	Adhesives Testing Room	In control booth above testing area. This one is elusive and sometimes disappears. If you don't see it the first time, check back later. Get there quickly if you can and it may help.
#3	Showcase Room	In the sunken area in front of the map terminal.

Food Court

Number	Room/Area	Location
#1	Main Hub	On men's bathroom floor.
#2	Main Hub	On women's bathroom floor.

Endurance

Number	Room/Area	Location
#1	Endurance Entrance Hall	Look on the arch above the room's exit on the lower floor. To reach it, jump onto the file cabinets and then onto the computer. Jump through the window and jump and glide onto the arch to the left. From the ledge it's possible to reach the Robomouse.
#2	Treadmill/ Shock and Spray Test	It's on top of the console with the blue button. Jump from the console onto the computer and back onto the top of the console.
#3	Waiting Hall	The Robomouse is on the vent at the top of the room. (Requires High Voltage Grapple ability.)
#4	G-Force Test Hangar	Check on the floor in the bend at the back of the room.
#5	Parachute Test Room	In the office above the test chamber near the cubicles. Does not always appear.
#6	Cryogenics Test Room	At end of right catwalk after boss battle. (Requires Ion Charge power-up.)

Robotics

Number	Room/Area	Location
#1 & 2	Intellect Transfer Center	On top of the experiment cage next to the giant microscope.
#3	Metal Fabrication	On the platform after the cranes.
#4	Assembly and Construction	On crane rail above computers on bottom floor. (Requires Ion Charge power-up.)

Power

Number	Room/Area	Location
#1	Eel Tank Room	On the left side of the floor near the base of the tank.
#2	Eel Tank Room	On the right side of the floor near the base of the tank.
#3	Helium Vent	At the base of the room on the far side.
#4	Air Blast Chamber	Inside the first vent on the left. Jump in from the floor after the coolant has been drained.
#5	Air Blast Chamber	Check inside the second vent on the right.
#6	Reactor Core	On the thin ledge around the base of the reactor.
#7	Reactor Core	Also on the thin ledge around the base of the reactor.



Genetics (Atrium)

Number	Room/Area	Location
#1	Atrium Labroom 01	In the glass atrium in the corner, which is reached by swinging across the air purifiers in the middle of the room.
#2	Genetics: Atrium Ventilation Hall	In the middle of the vent.
#3	Genetics: Atrium Botanical Testing	Sitting between three flytraps.
#4	Genetics: Atrium Tree of Life	On the ground next to the tree in the center of the room.
#5	Genetics: Atrium Tree of Life	On the floor of the first control booth.
#6	Main Combinator	On the lower floor of the office before jumping through the window.
#7	Main Combinator	Among the crates next to the right generator.
#8	Main Combinator	Near the crates next to the left generator.

Shipping

Number	Room/Area	Location
#1	Shipping Hub	On one of the raised metal platforms to the right of the entrance.
#2	Packaging & Warehouse	Sitting on the rail to the suspended platform with large boxes on it, in the second half.
#3	Packaging & Warehouse	On the ground directly below the second Robomouse.



Waste

Number	Room/Area	Location
#1	Trash Bin 47: The Chasm	Scurry along the rail below the exit at the top of the room to reach a ledge where the Robomouse is resting.
#2	McGenron Food Processing	Look to the left upon entering the room to find one on the floor.
#3	Accounting Floor Bathroom	Check on top of the stairs behind the mirrors and sinks.



Medical

Number	Room/Area	Location
#1	Genron Medical Facility Lobby	On second floor near the vent in the wall.
#2	Animal Operating Room	On top of the equipment to the left of the entrance.
#3	Marine Study Laboratory	In the corner by the female Scientist.
#4	Marine Study Laboratory	By the vent above the room leading to the next area.
#5	Chemical Storage Facility	In the corner of the room hidden behind a column.
#6	Operating Stage	This one roams around, so it isn't always available. It sometimes hides in one of the cages, but can still be collected if you move around a bit.
#7	3rd Floor Secure Hallways	Inside of the top cage in the hallway.

Executive

Number	Room/Area	Location
#1	CEO Lobby West	Roams around in the first room off of the elevator hallway. Look for it near the couches on the right.
#2	CEO 2nd Floor East	Near the elevator leading to Ascent.
#3 & 4	CEO Lobby East	These two are nearly side by side. Look for them near the button that turns on the air purifiers.
#5	CEO Ascent 2nd Level	In the room to the right at the top of the ladder.
#6	CEO Ascent 3rd Level	In a room similar to the one where the fifth Robomouse was located.



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