



MAGRUNNER DARK PULSE

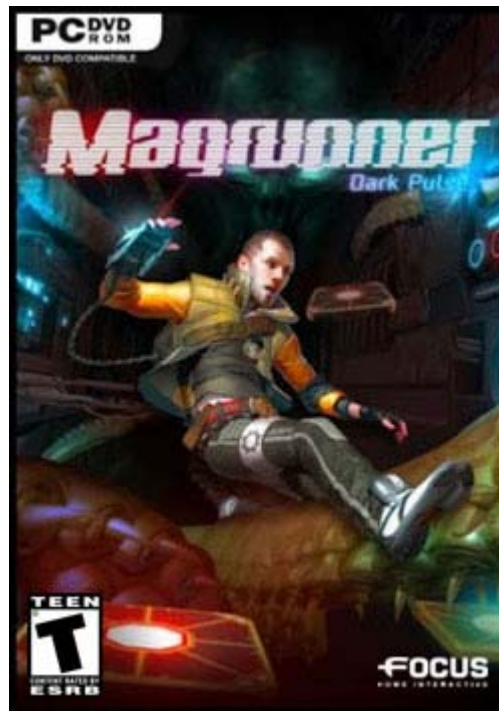
UNOFFICIAL VIDEO GAME GUIDE AND WALKTHROUGH



Magrunner: Dark Pulse

Game Guide

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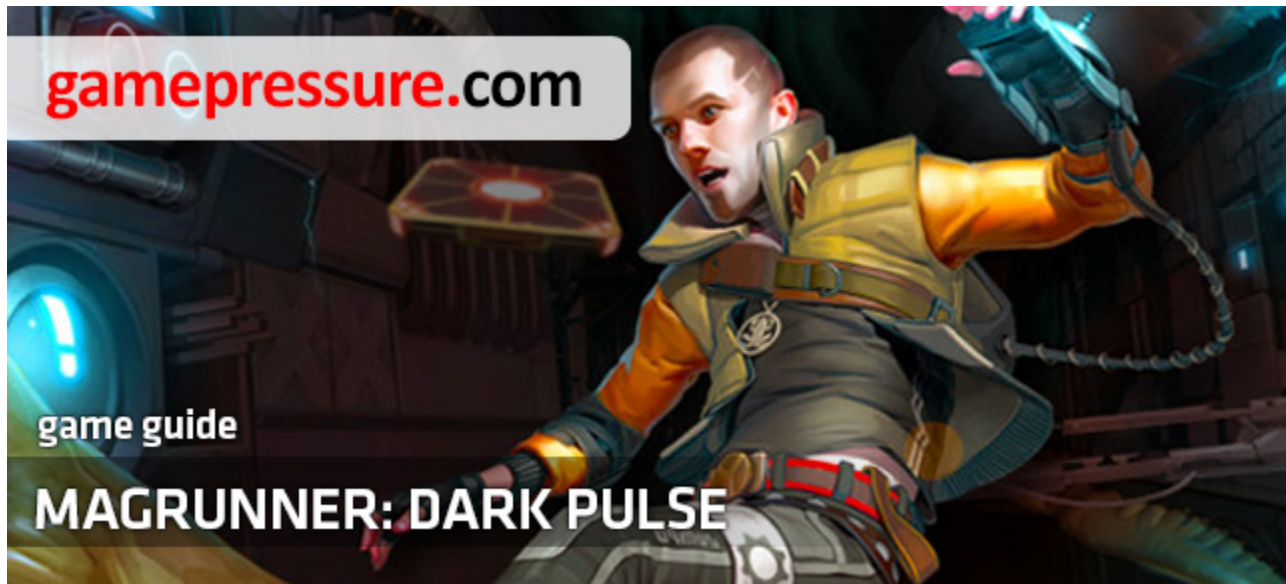
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Magrunner: Dark Pulse Game Guide



Guide to the *Magrunner: Dark Pulse* contains all information required for the game completion, **including detailed description of every level walkthrough, game mechanics, all available modules and full list of achievements**. All riddles are explained and illustrated, what should make completing this game easier.

Guide to the *Magrunner: Dark Pulse* contains:

- detailed and richly illustrated walkthrough of all levels
- detailed description of all riddles
- presentation of game mechanics and all in-game modules
- list of all in-game achievements

In this guide you can find two color distinctions. They are fully optional and conventional, as the game doesn't require using any given charge in the particular situation, and You, as a Player, can change colors in any time. Colors are presented to be in accordance with the screens. So, **green** color stands for green in-game charge and **brown** for the red one.

Patryk "Irtan" Grochala (www.gry-online.pl)

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MAGRUNNER DARK PULSE

UNOFFICIAL VIDEO GAME GUIDE AND WALKTHROUGH



Controls

PC



Moving



Firing the red charge



Firing the green charge



Pick up items/Interaction



Jump



Magnetic Field



Zoom

Game Mechanics

Introduction

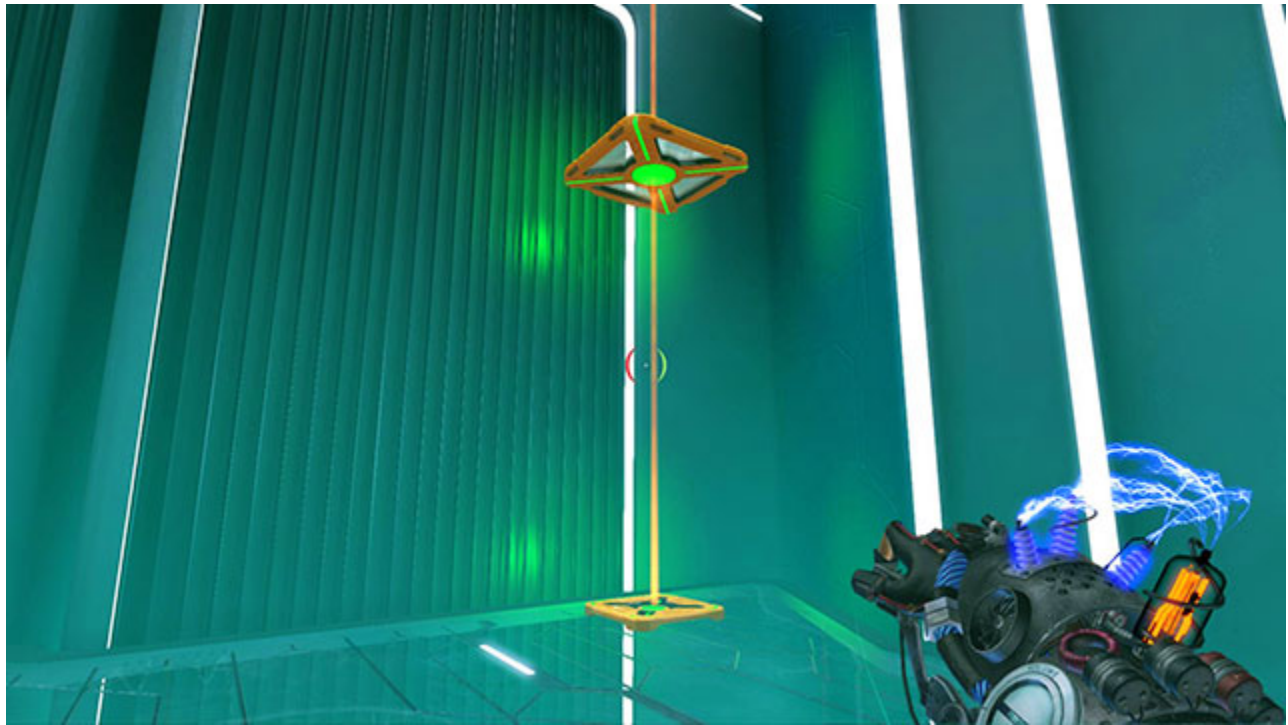


Red charges

Game mechanics is really simple in the theory. All bases on two types of magnetic charges: **red** and **green** (or red and blue, it depends on set settings). **On the contrary to the known positive/negative charges, where the two different charges attract itself and two identical push away here it works in the other way round. Charges which have the same color attract itself while the different colors push away.**

Every module has a particular charge, which creates smaller or bigger magnetic field. **Two charged items may affect each other only when they are in the range of their magnetic fields.** Magnetic fields of all items on the particular level can be seen by pressing **F** key. It's very important, especially in the further parts of the game.

Modules



Moving platform

In all game you meet so called **Modules**. Most of them contains of riddles. Those are also the only itmes which charges can be changed in any random way and some also help you fight enemies.

Below you can find a list of all in-game modules with the description.

Cube – Standard, cube-shaped module. It's multifunctional. It can be attracted by bigger objects, shot from the catapult or be used as a transport. You can move it freely and rework for smaller cubes.

Mini Cube – Very similar to the standard cube but with smaller magnetic field and mass. It can be obtained from the yellow cube. You can jump during transporting it.

Explosive Cube – The only module, which can be very dangerous for the environment. When it shakes a little, it may cause an explosion. Very useful for destroying objects and hostile lifeforms.

Magnetic Field Module – This module, attached to some surface, is a immobile "container" of magnetic field. Useful in combination with mobile modules.

Platform – Another very common module. It works perfectly for transporting people and smaller modules. It makes its own magnetic field and has, usually, a Magnetic Engine. It moves through vertical, horizontal, circle and arc rays.

Magnetic Engine – It creates a cylindric magnetic field with a long range. It's usually used in platforms and as a horizontal launcher.

Cube Holder – It's a module with taken-off core. You can activate it by placing a normal or small cube inside. It works similarly to the Magnetic Engine.

Mod Cube – The biggest module. It has six separated parts, which are supported by the magnetic field. You can charge two opposite charges, what makes them push away and opens the module. Charged walls create cylindric magnetic field.

Cube Respawner – It regains yellow or exploding cubes. You just need to press a particular button on the control panel to summon a new cube.

Newton – A group of nanobots, which has a form of mechanical dog. It's the only one module which can be launched by the MagGlove. It can be set up on almost every surface and it creates a medium sized magnetic field.

Jumper/Catapult – This module fires out an item with an opposite pole. Route of flight has a shape of arc in the most cases. Very useful as a transport source (yellow cube) or improvised weapon (explosive cube).

Generator – One of modules which can't be charged. Active generator makes a force field similar to the orb. It can be deactivate, by making it touch the smaller object, like a yellow cube. They are used mostly for barriers.

Transforming module – This module appears only few times. It's built into wall and its charge cannot be changed. It can change the small cube into big and big into small.

Magnetic Gate – They work similarly to door, but they may be charged. You can open it, by charging the both half with different charges and close by charging with the same. They are rather efficient blockade.

Walkthrough - Act I

Introductory Cube



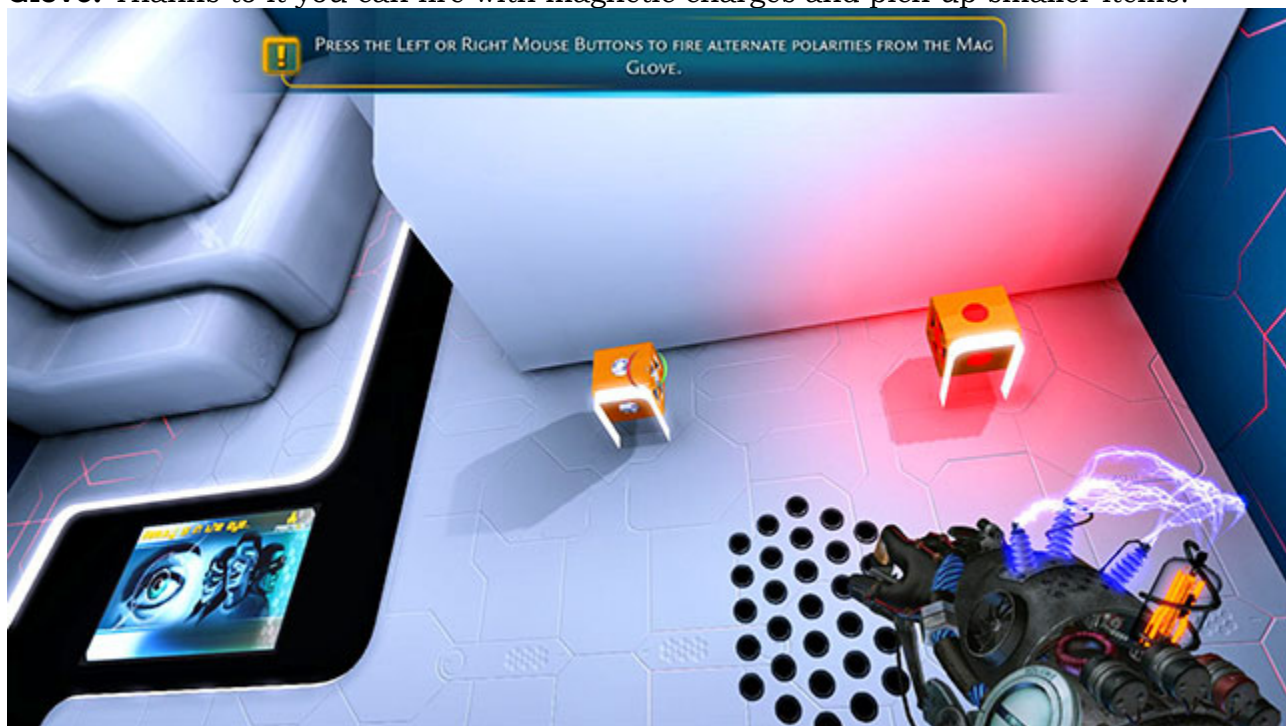
The first view

You start in the elevator. There is not so much to do besides jumping and watching holographic projections which serve as an introduction.



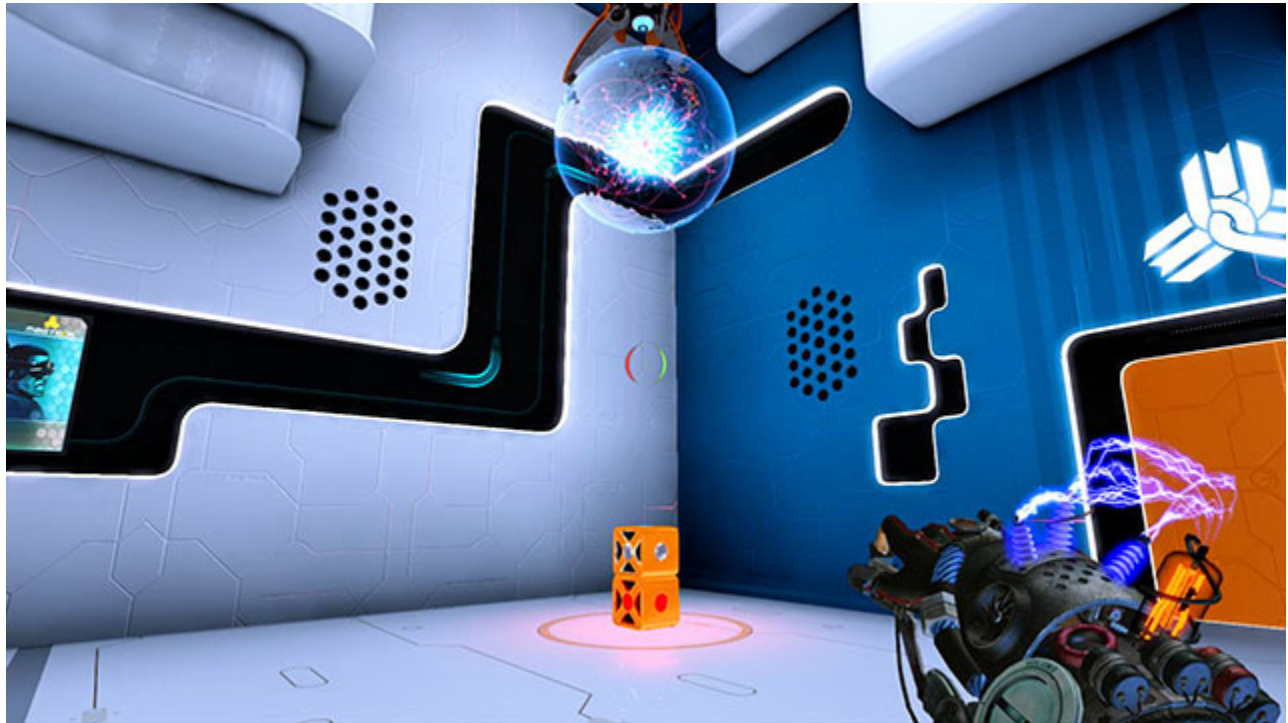
First level and first riddle

After a few minutes and one loading screen, you get to the proper part of the game – the first logic riddle. The tool which appears in the right bottom corner of the screen is called **Mag Glove**. Thanks to it you can fire with magnetic charges and pick up smaller items.



You can attract cubes with the same colors

First level is very easy. First, take off two cubes from the ceiling. You can do it by firing, respectively, **red** and **green** charge by pressing LMB and RMB.



Then pick up cubes **(E)** and place them one on the other, under the generator. Fire a **red** charge at the bottom one and **green** at the top one, sending them into air and destroying generator. After that go through the door which leads to the next level.

On this level you find one of the funniest modules, which allows you to be fired out into the air.



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Make sure you're standing in the middle of the cube

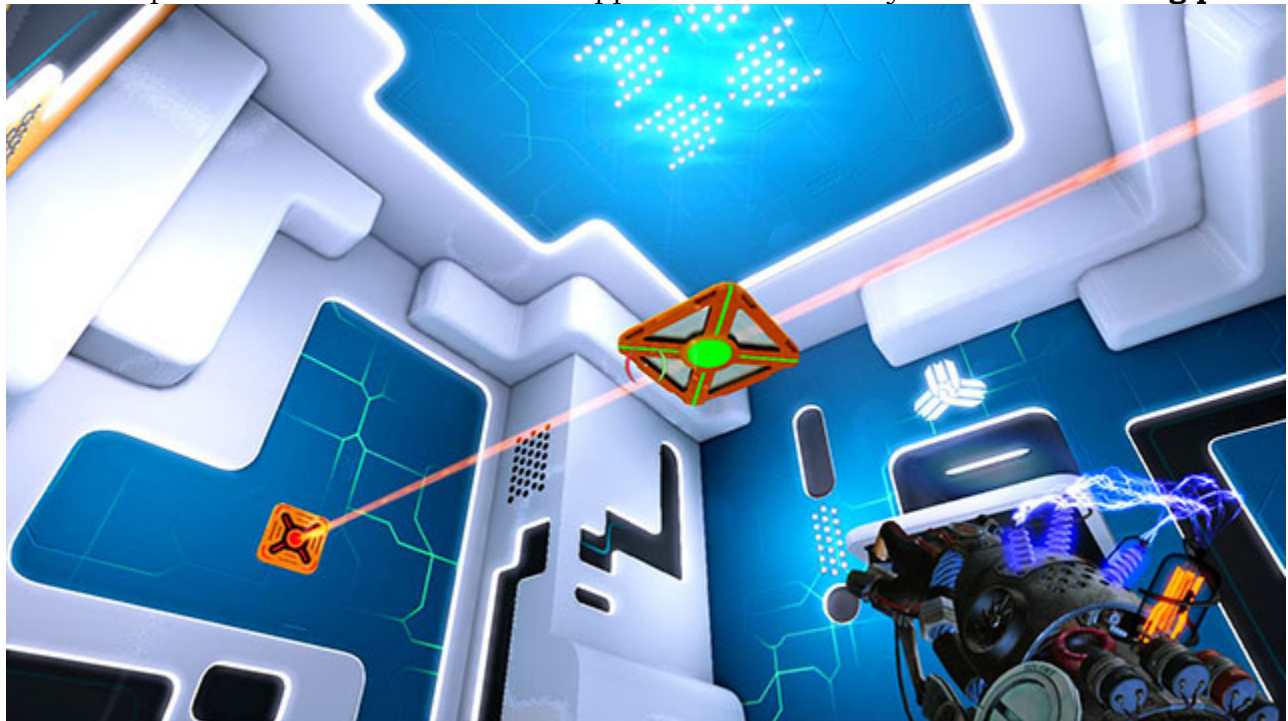
Jump onto the cube and fire a **green** charge on it. Don't move – in a moment, you should be transferred on the platform with exit door.

Introductory Platform



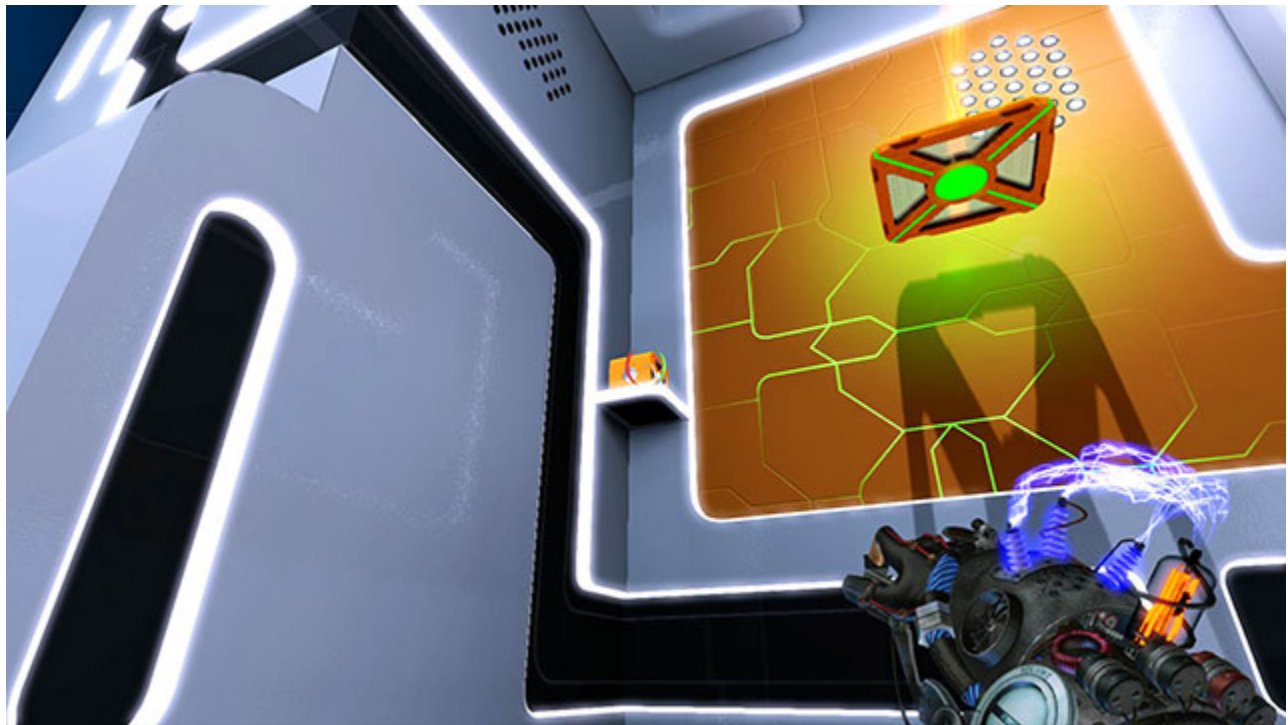
Say hello to new friends

This level presents a module which will appear in almost every section – a **moving platform**.



Wall module propels platforms

Your task is to take a cube which is on the shelf on the other side of the room. Begin from charging the module, which drives the platform, with **red**, and the platform itself with **green**.



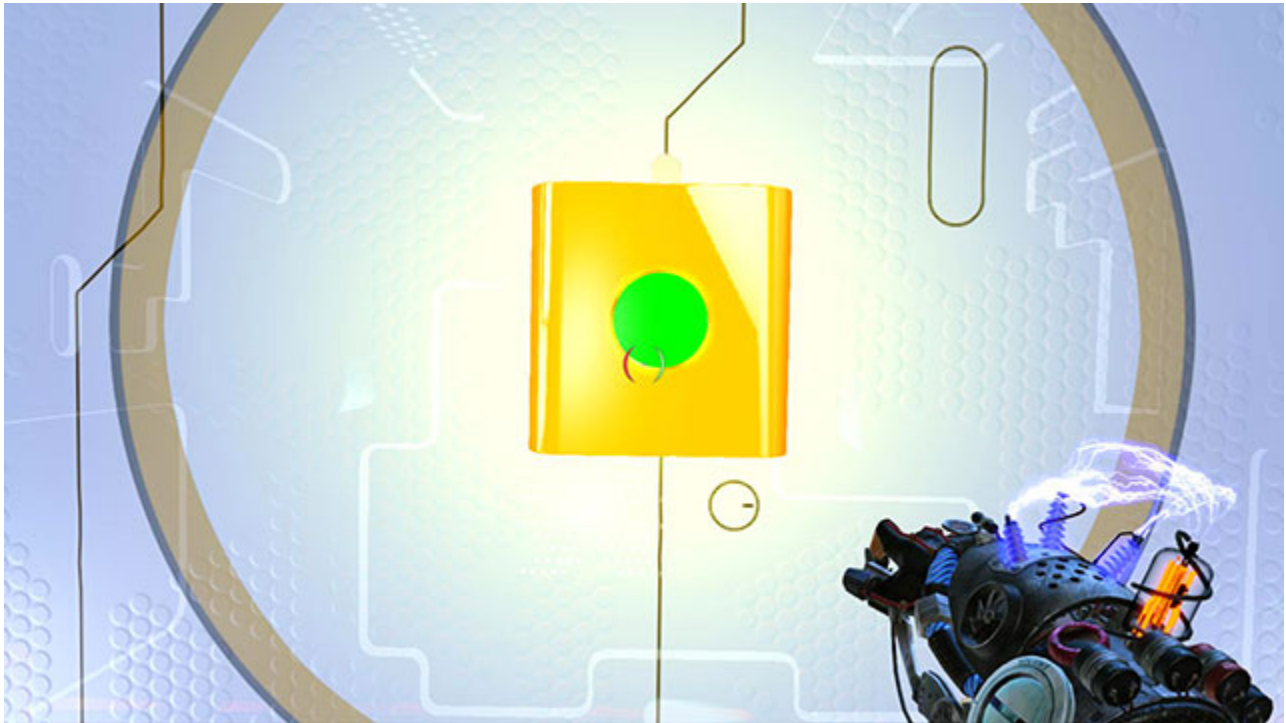
You can't jump there...

When platform stops on the orange wall, fire **green** at the cube, what moves it to the platform. Then charge platform with **red** and rise the cube.



Cubes don't have to be in the middle, but they should

Place two cubes, on the another, in the middle of circle on the floor and fire **red** at the bottom one.



Wait for the good moment

Jump onto a top cube, charge it with **green** and, when you get a proper altitude, jump onto a platform. Go through door to the next level.

Intermediate Cube

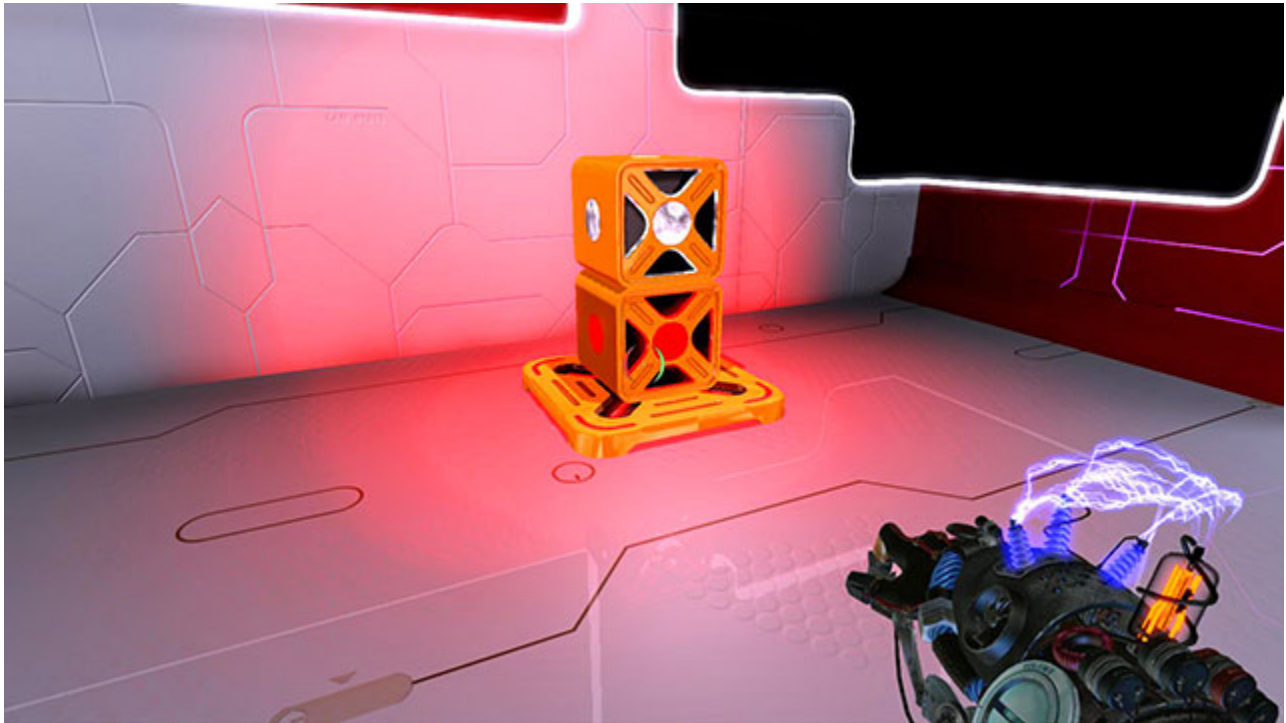


Unfortunately, a thick glass separates you from the generator

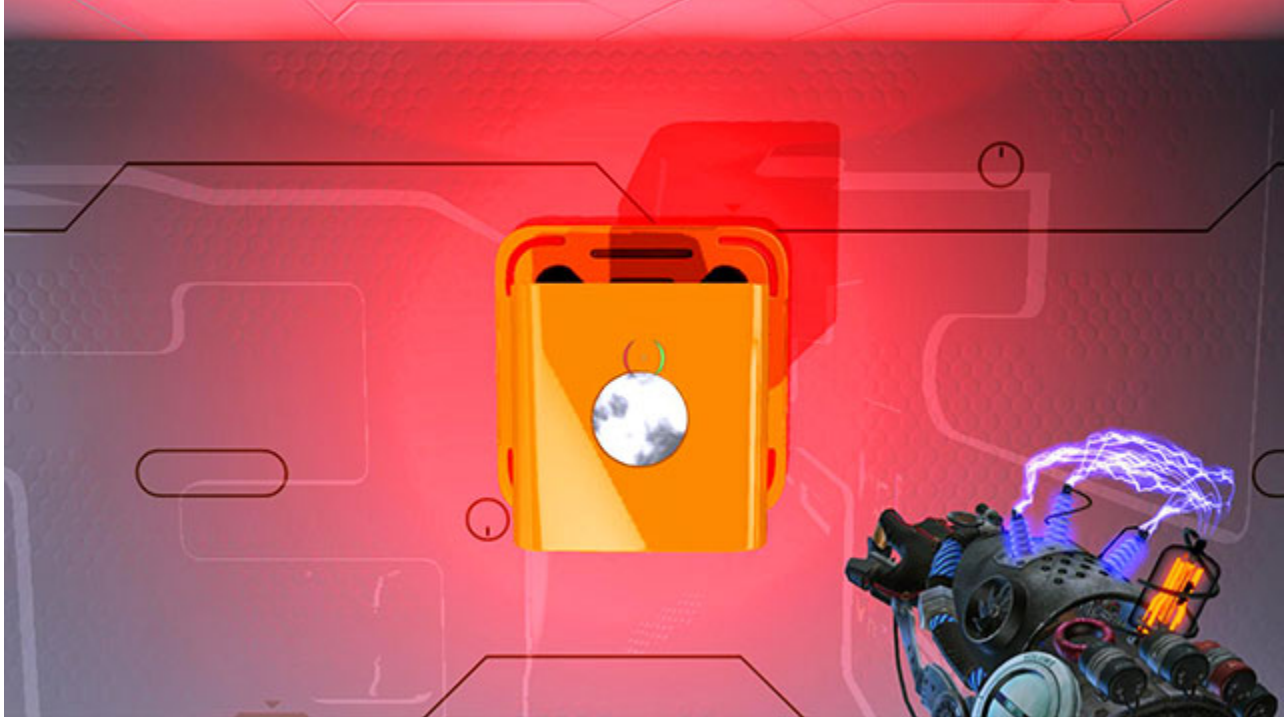
You begin in the corridor with generator behind the pane. Move forward, turn left and jump down. Falls doesn't hurt you, until you don't fall into abyss.



Move forward until you get to the room shown on the screen above.



Pick up cubes and put them on a module (screen). Charge module and first cube with **red**.



Don't mix up charges

Jump onto cubes and charge the other one with **green**. Wait until it rises and then jump to the room in front of you.



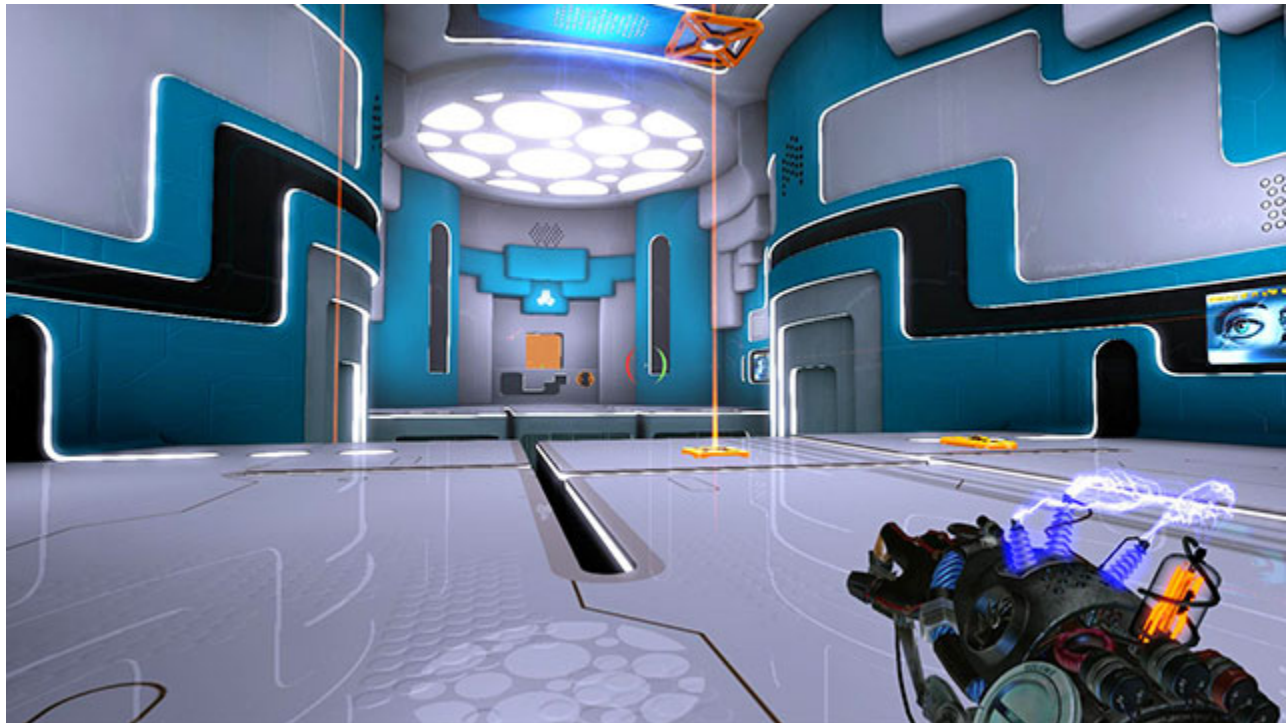
Your target

Pick up cube and jump down.

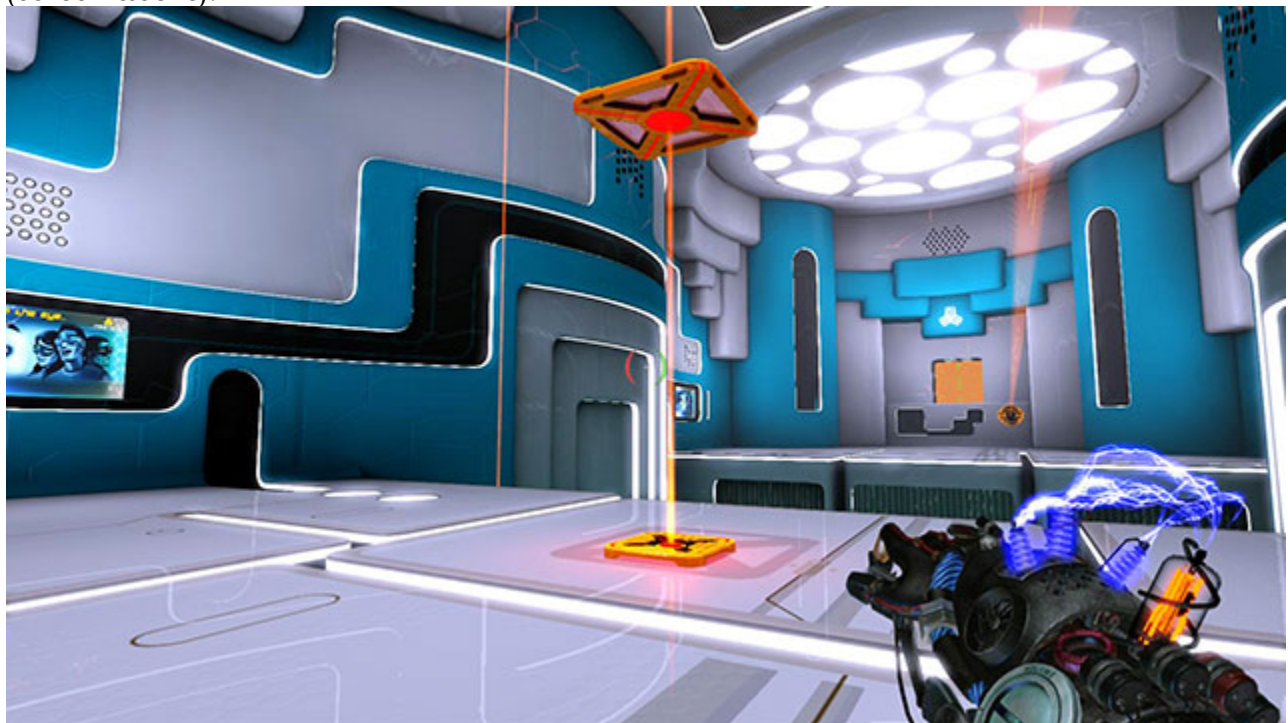


Place three cubes (screen above) and then fire **red** at two bottom and **green** at the top one. Wait until door opens and move on.

Introductory Integration

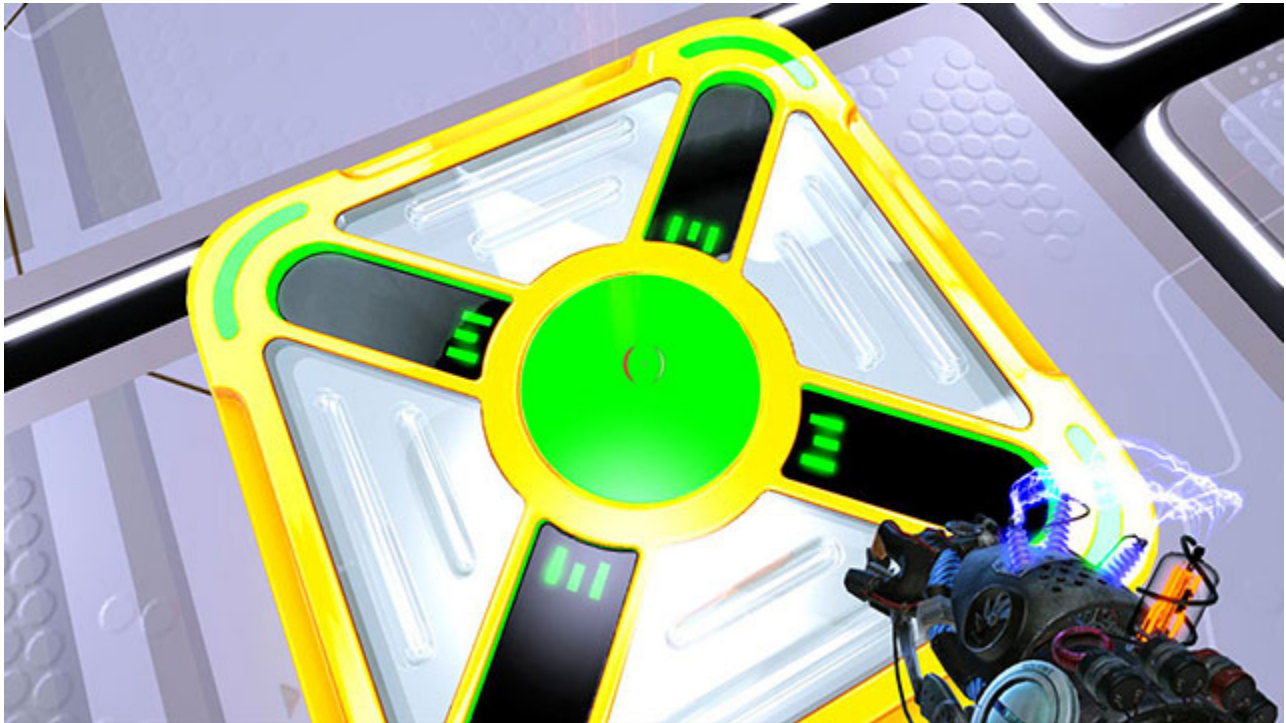


After a small failure of current, approach the magnetic engine of vertical moving platform (screen above).



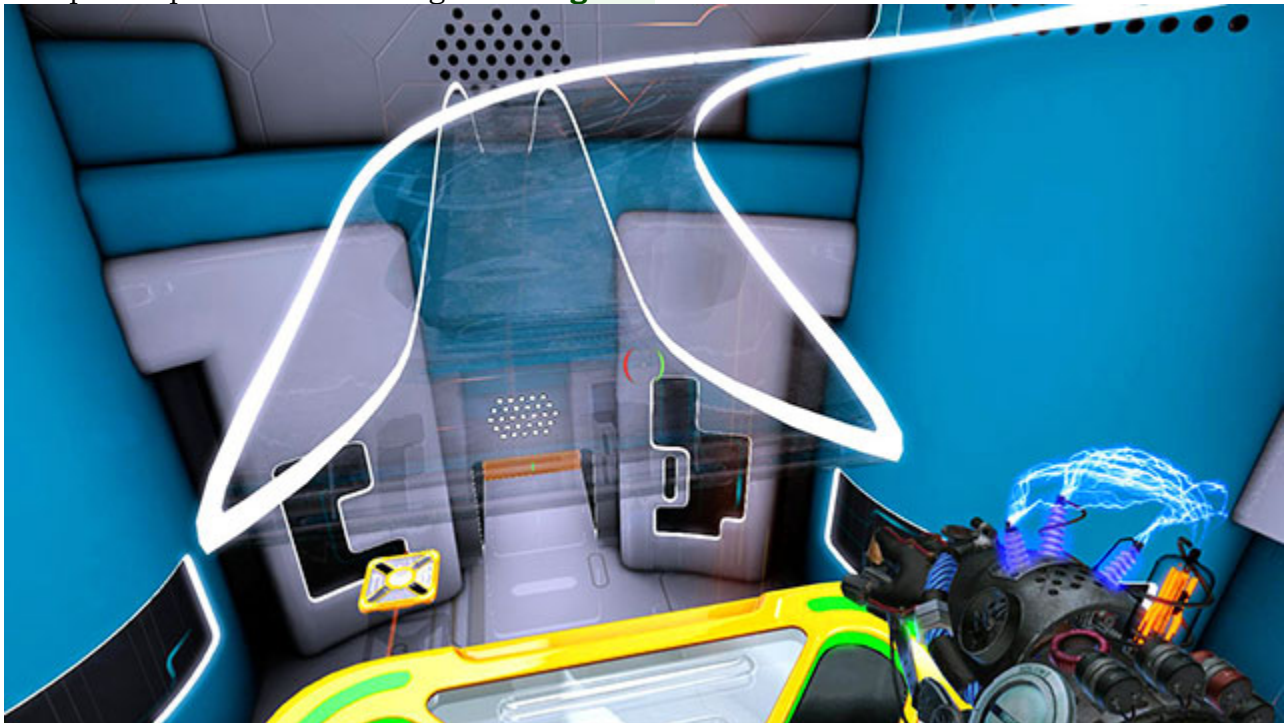
Vertical platform

Charge module and moving platform with **red**. Wait until it goes down.



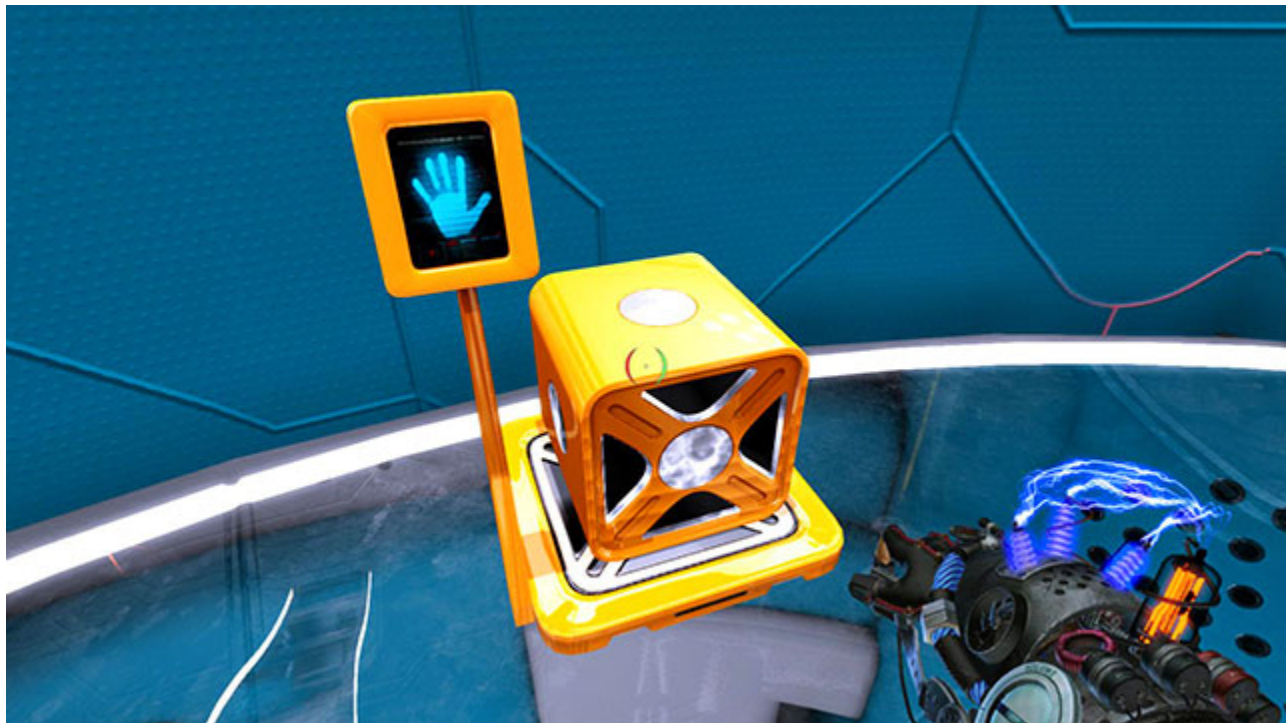
Works like elevator

Jump onto platform and charge it with **green**.



Turn right

When platform stops, jump onto a glass floor and follow the path.



This module saves you against loading screens

At the very top, you find a module which respawns cubes. If you lose a cube in any way, you can regain it in those things by pressing **(E)**. Take cube and jump down.

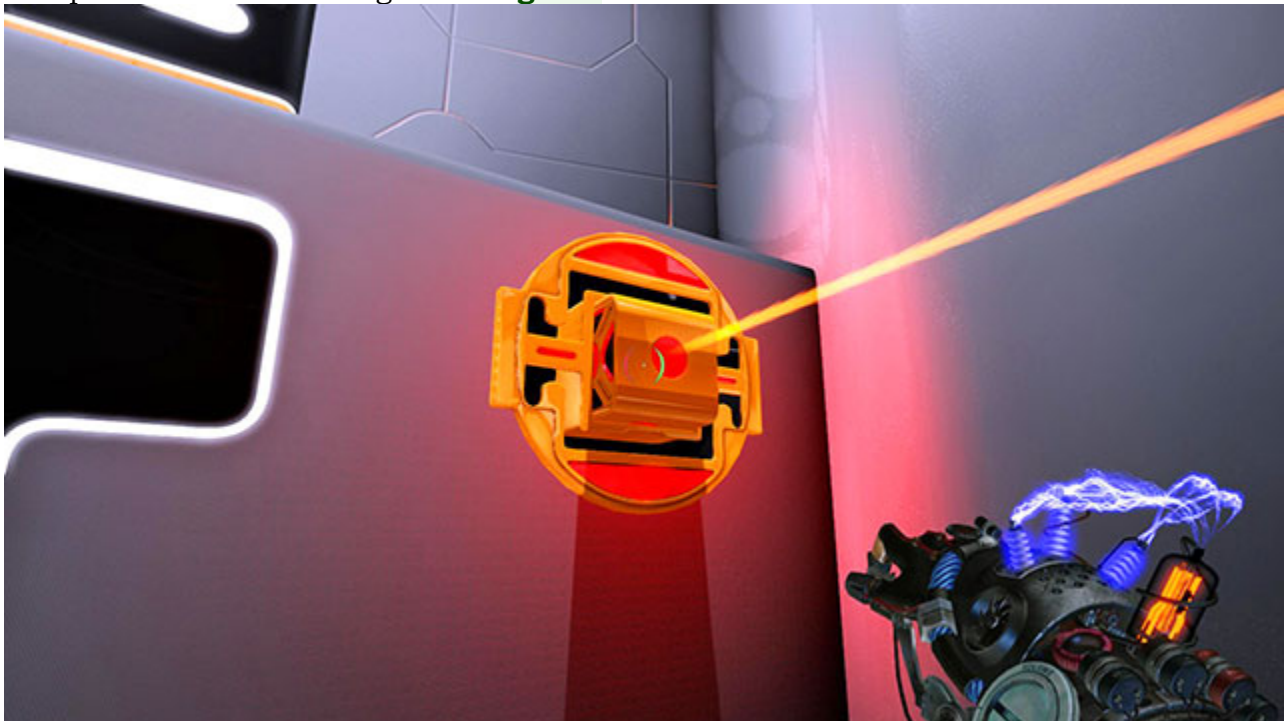


Place cube on the launcher (screen). Fire **red** at platform.

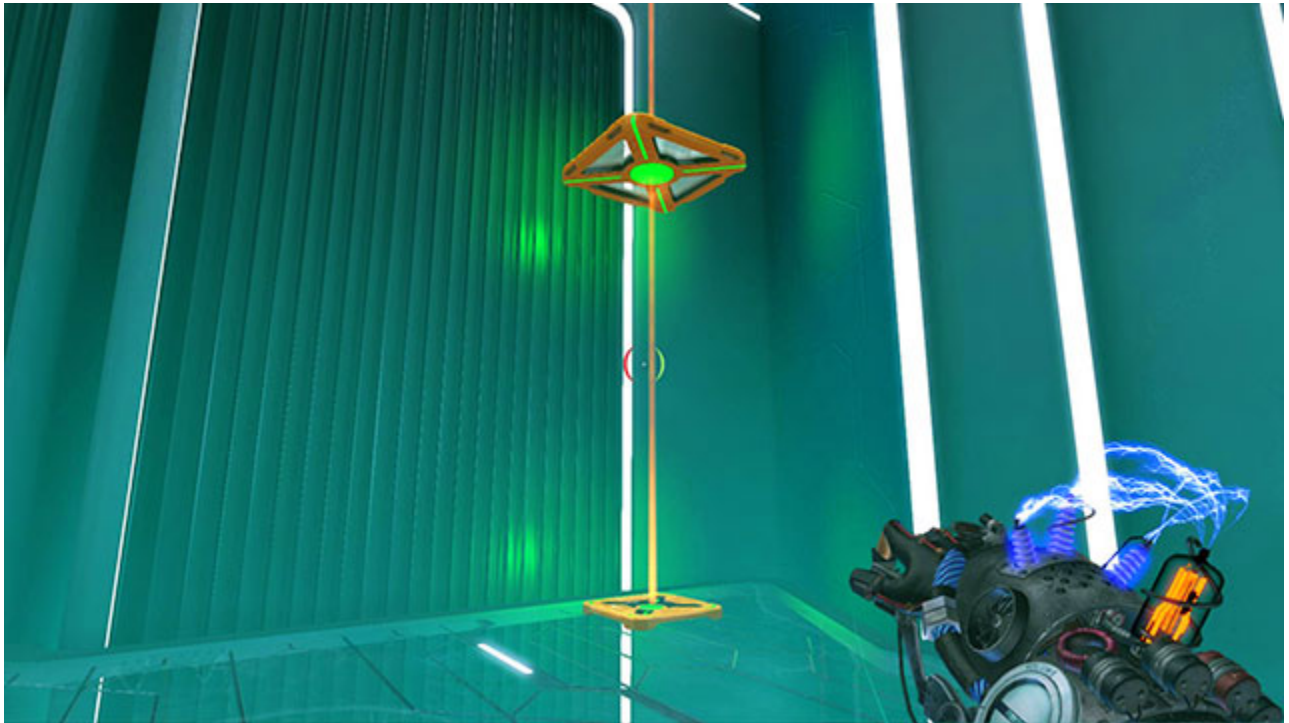


Fly steady

Jump onto cube and charge it with **green**.



When you get on the other side, pick up cube which helped you get there and then put it into a module (screen above). Charge module with **red**. Turn around about 180 degrees and jump down.



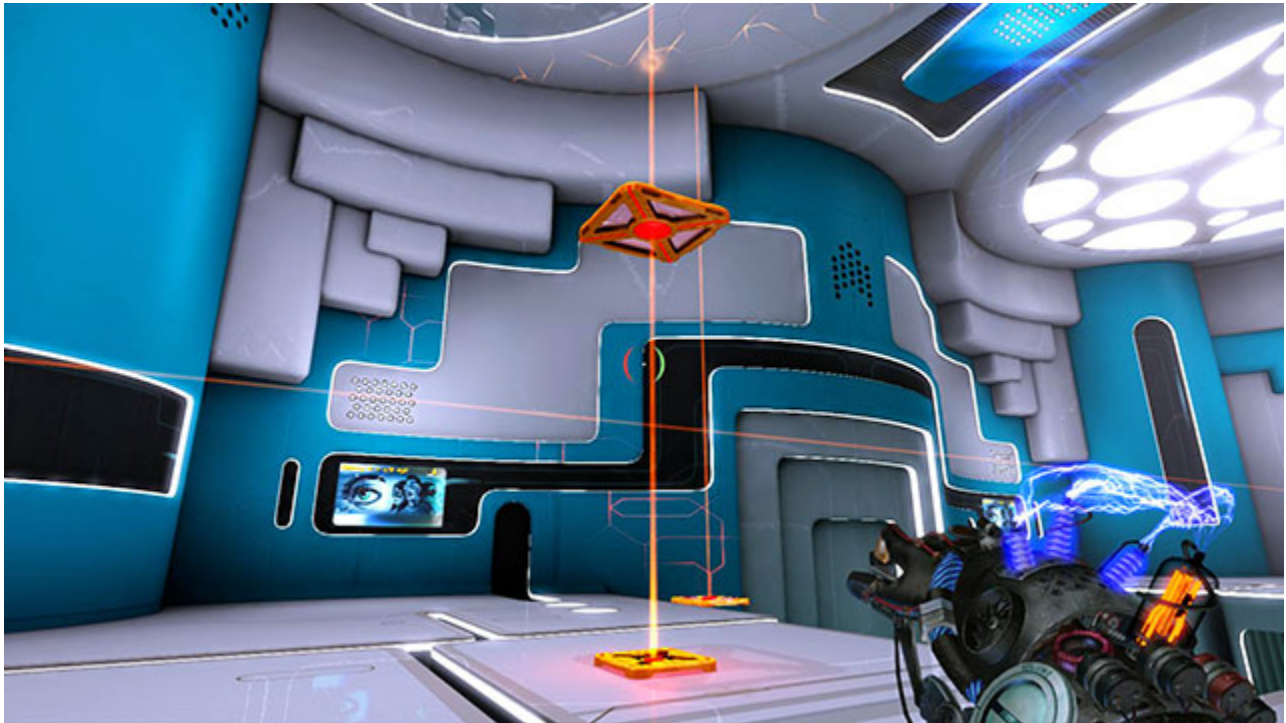
Way back

Approach the moving platform in the right bottom corner of room and charge both platform and module with **green**.



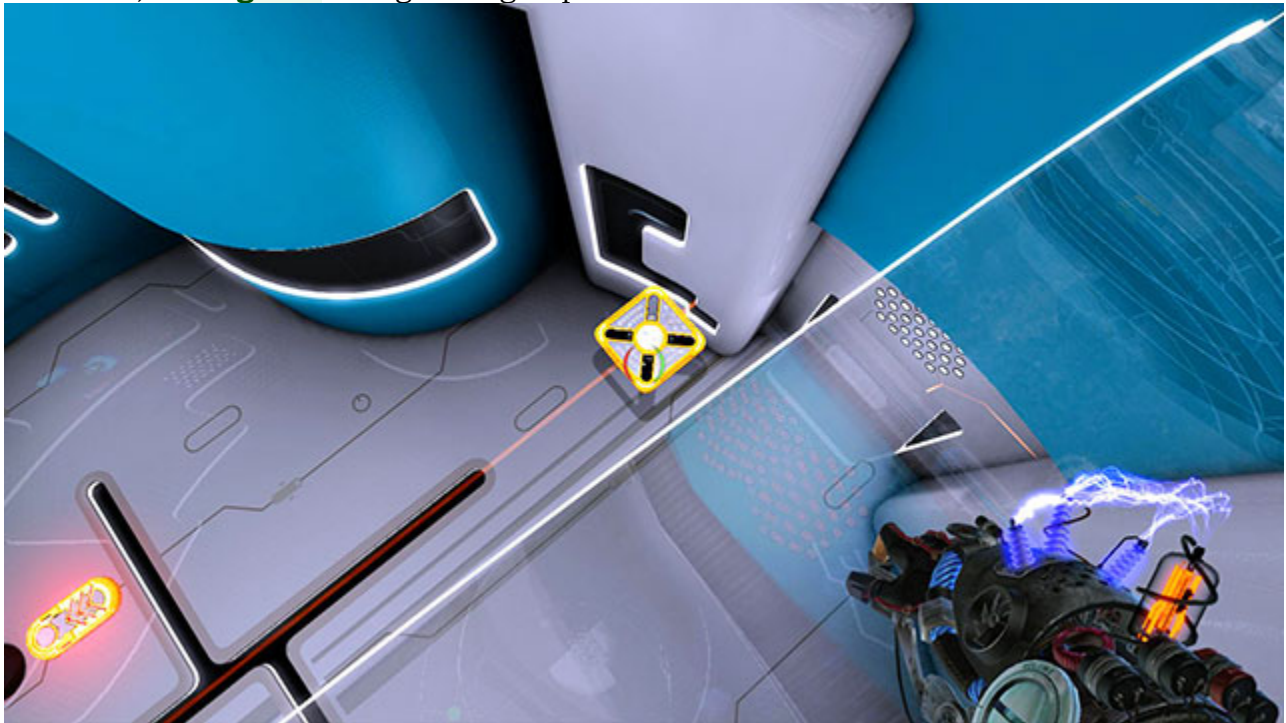
Another elevator

Wait until platform descends, jump on it and then charge it with **red**.

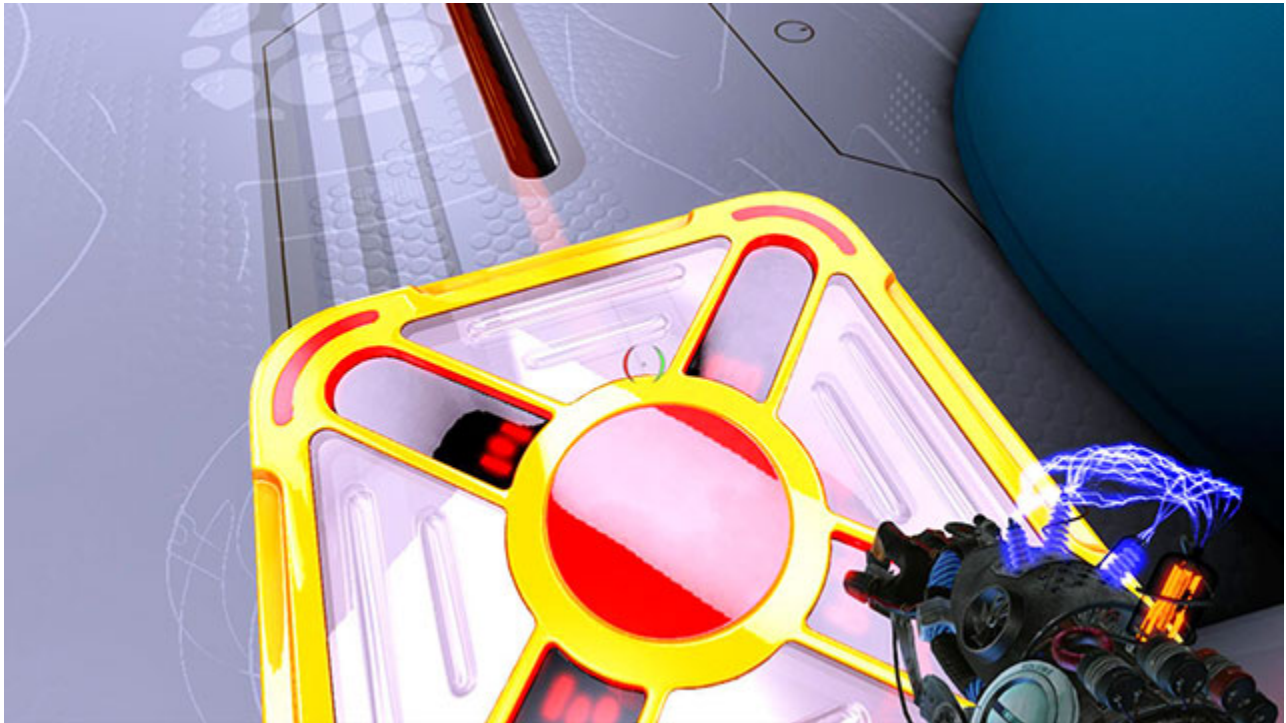


Press F to see how propel module works

When you get up, approach the platform and charge it with **red** Jump on it when it descends, fire a **green** charge and go up.



Go forward to the very wall. Look down. You should see a platform (screen above). Jump onto it.



Don't fall

When you land, change the charge of platform on **red** and wait until it gets to the end of route.



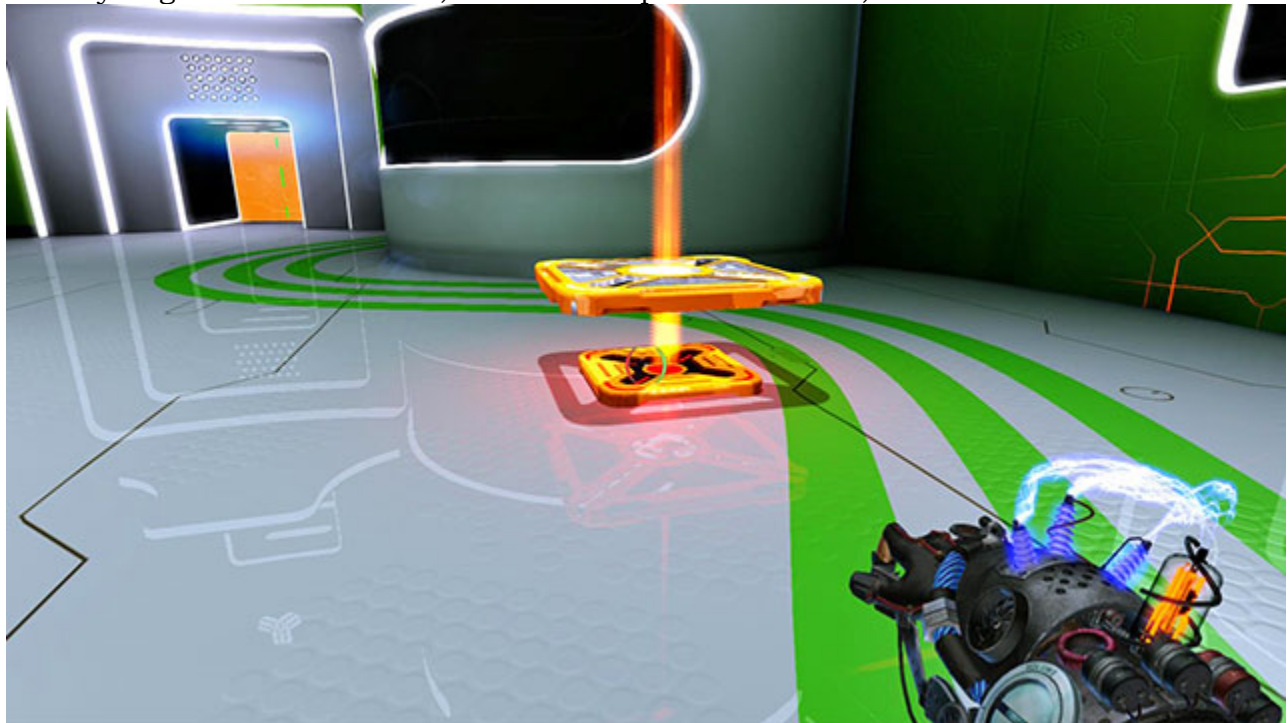
End of route

When it stops, jump on the ground in front of you and then go through open door.

Intermediate Platform

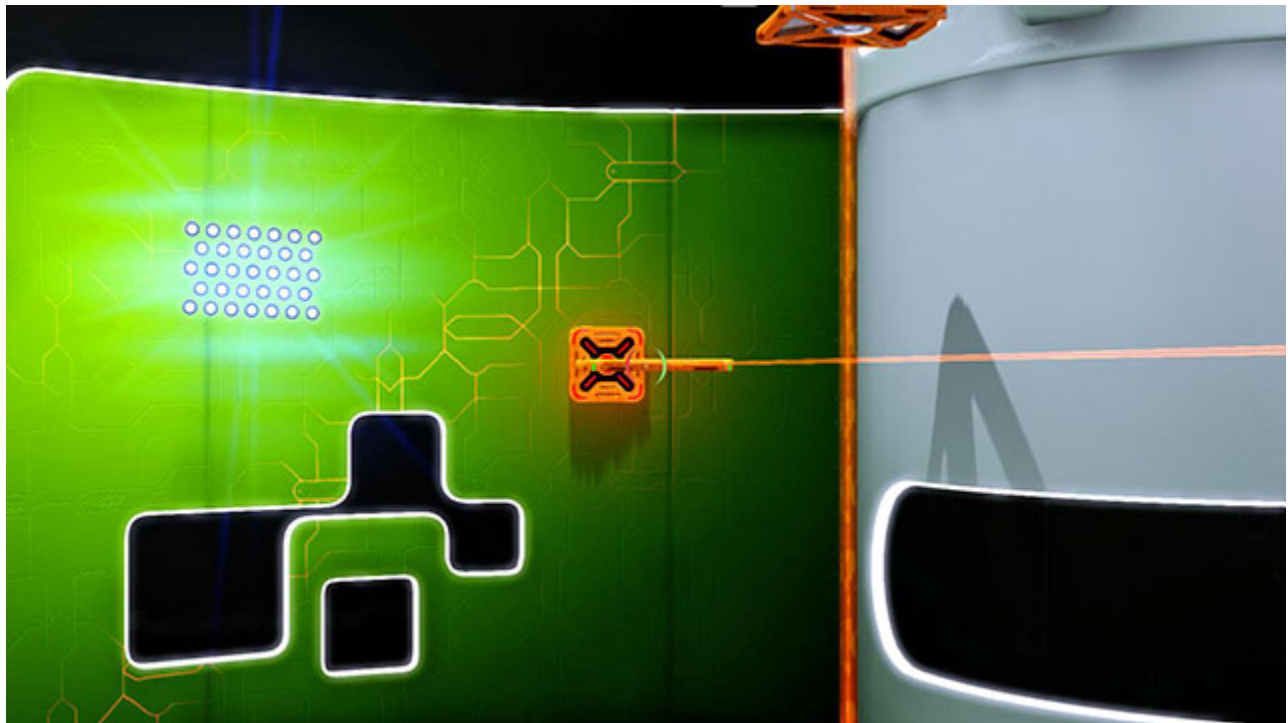


When you get to the main hall, head for the platform on left, seen on the screen above.



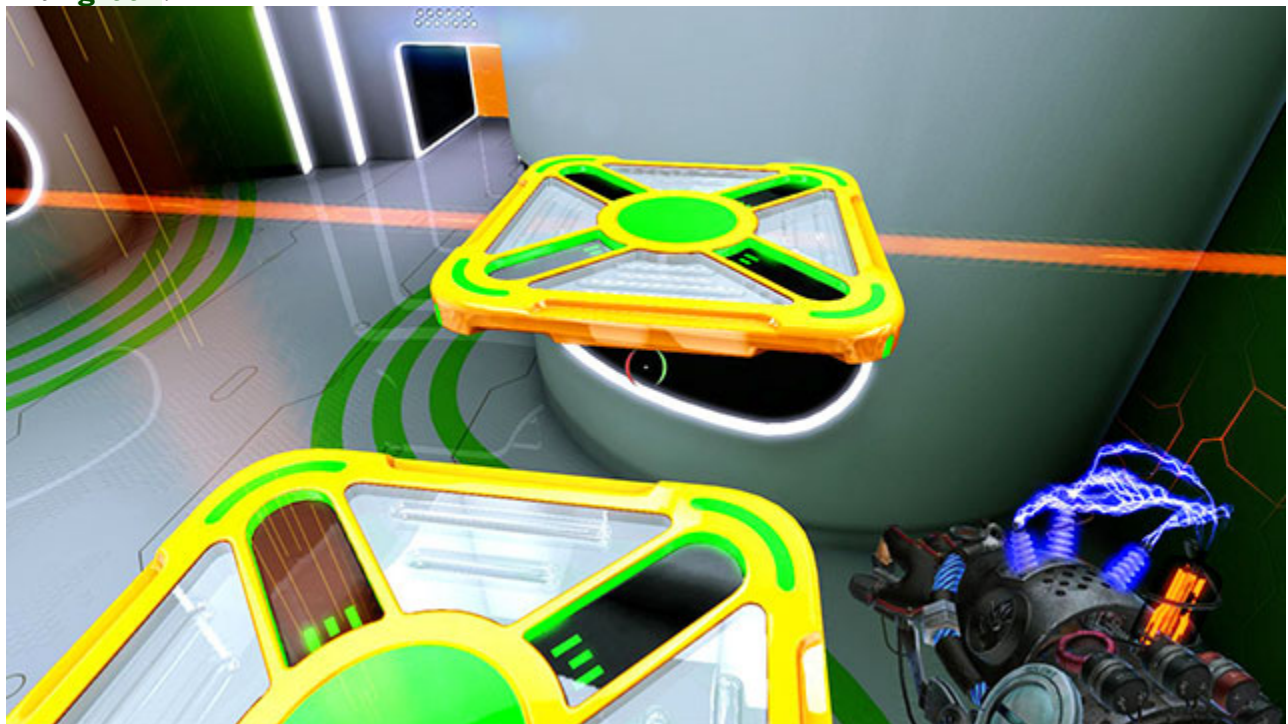
Remember, that you can change colors

Charge module with **red** and do the same with platform. Jump on it and then charge with **green**.



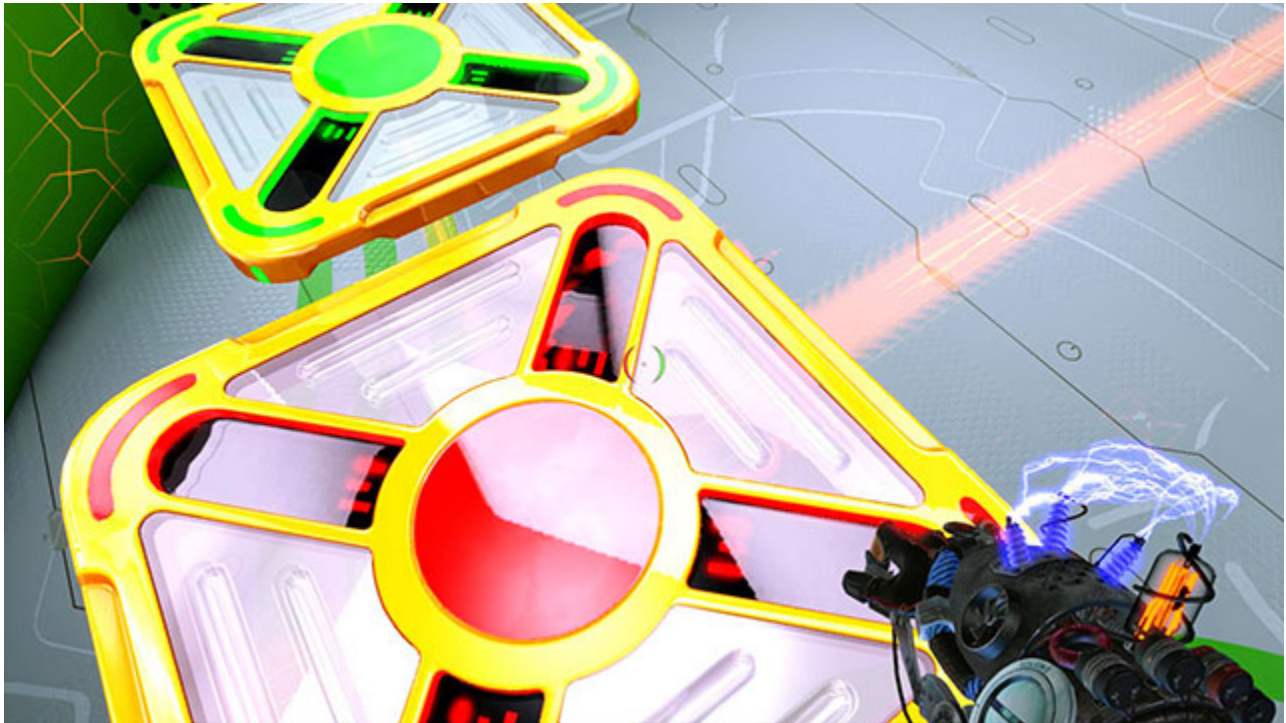
It's hard to hit

When platform stops, aim at engine on the other side of room. If you need help, you can use zoom (**Q**) and hold **LMB** or **RMB** for laser sight. Charge the module with **red** and platform with **green**.



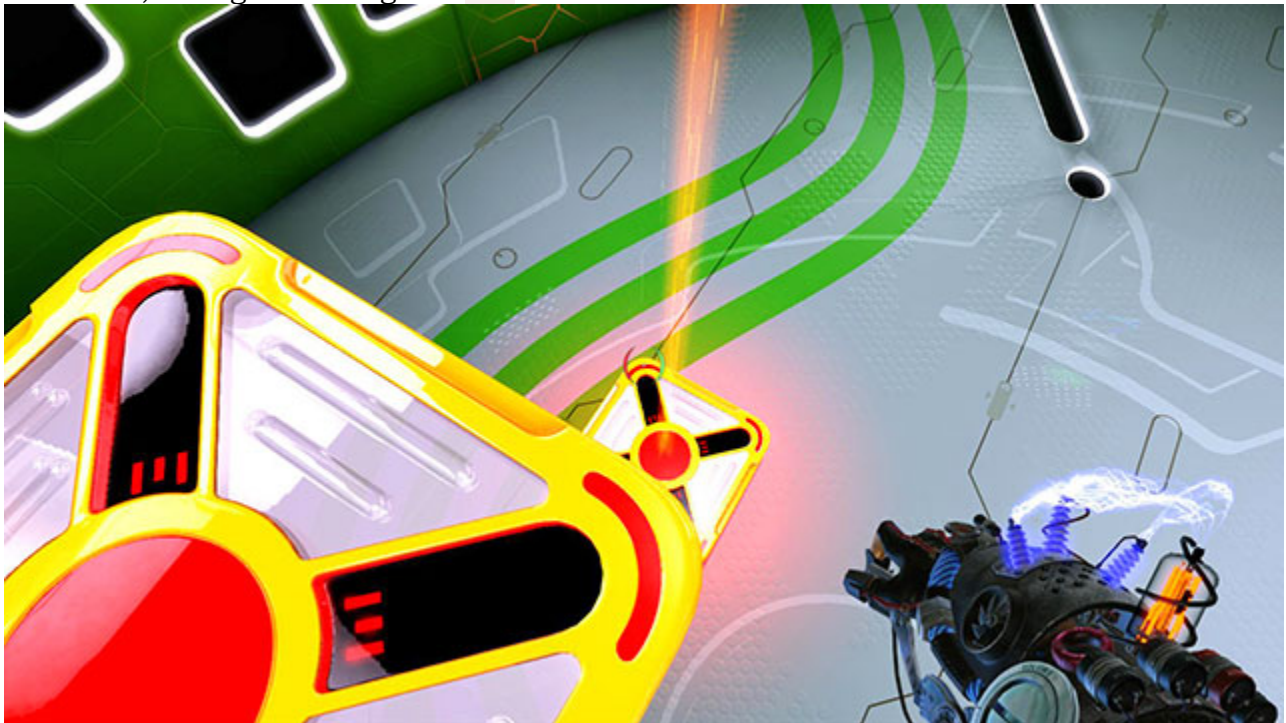
Don't worry about the altitude

Now, when the horizontal platform approaches your platform, you'll be dragged what allows you to jump onto it.



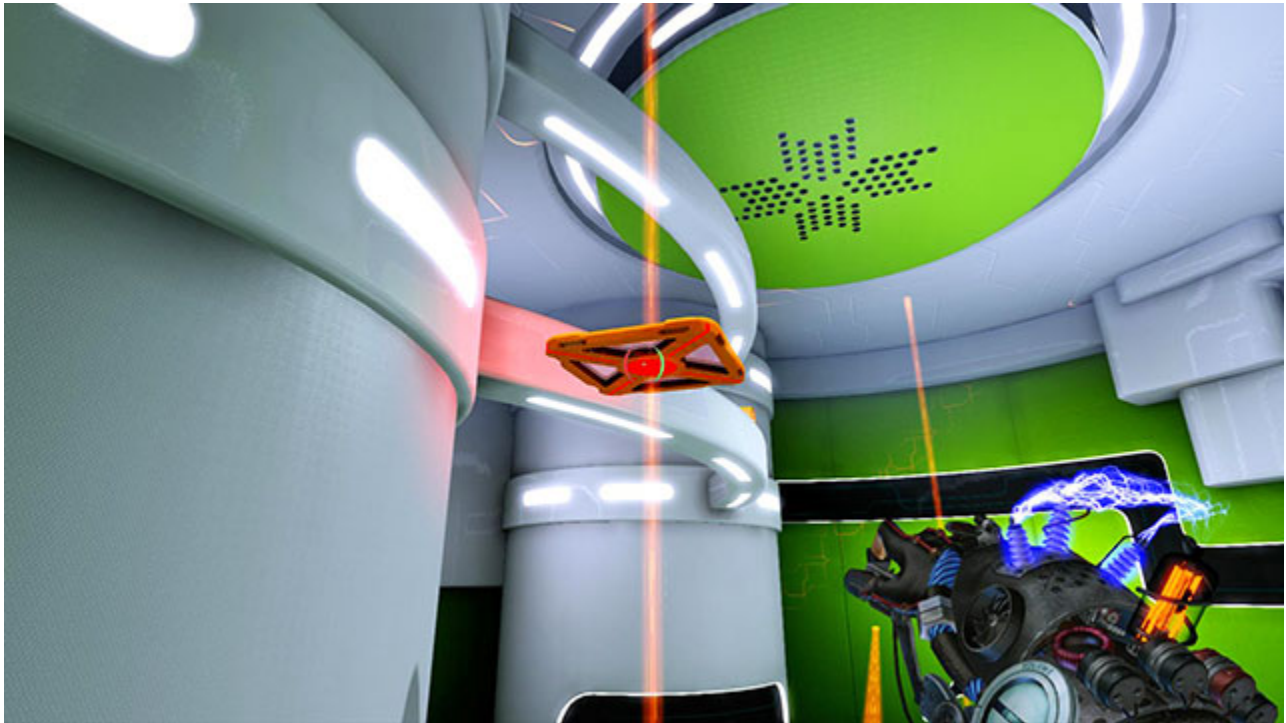
You can also change the charge of propel module

After that, change its charge on **red**.



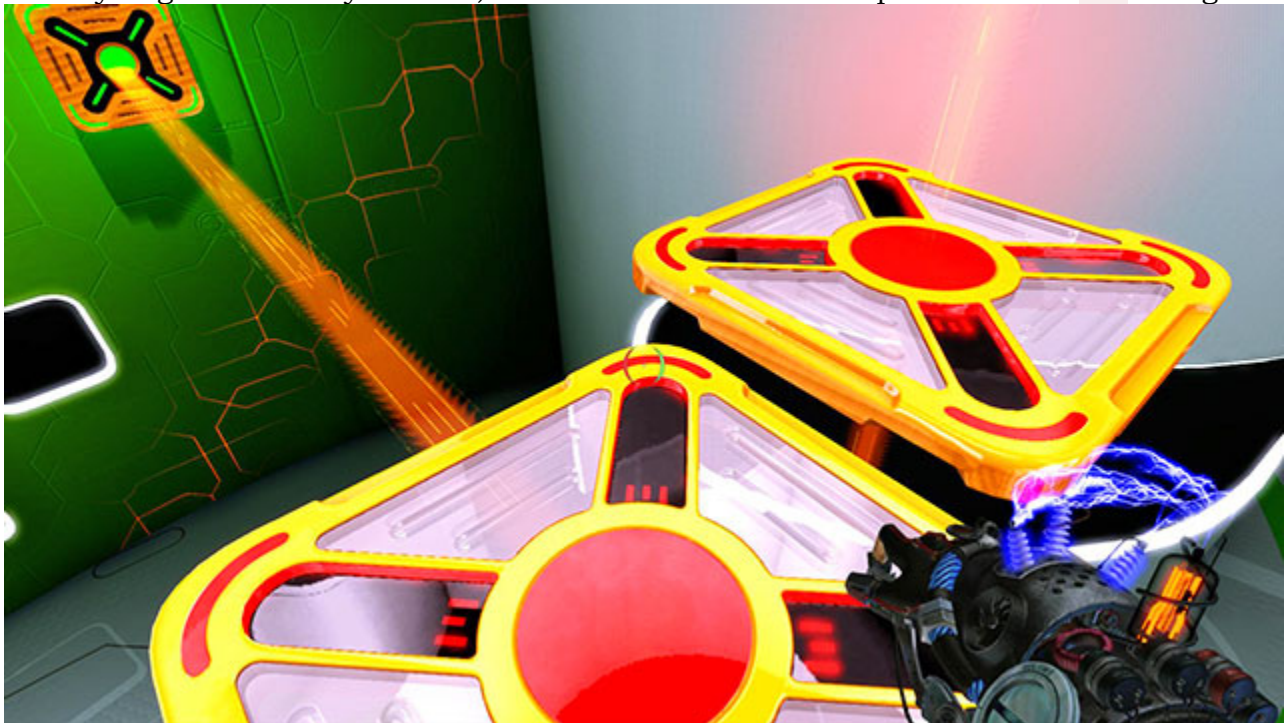
Propel model takes it down

Second platform will push you out, so change its charge on **red**.



You can also do it before you reach an end

When you get to the very module, fire at the third horizontal platform with **red** charge.



Change a charge of propel module of your platform on **green** and then wait until you get to the horizontal platform and pull it closer.

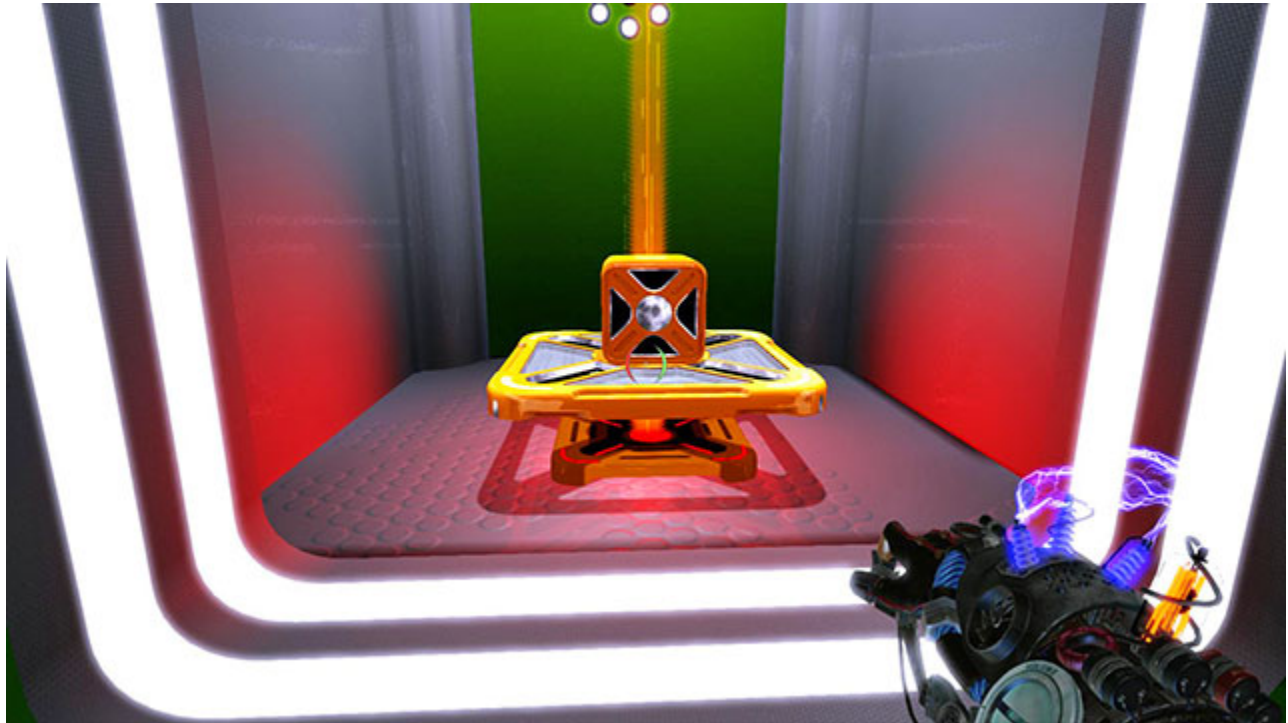


Don't fall

Jump onto this platform and change its charge on **green**.



Wait until you ride up and jump onto a white surface (screen above). Take a cube and then jump down.



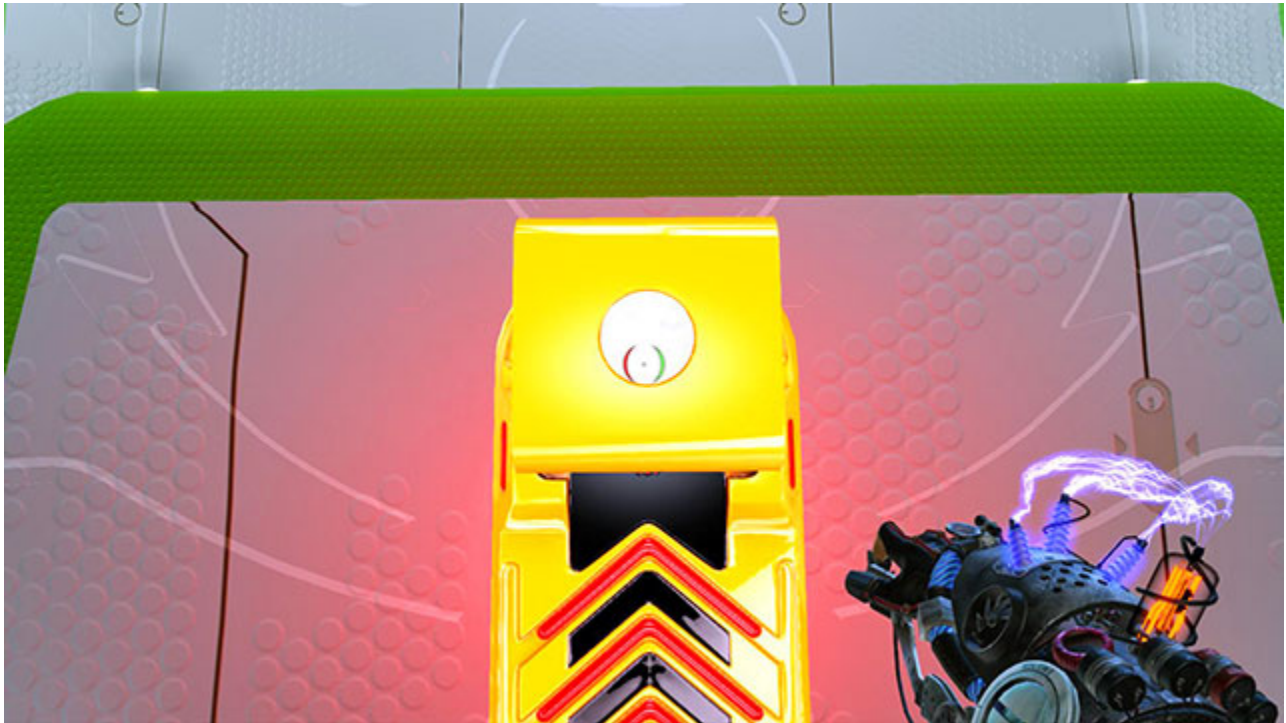
Cube won't take all place

Place it on the horizontal platform which is opposite from the entrance. Charge the modul with **red**, jump onto platform and fire **green** at it.



Prepare to jump

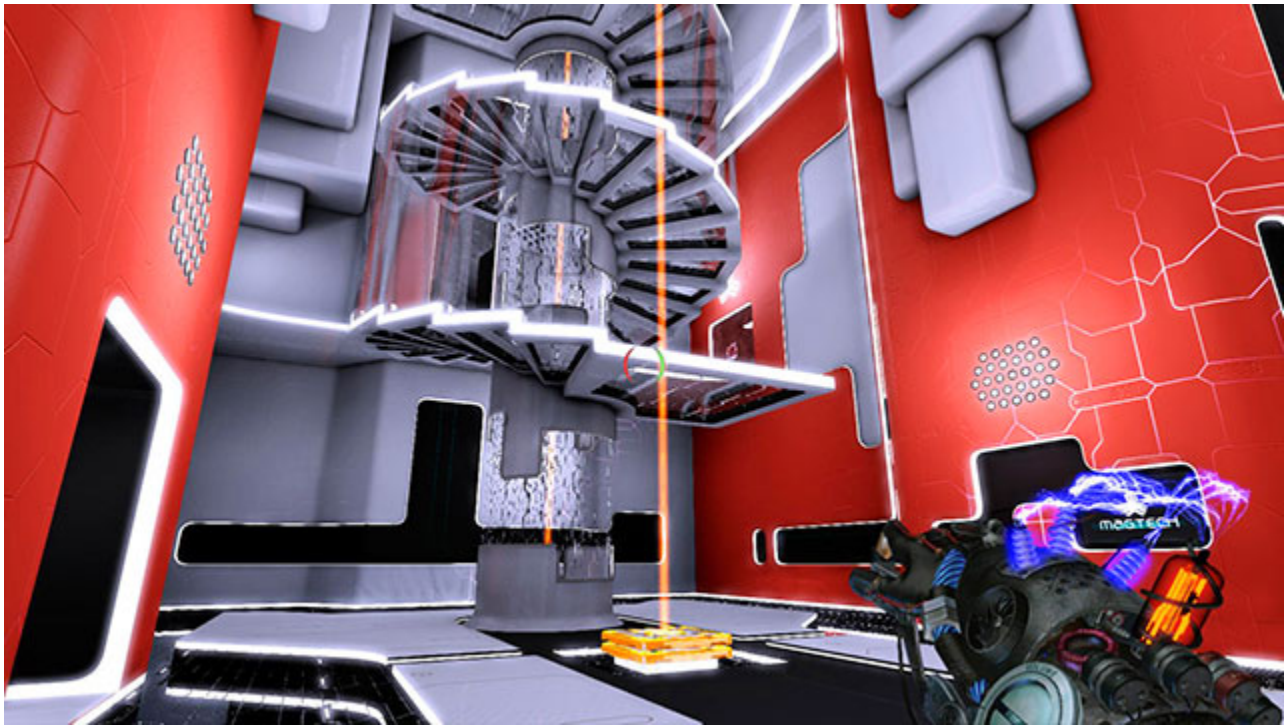
Pick up cube, place it on launcher and charge the module with **red**.



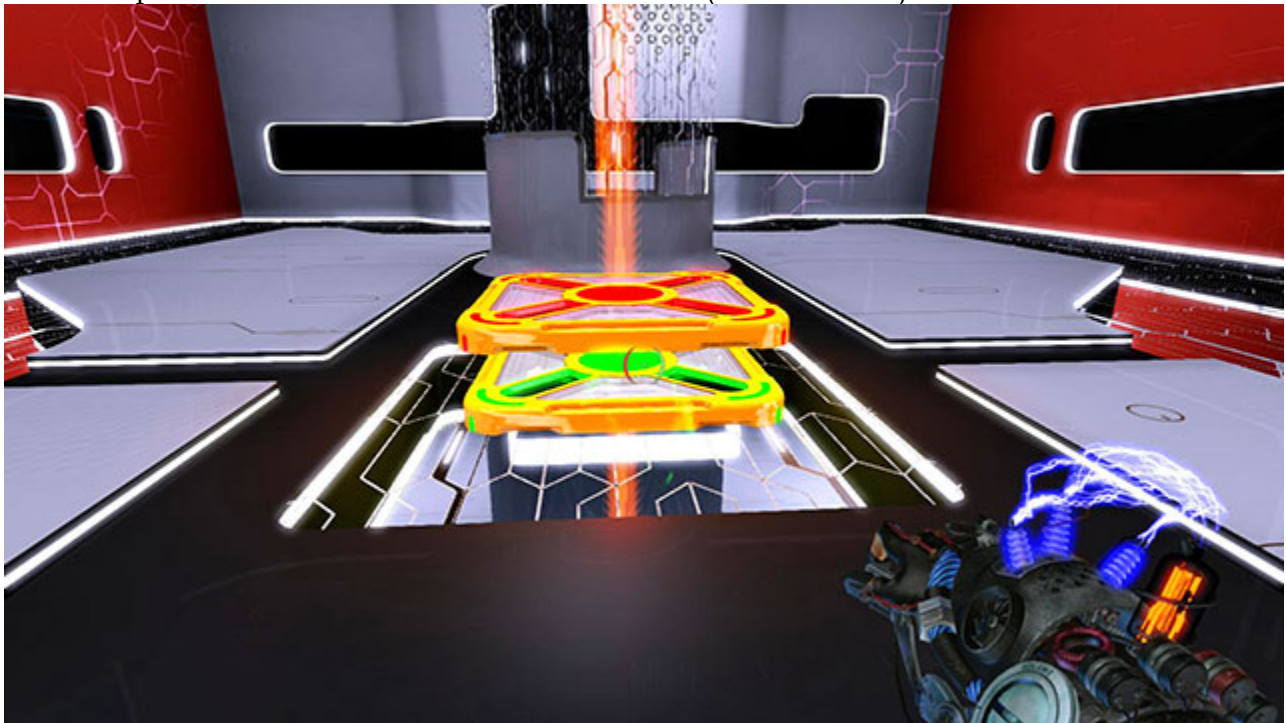
Check if platforms don't block the line of flight

Jump onto cube and fire **green** at it. When you land, go through door to the next level.

Advanced Platform

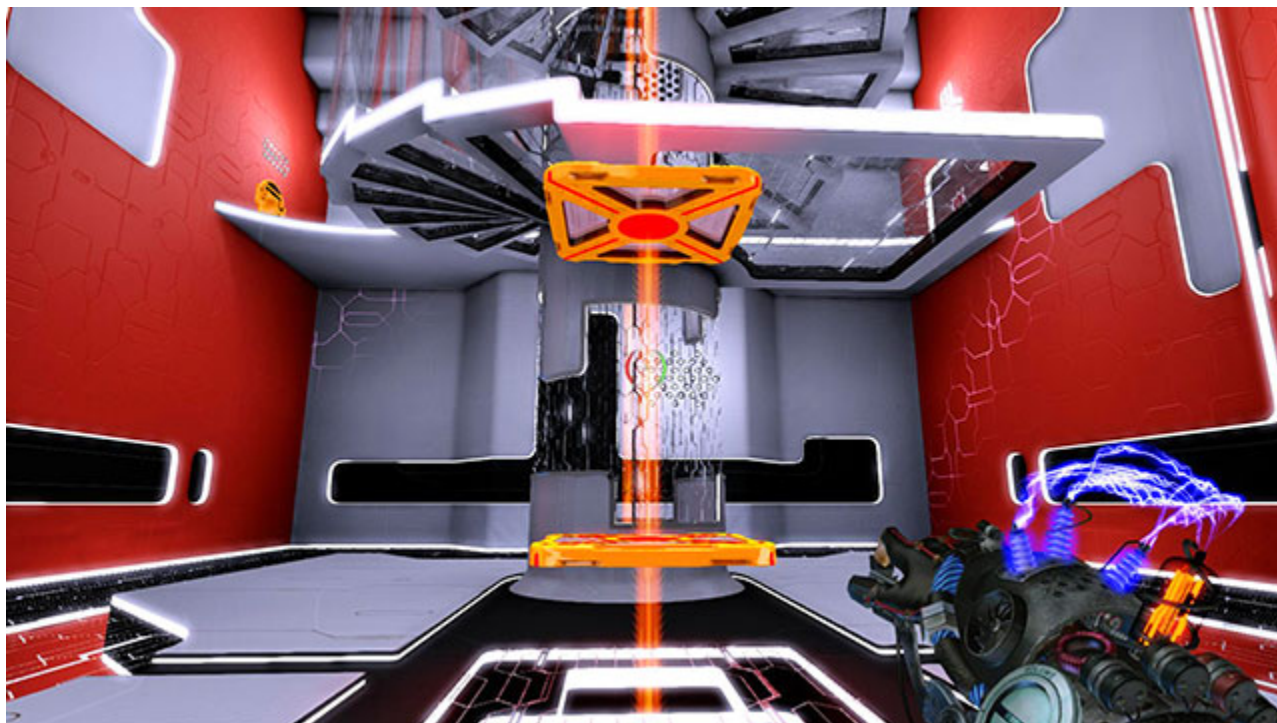


Head for platforms in the middle of the chamber (screen above).



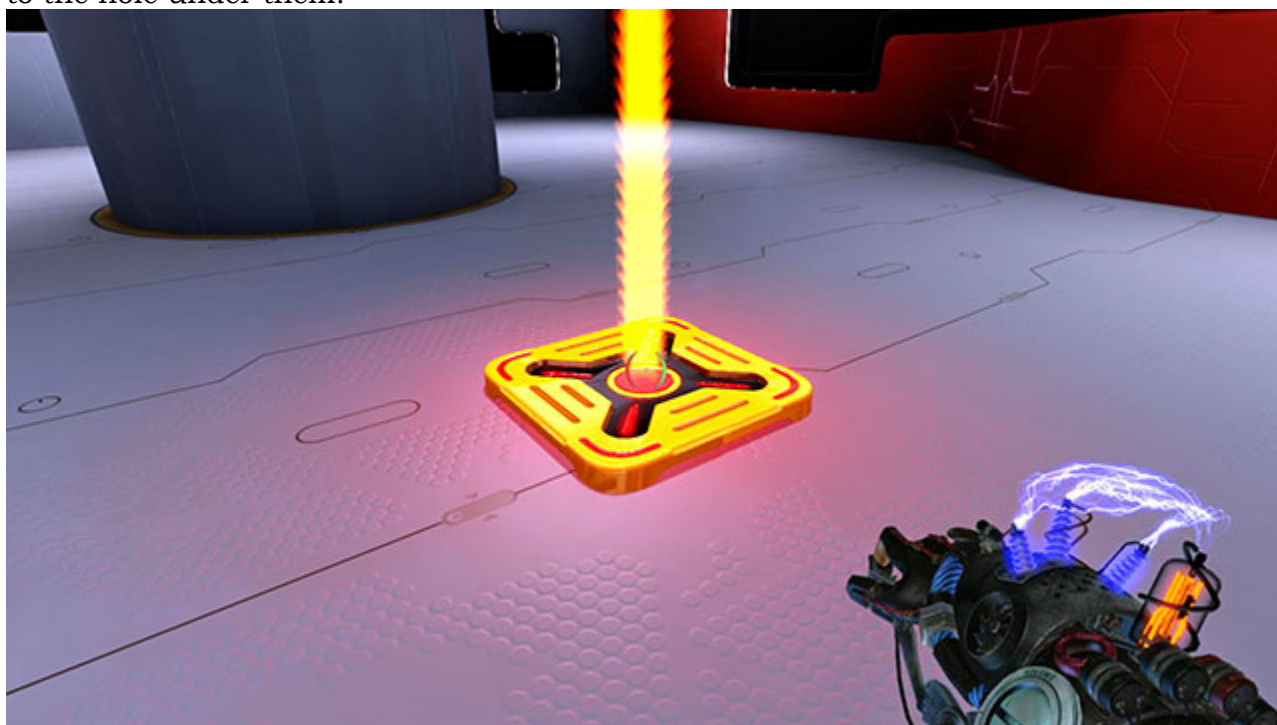
Hidden passage

Fire **red** at the upper platform and **green** at the lower one.

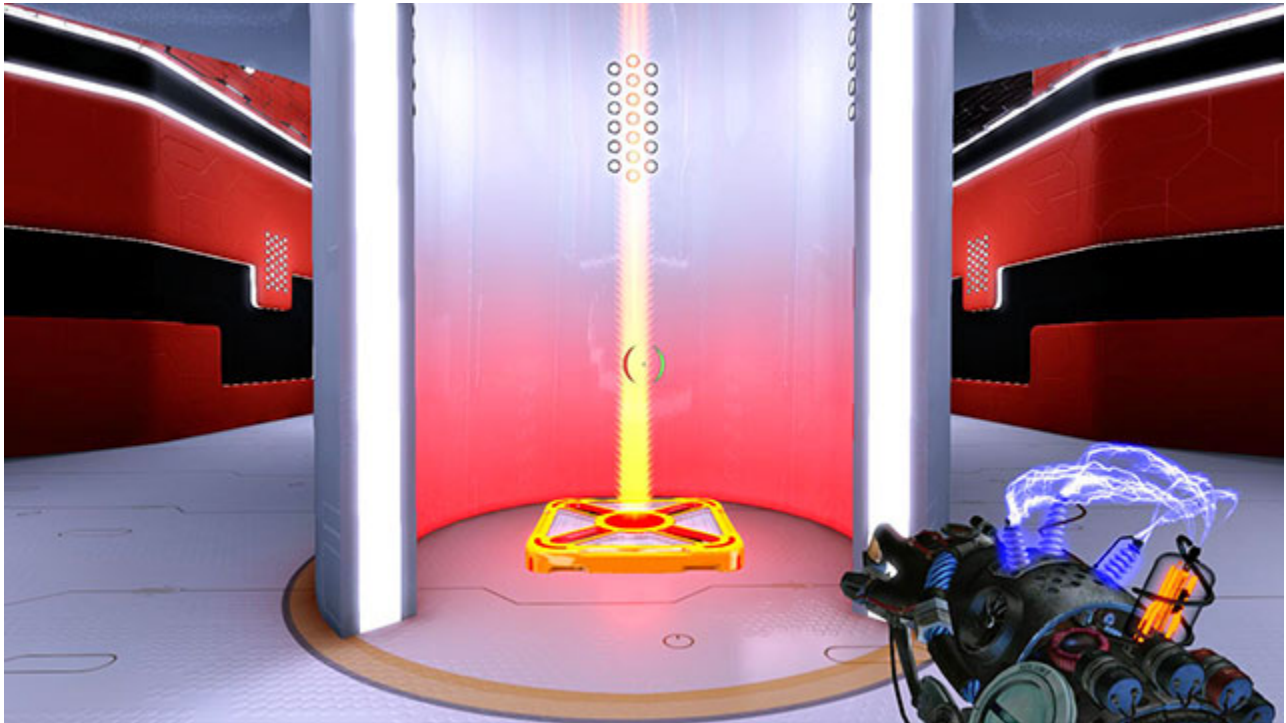


Jump before platforms descend

Wait until upper platform stop rising, change the charge of lower platform on **red** and jump to the hole under them.



Change the module charge on **red** and then go behind a column which can be seen on the screen above.



Hidden elevator

Change the platform charge on **red** and walk on it.



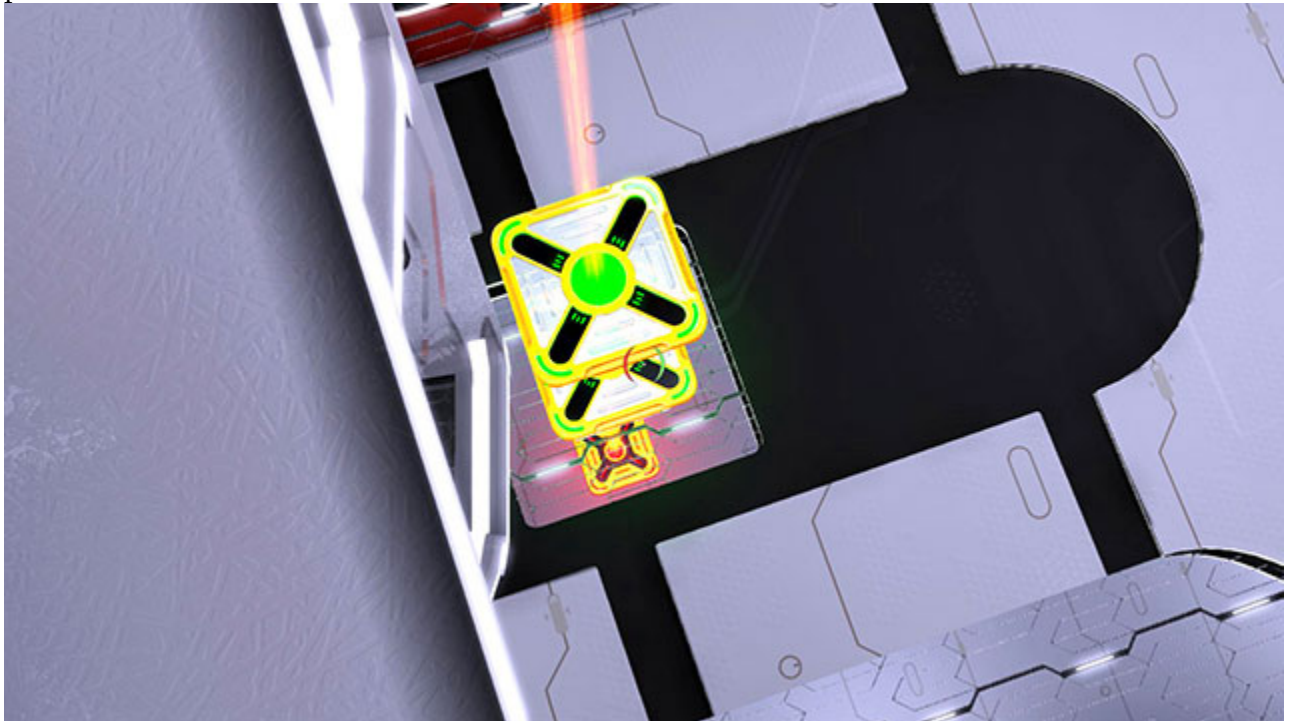
Remember about zoom (Q)

Look up and you see a module. Fire at it with **red** charge and wait until you get up.



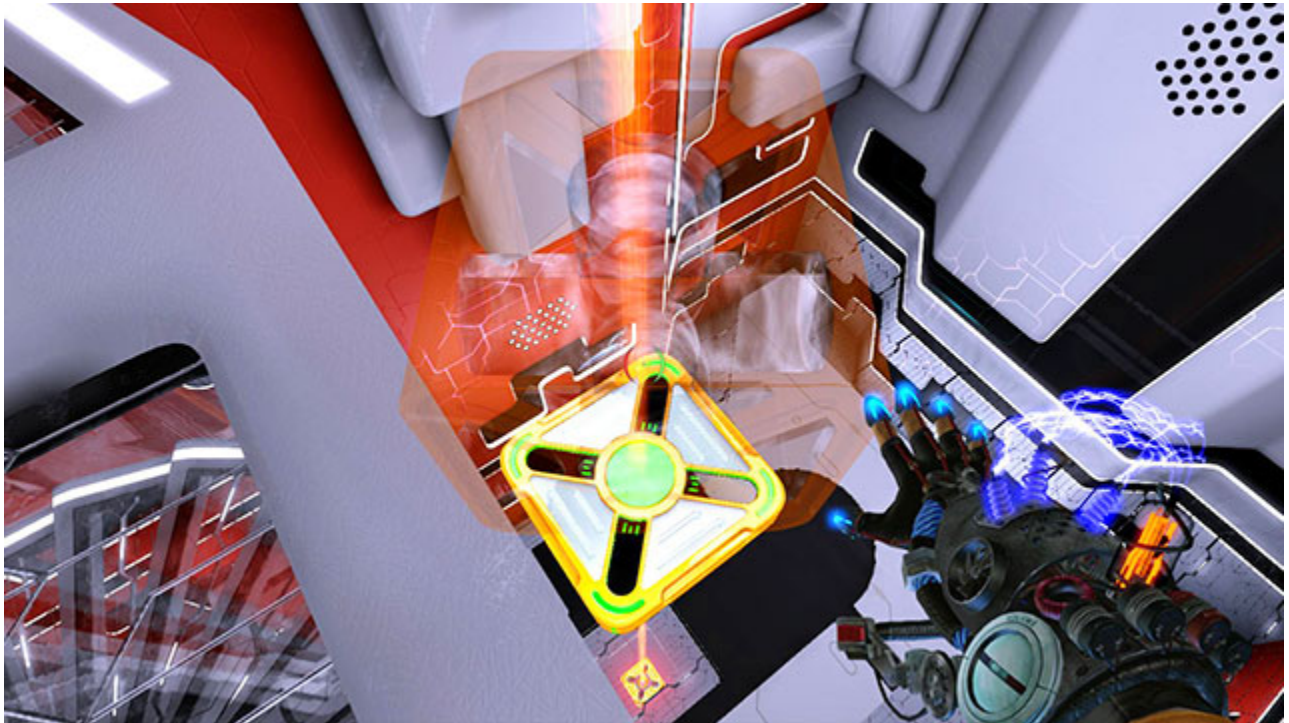
Don't miss the cube

At the very top you find, surprisingly, a yellow cube. Pick it up and then jump onto a glass platform below.



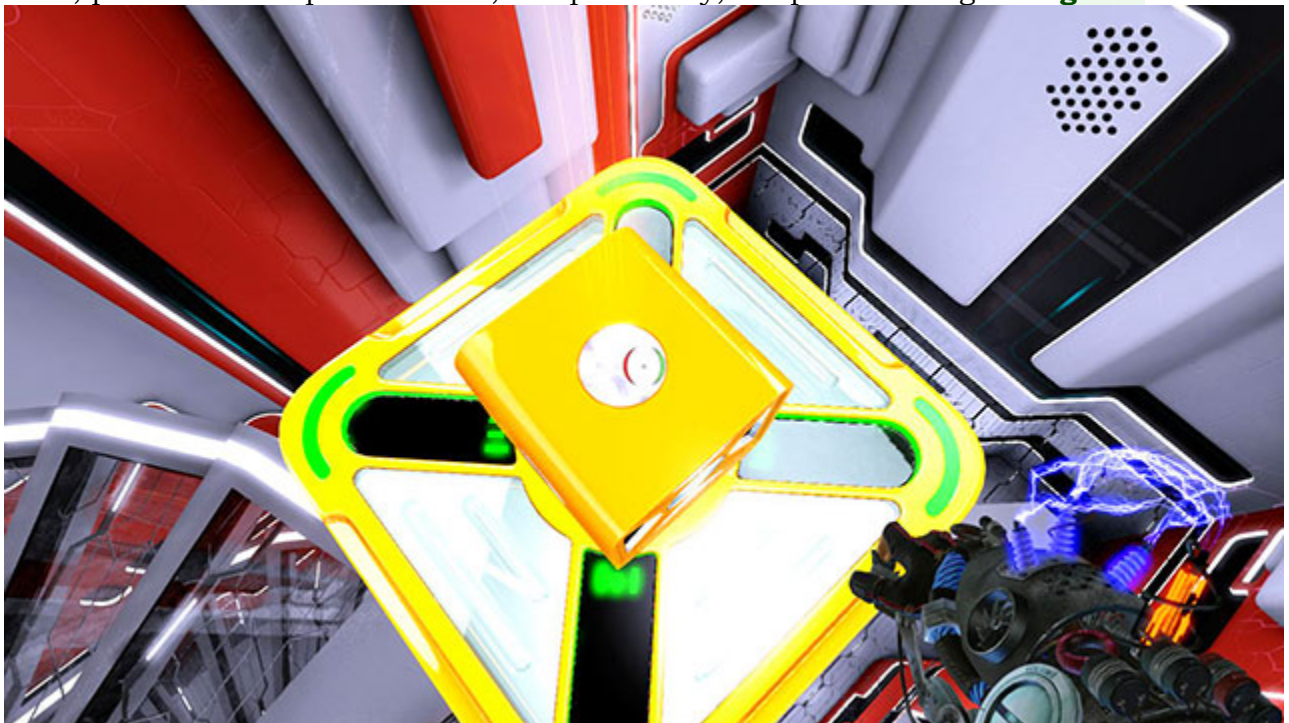
Fire at upper one to uncover the lower one

Place the cube and look down. You'll see two platforms, with which you were toying at the beginning of this level. Change their charges on **green**.



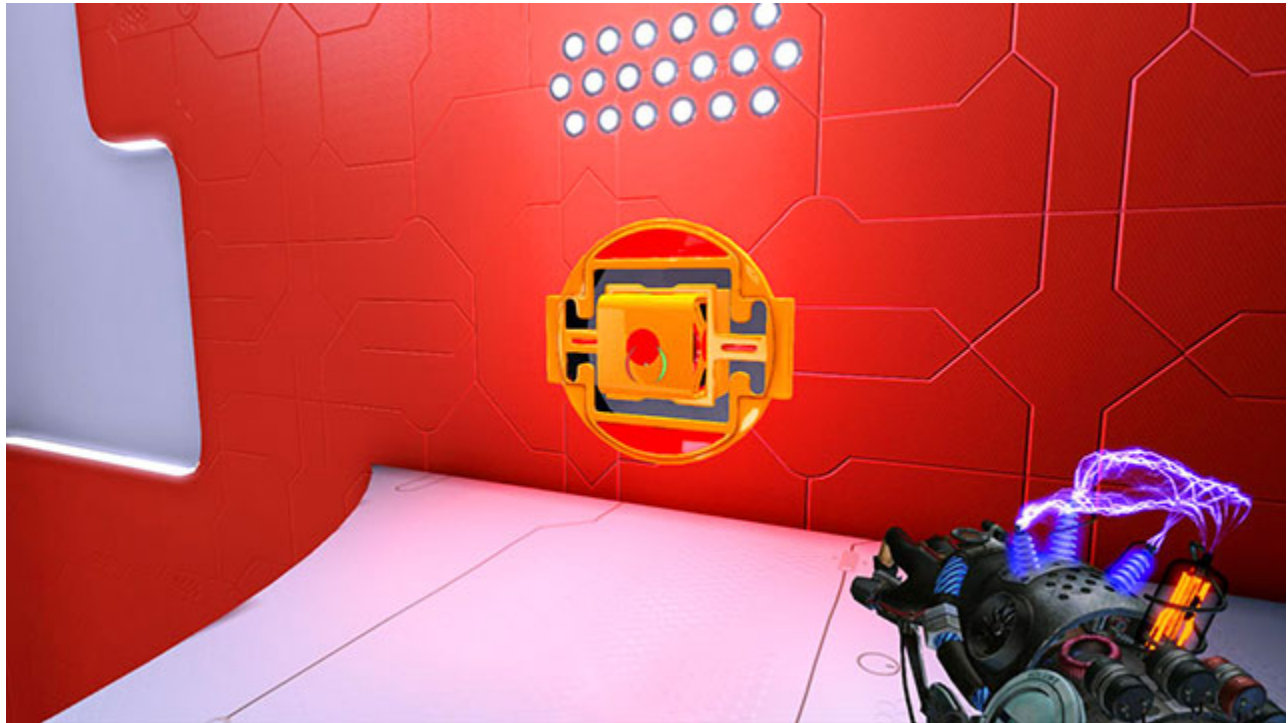
If you fall, lower the platforms

Pick up cube and jump down with it onto the platforms. You can also jump down with the cube, place it on the platform and, like previously, swap their charges on **green**.



You fly through the surface on which the second cube is standing

Stand on the cube until platforms stop and then change cube's charge on **red**. After that, you have to catch second cube on the beam above. If you prefer safely way, you can also charge the second cube **green** and fire the first one from the platform. Thanks to that, the second one will fall down.



After that ride up with two cubes and jump a level lower. Place cube in the module (screen above) and change charge to **red**.



Stay aside

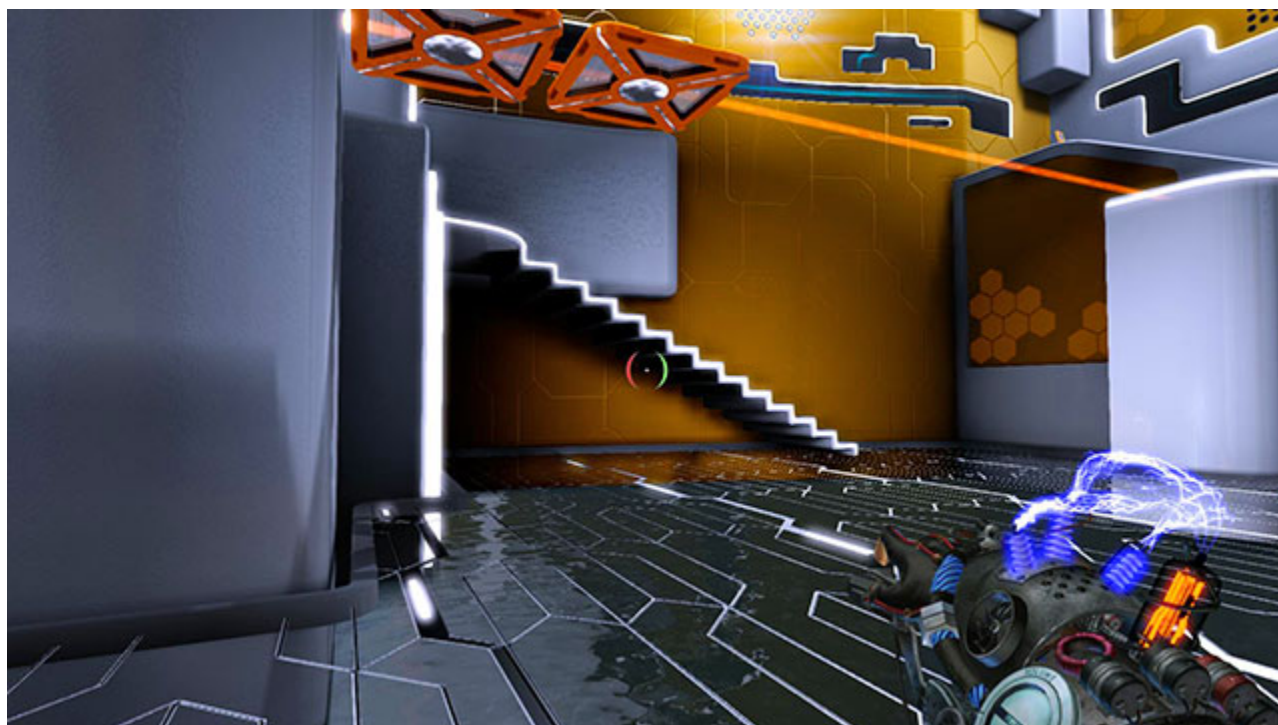
Place the second cube on the marked place and then change its charge to **green**. Move to the next location after a demolition.

Platform Test



Your target is up

From this level you can consider using different magnetic fields (**F**). Thanks to this you will be able to see a range of magnetic fields, their direction and shape of many different items. Very useful thing, also often necessary to finish some riddles.



Hidden stairs

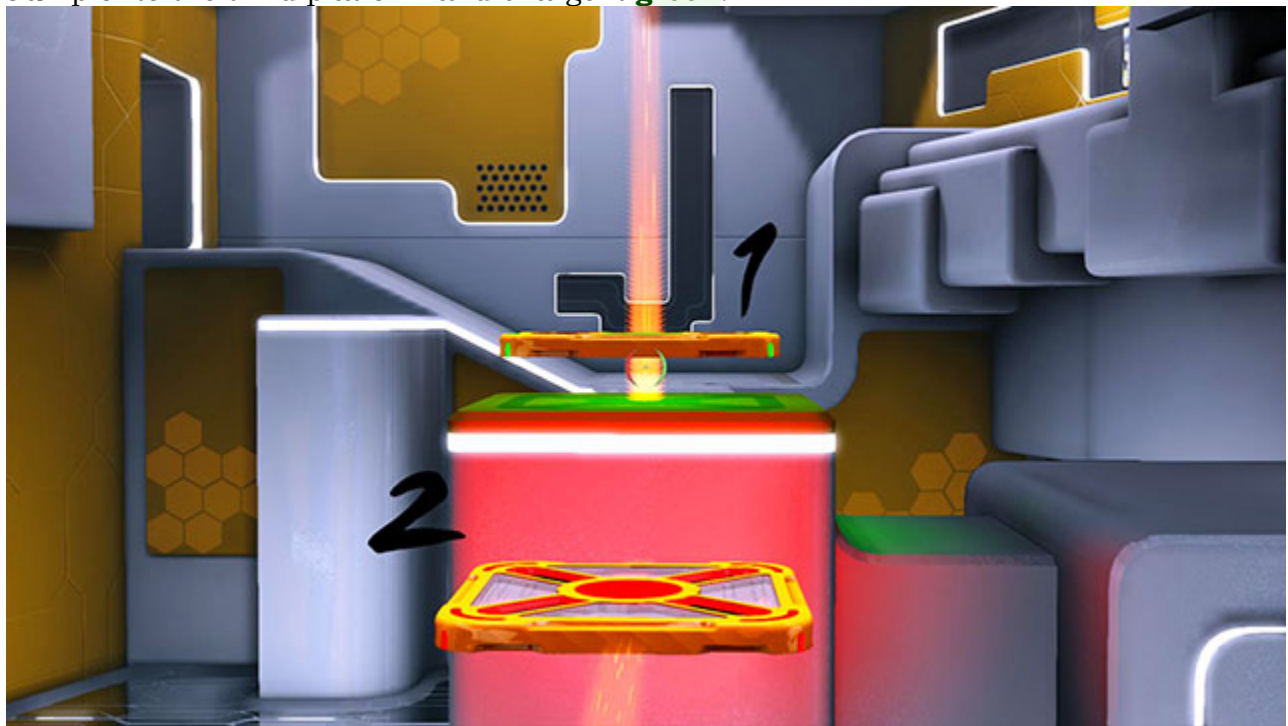
When you enter the room, jump down and walk around the block with platforms in the middle. Walk upstairs.



Stand on the first platform and charge it **red**. Do the same with the second and the third one, like on the screen above.



Jump onto the third platform and charge it **green**.



Change the charge of the first platform on **green**. Wait until it pushes off the second platform.



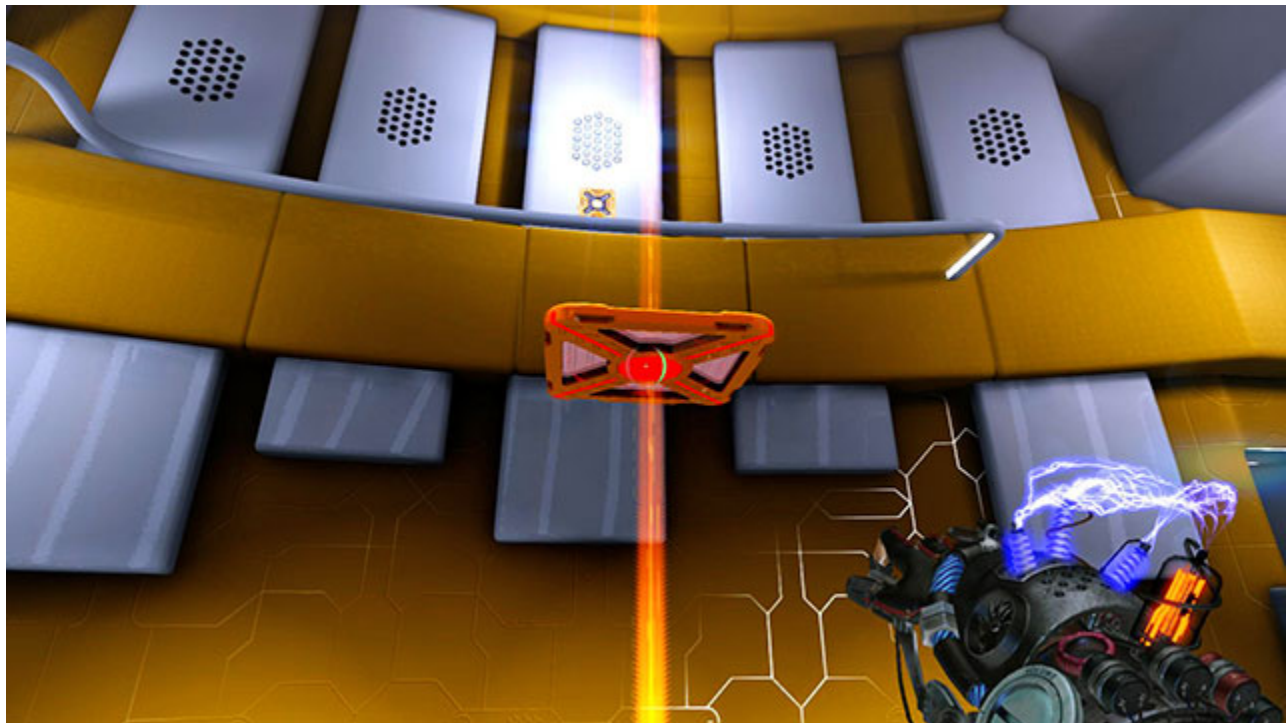
On the other side

After a while you should get on the other side. Jump onto a white block and walk by the ramp.



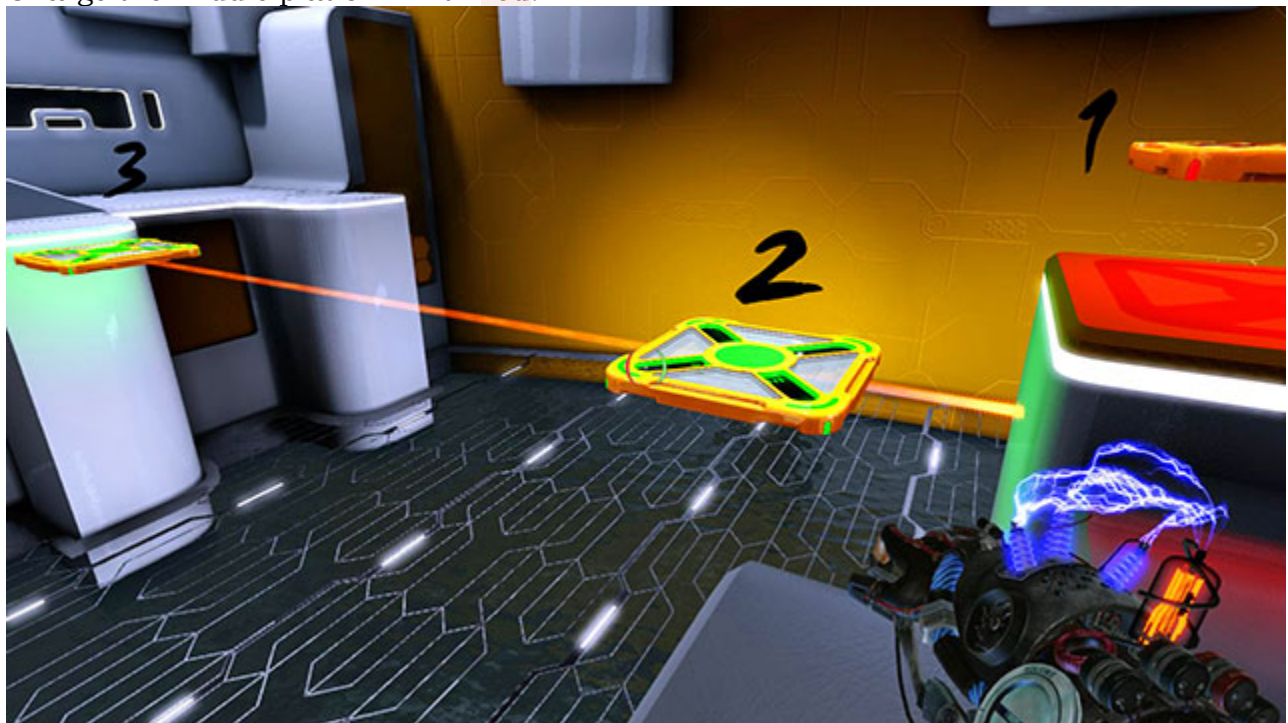
If you lost cube, you would regain it here

Take cube from the module, jump down and go upstairs.

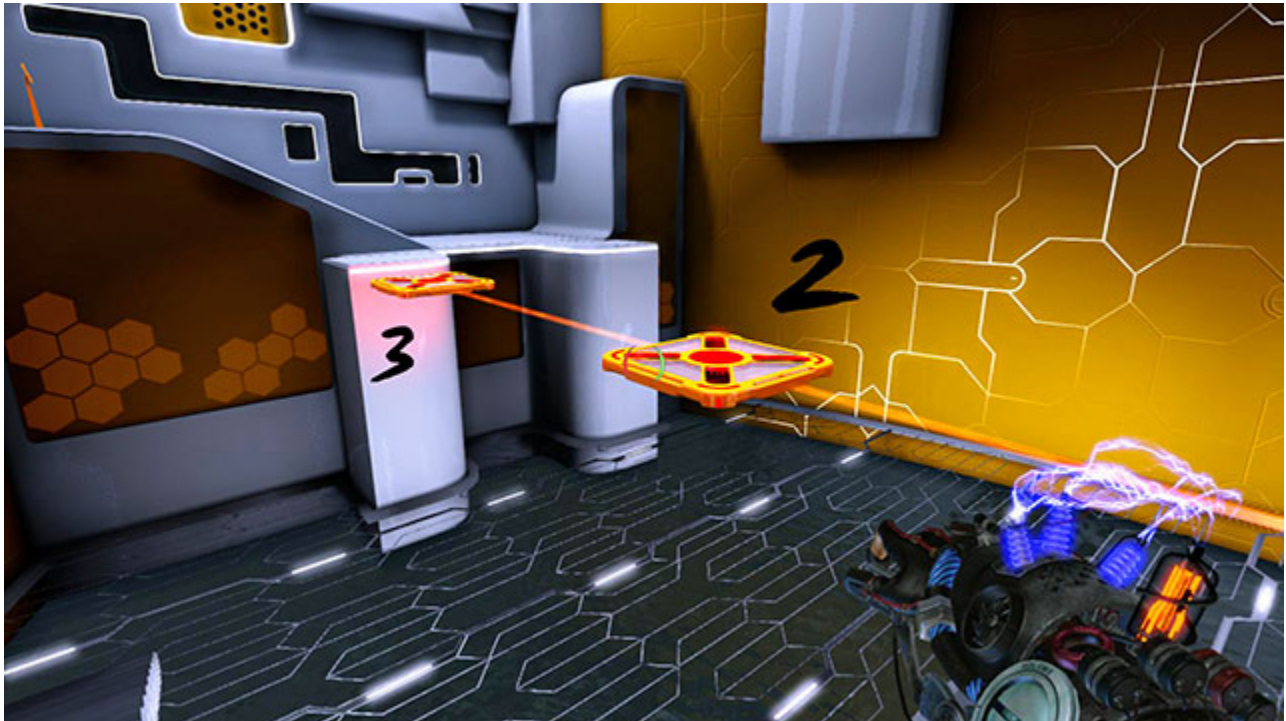


Glass platform is your target

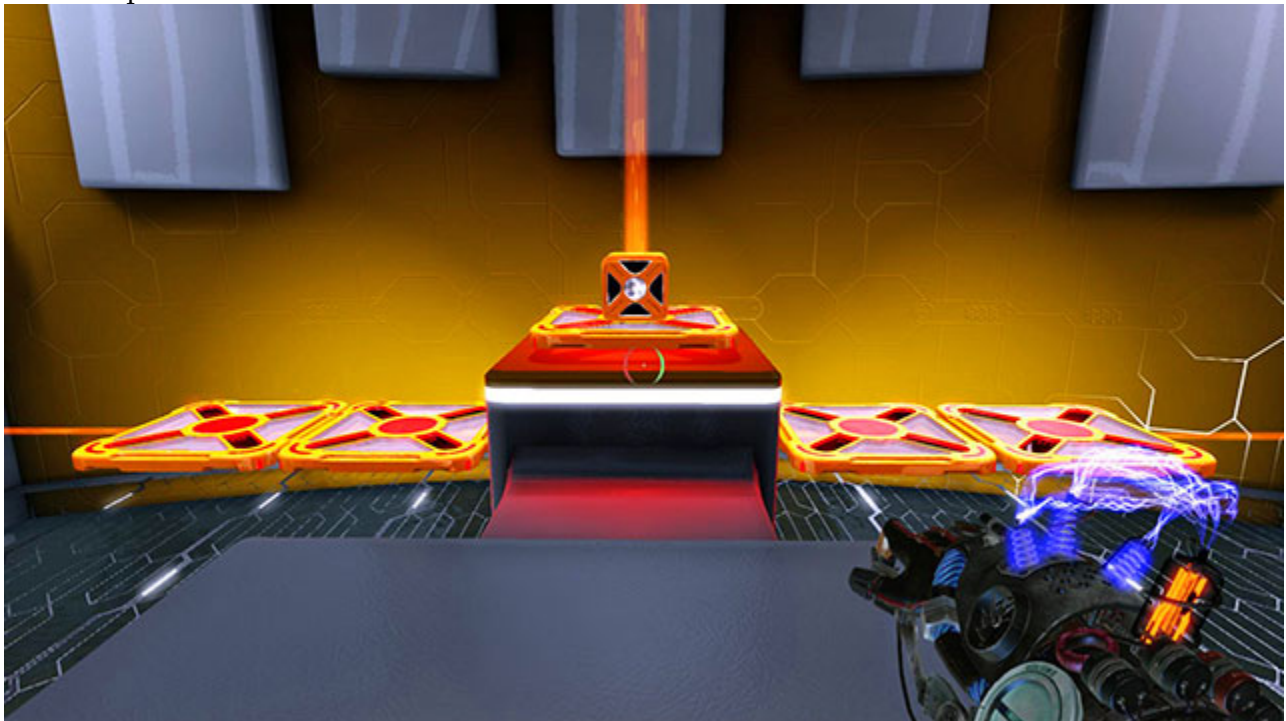
Charge the middle platform with **red**.



Change the charge of second platform on **green**. Wait until the first platform pushes over the second one. After a while, the second one will pull the third.

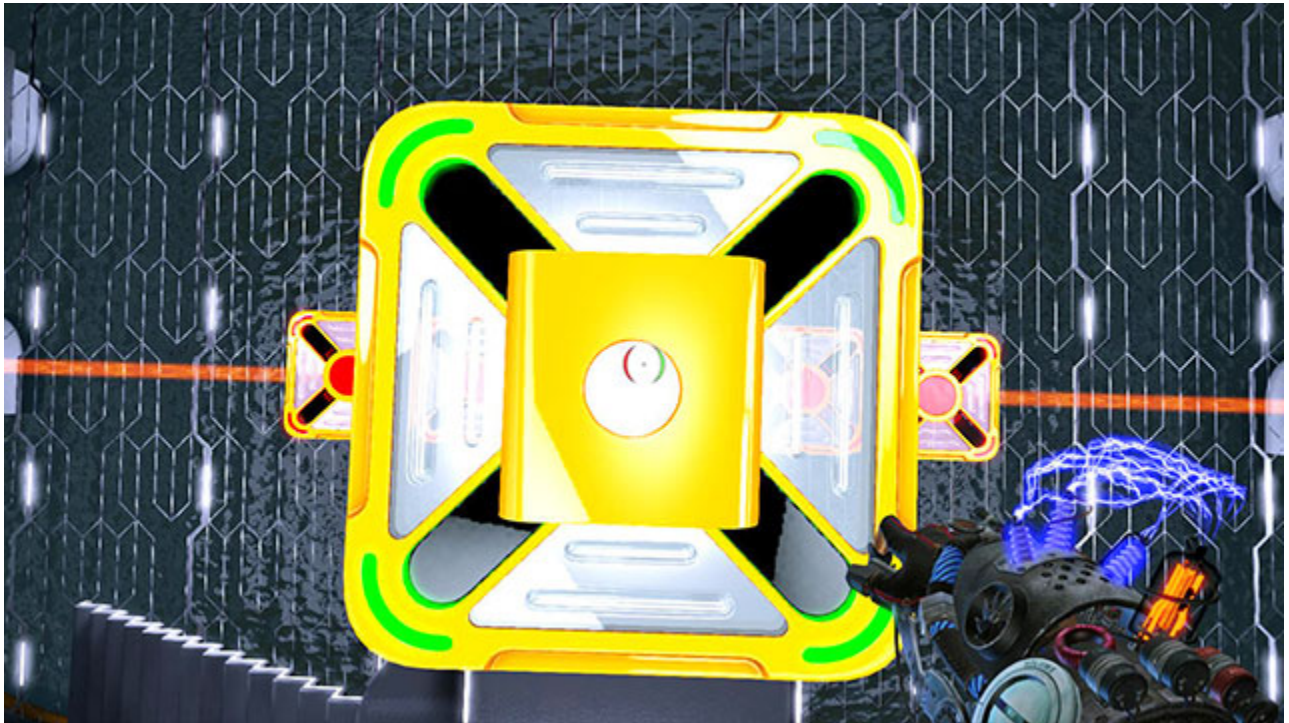


When platforms start moving closer, change their charges on **red**. They should be pulled by the first platform.



Beautiful podium

Place a cube on the middle platform and then change all charges on **red**.



Prepare for flying

Jump onto middle platform and change its charge on **green**. When platform rises, stand on cube.



Don't mix up charges

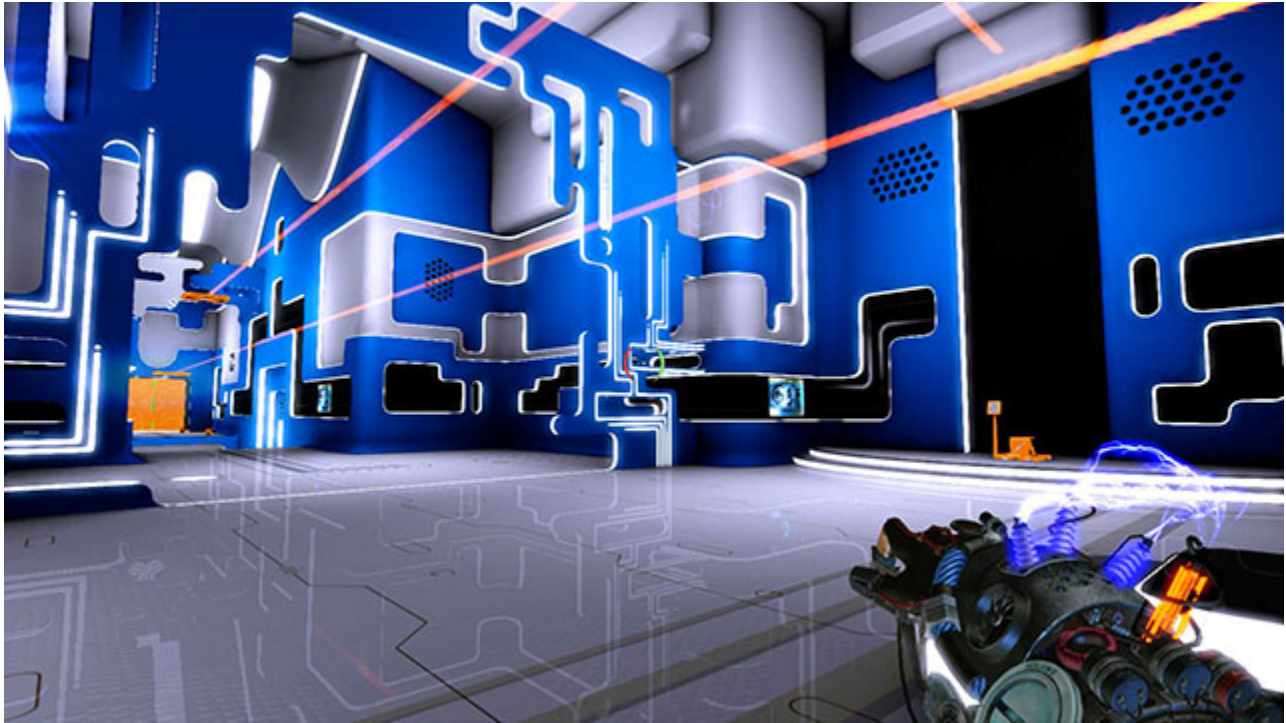
Look forward. You see a module on a white wall. Fire a **red** at it and do the same with the cube on which you're standing.



Don't hurry, fall may be time consuming

Place cube on the nearby launcher. Change launcher's charge on **red**, jump onto cube and change its charge on **green**. You'll fly forward, through the door leading to the next level.

Introductory Fusion



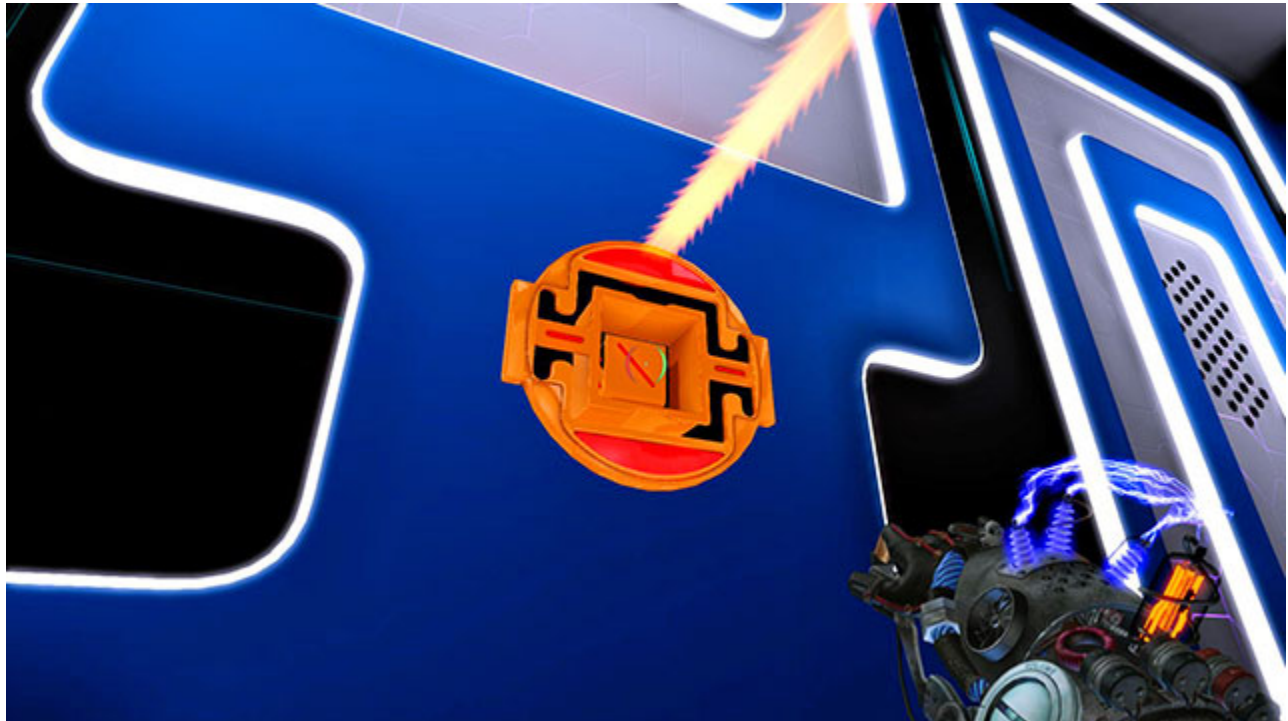
Small cubes are rare

Next level gives you a new module – a small cube. First, approach the respawning cubes module.

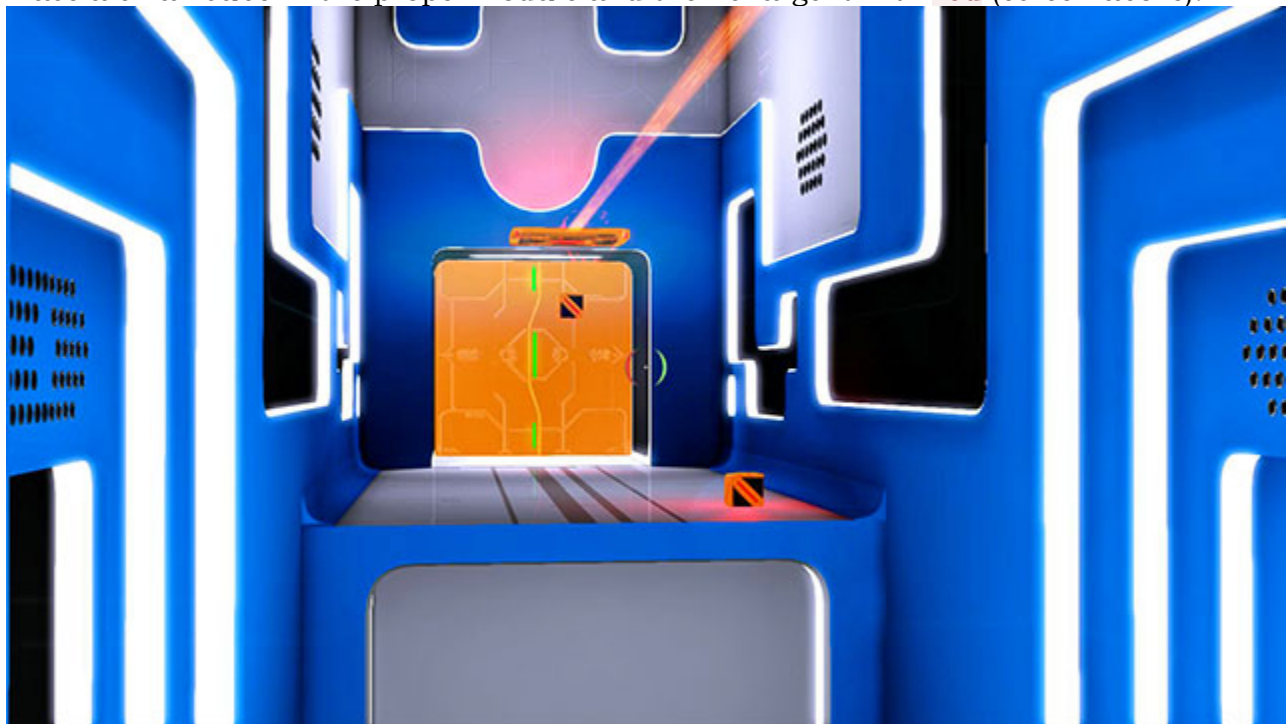


After using this module, your current cube disintegrate

Pick up small cube and turn around.

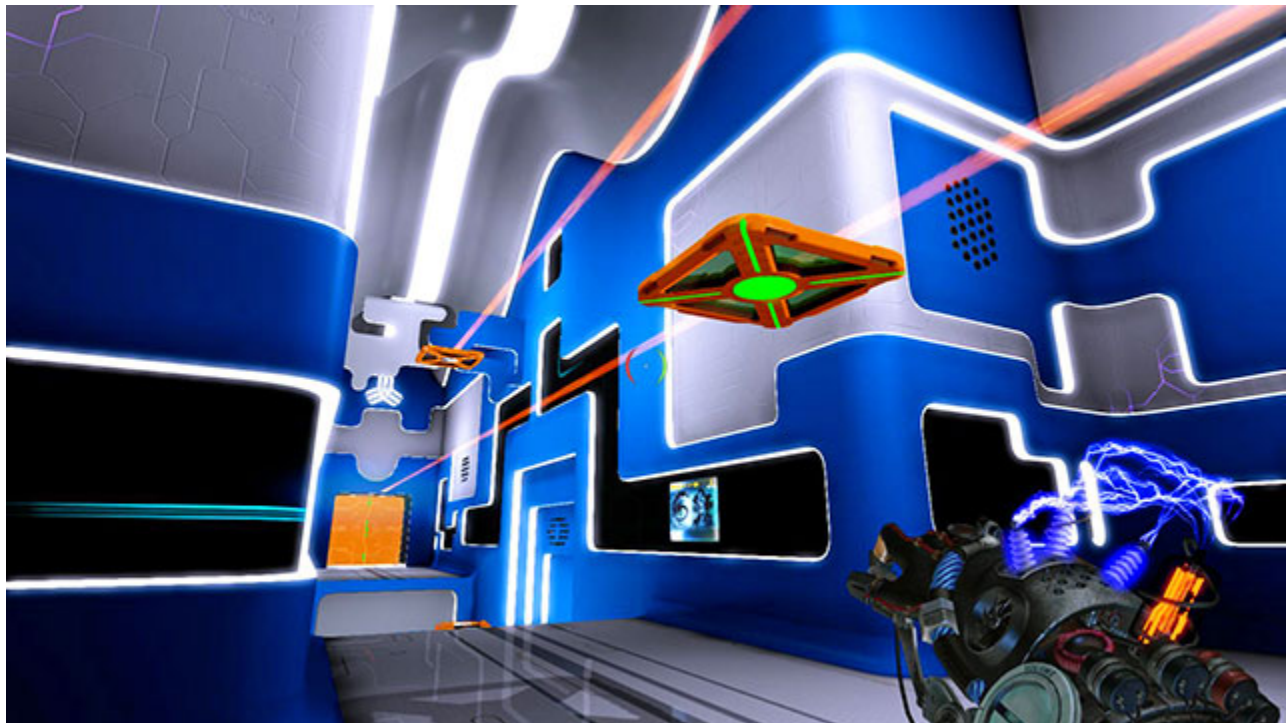


Place a small cube in the propel module and then charge it with **red** (screen above).



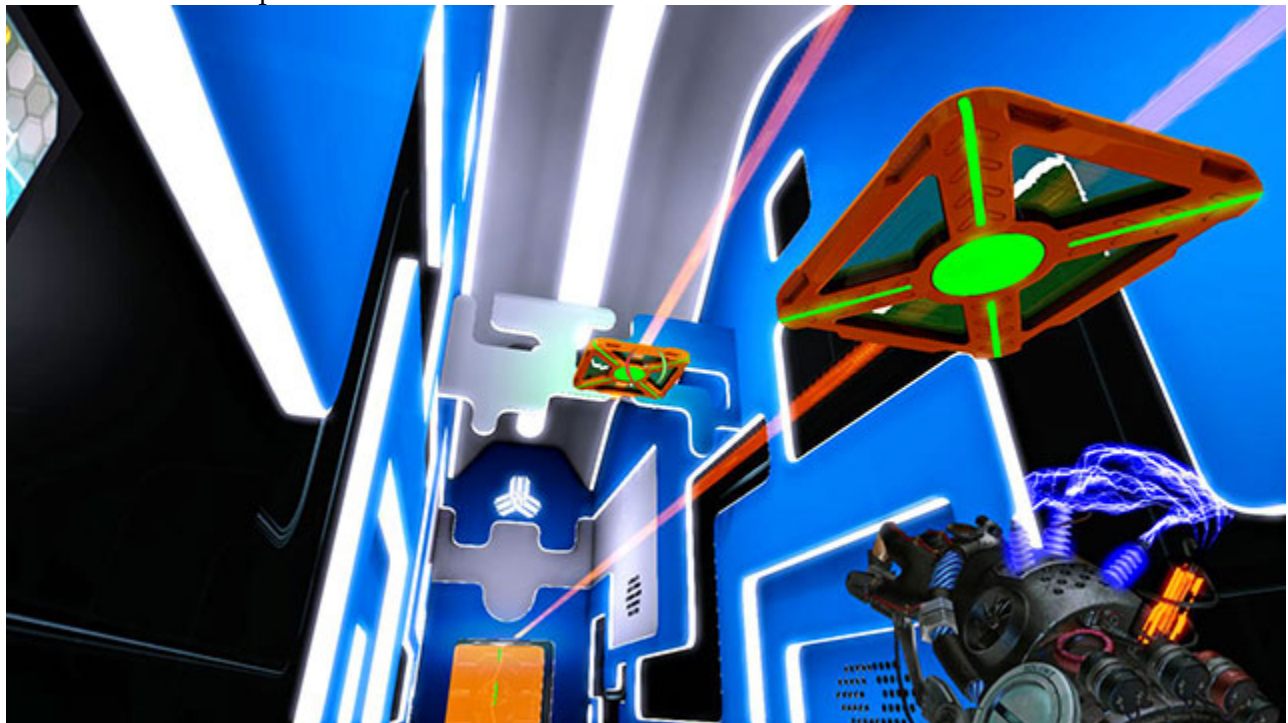
If you want to discharge any object, fire at it with the same charge

Then turn around and approach an abyss which separates you from the exit. Change the platform's charge on **green**. Wait until it stops before the door and then fire **green** again to discharge the platform. Now charge two cubes with **red** and do the same with the discharged platform.



Don't hurry with change of charges, because cubes may fall into the abyss

Wait until platform with cubes reaches the other side and fire **green** at the platform. Place cubes in the safe place.



Try to swap charges quickly, so the platforms won't get pushed

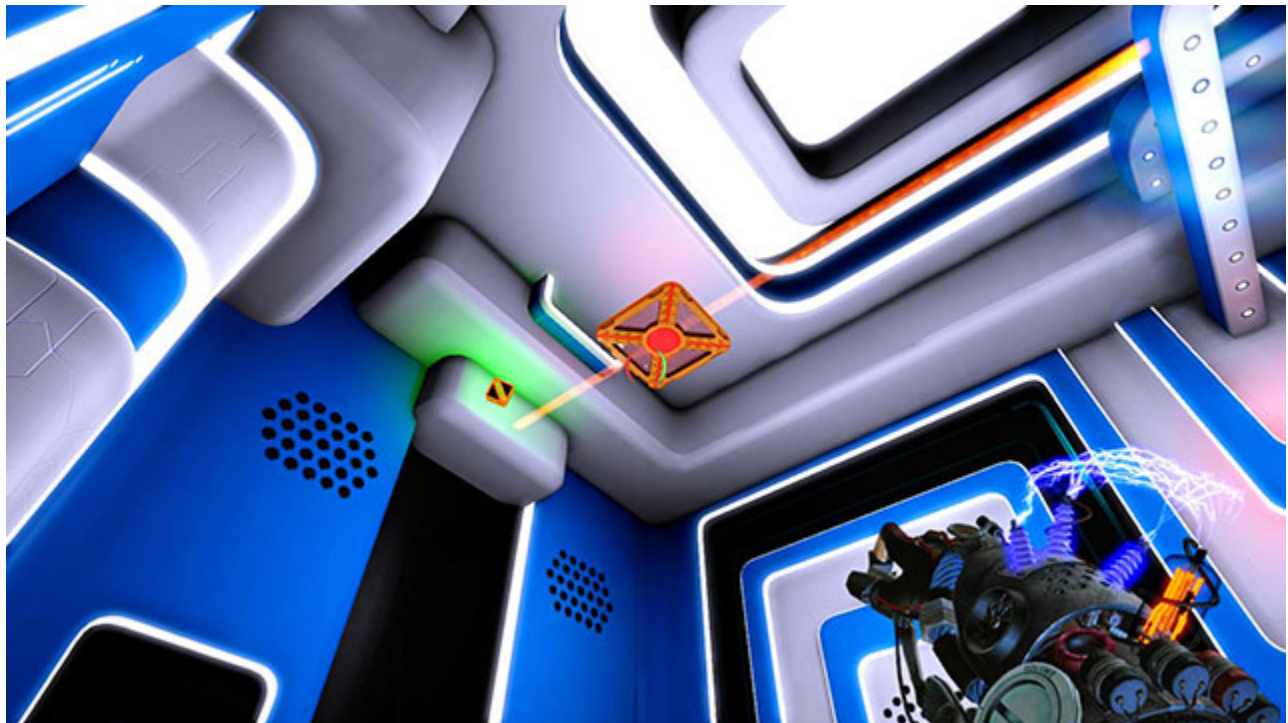
Fire at the second vertical platform, which is over abyss, with **green**. Wait until the lower platform stops under the upper one.



Fire **red** charge at both platforms. They start moving towards you.

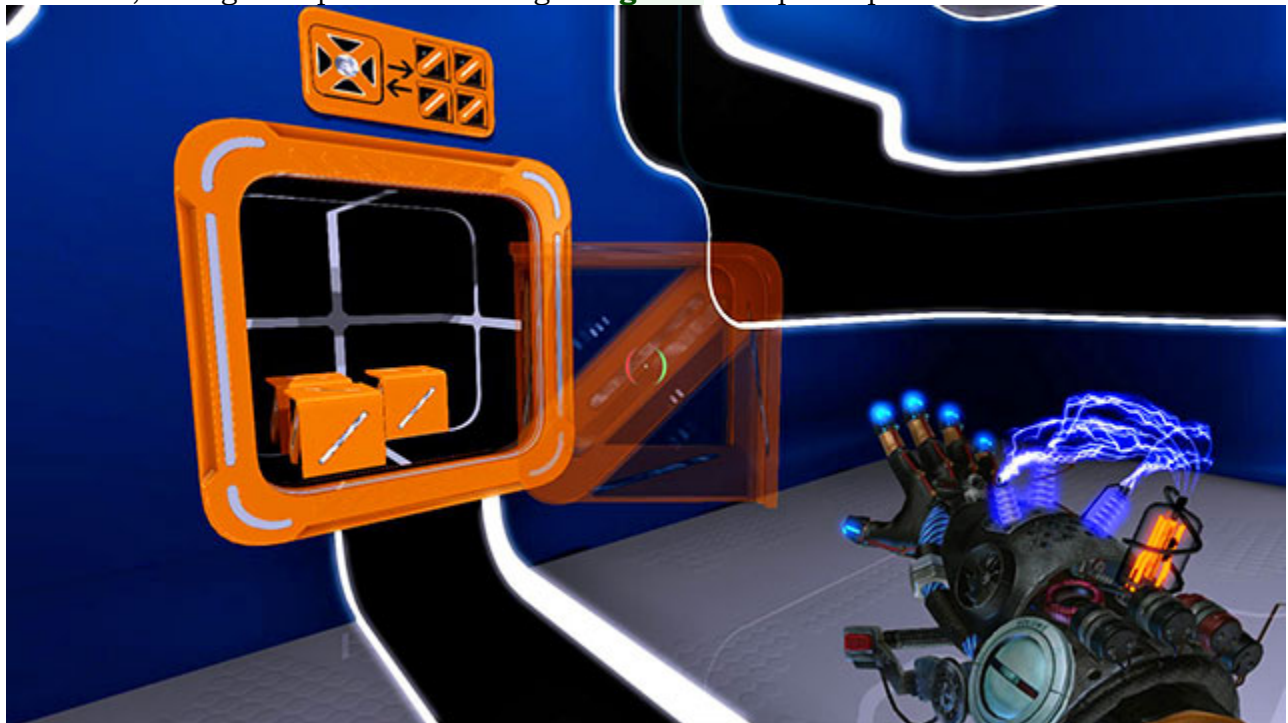


Before they reach an end of the route, look up. You'll see another platform, placed under the magnetic engine. Fire **green** at the third platform (screen above).



The last one cube

When platform stops at small shelf under the ceiling, charge it with **green**. When the cube is taken off, change the platform's charge on **green** and pick up a cube.



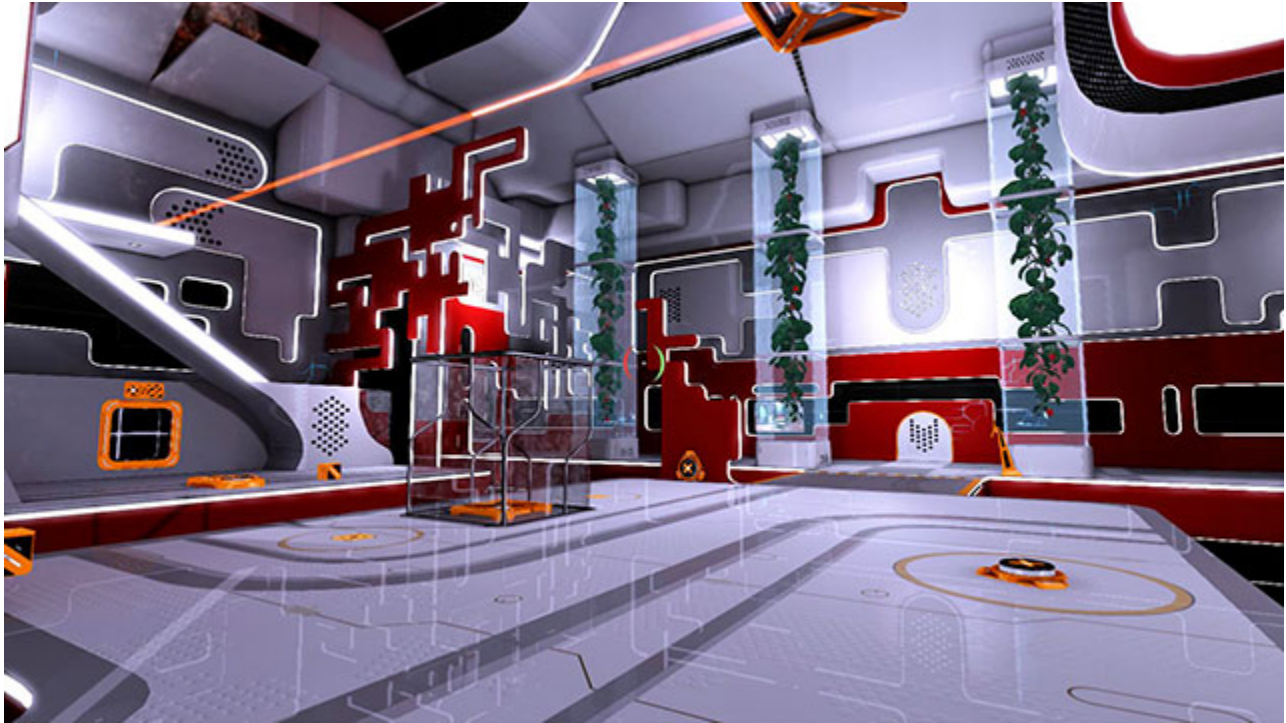
Collect all four small cubes and place them in the module next to the entrance (screen above). It transforms small cubes into one big cube.



There is an elevator under the launcher, in case of falling

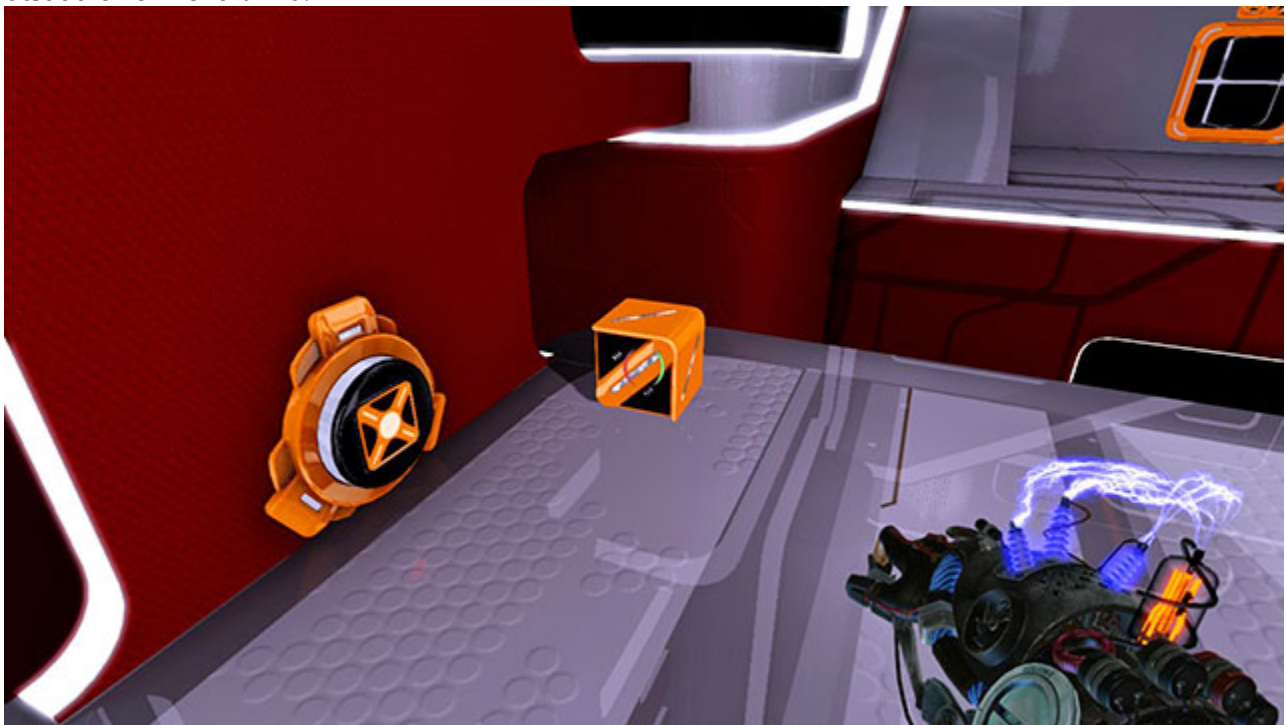
Take new thing and place it onto a launcher. Charge it with **red**, jump onto a cube and charge cube with **green** and, after a short flight, go through the door.

Intermediate Integration



First level in which you can really die

After short and unpleasant cut scene, you regain control. Your task is to collect 4 small cubes one more time.



1 of 4 cubes

First, turn left and then pick up a small cube from the edge.

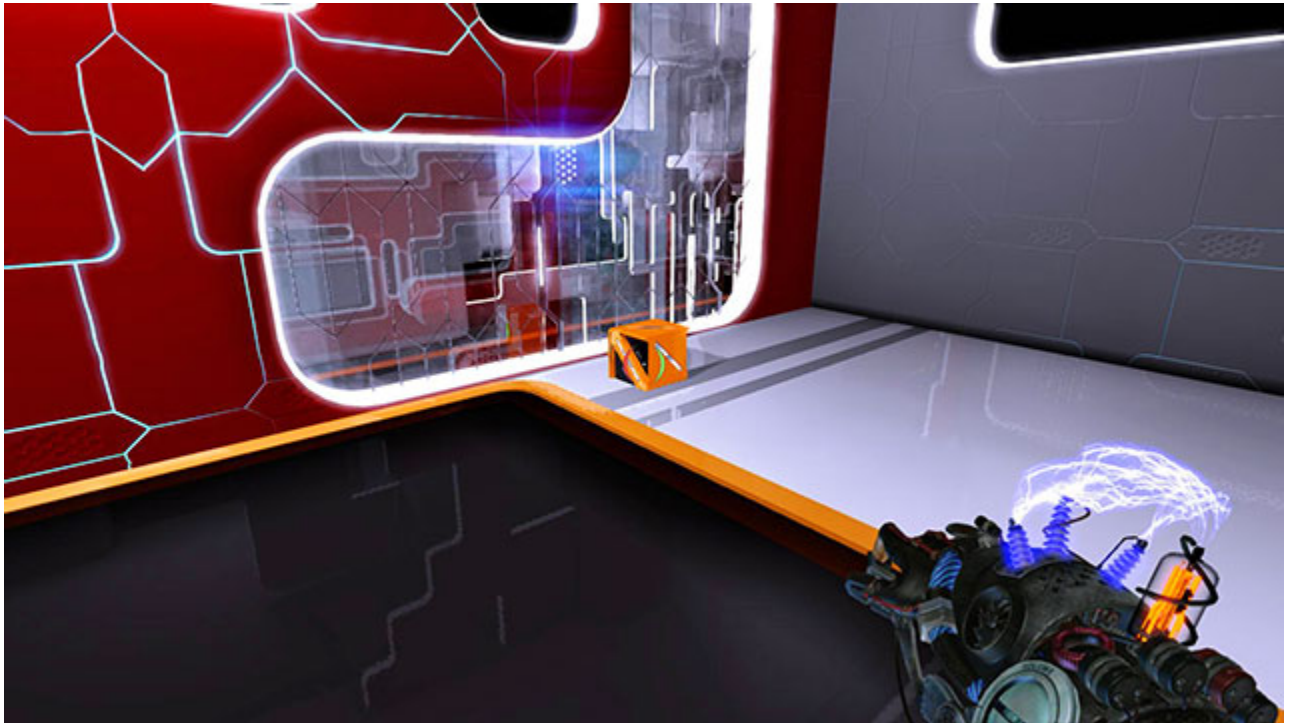


Turn around and approach a small button. Place a cube in its middle (screen above). It lowers the glass curtain.



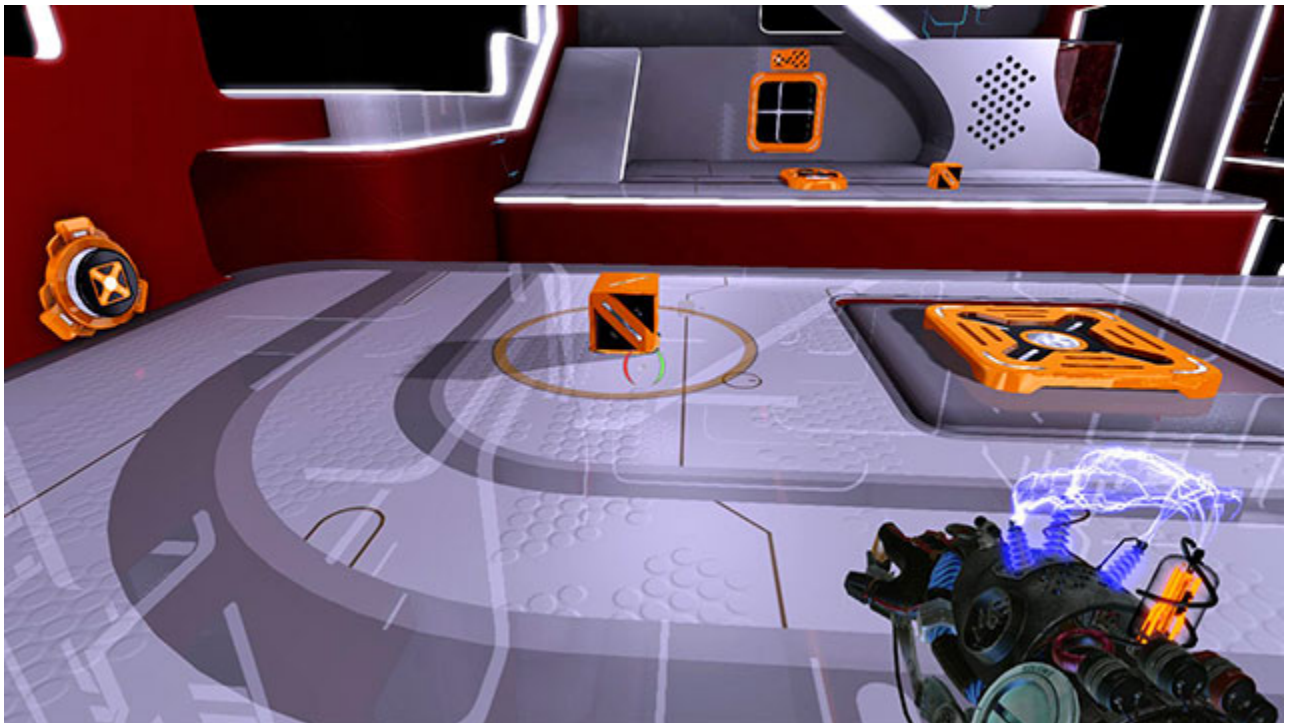
Don't fall. Liquid on the bottom kills you

Turn around. You should notice a big elevator. Jump over the abyss or walk it around. Stand on the elevator and activate it.



2 of 4 cubes

After a moment elevator stops on top and you can pick up the second cube. Place it in the elevator and ride down.



You can activate a passage on the other side by clicking on the panel

Return on the other side and place a cube in the middle of the circle, on left or right from the module.

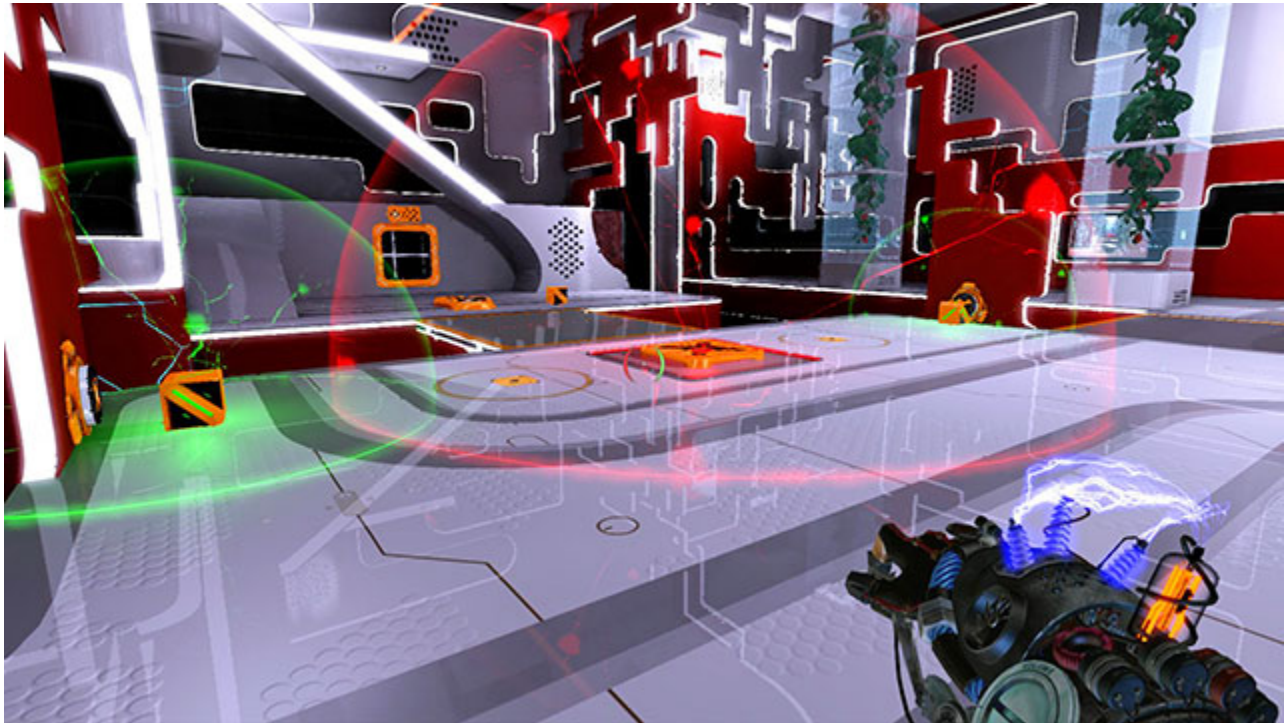


3 of 4 cubes

Now walk by the passage on right from module. Behind glass containers you find third cube. Pick it up and return to the module.



Place two cubes in the middle of circle and the module, which is inside, charge with **red** (screen above).



Make sure that cubes are exactly in the middle of circles and then change their charges to **green**. It moves them and activates two horizontal buttons (screen above).



4 of 4 cubes

Buttons activate the last footbridge. Take all four cubes and place them in the module.



This time don't jump onto the cube

Place a newly obtained cube on the launcher and change its color to **red** and cube's to **green**. Cube should hit the propel module on the other side of the room.



Last sentence

Turn around and walk by the ramp to the very top. Fire with **red** into magnetic engine and **green** into platform. Wait until it gets to you, jump on and then change its charge to **red**. When it gets to the end of route, jump onto a platform and go through door to finish the first act.

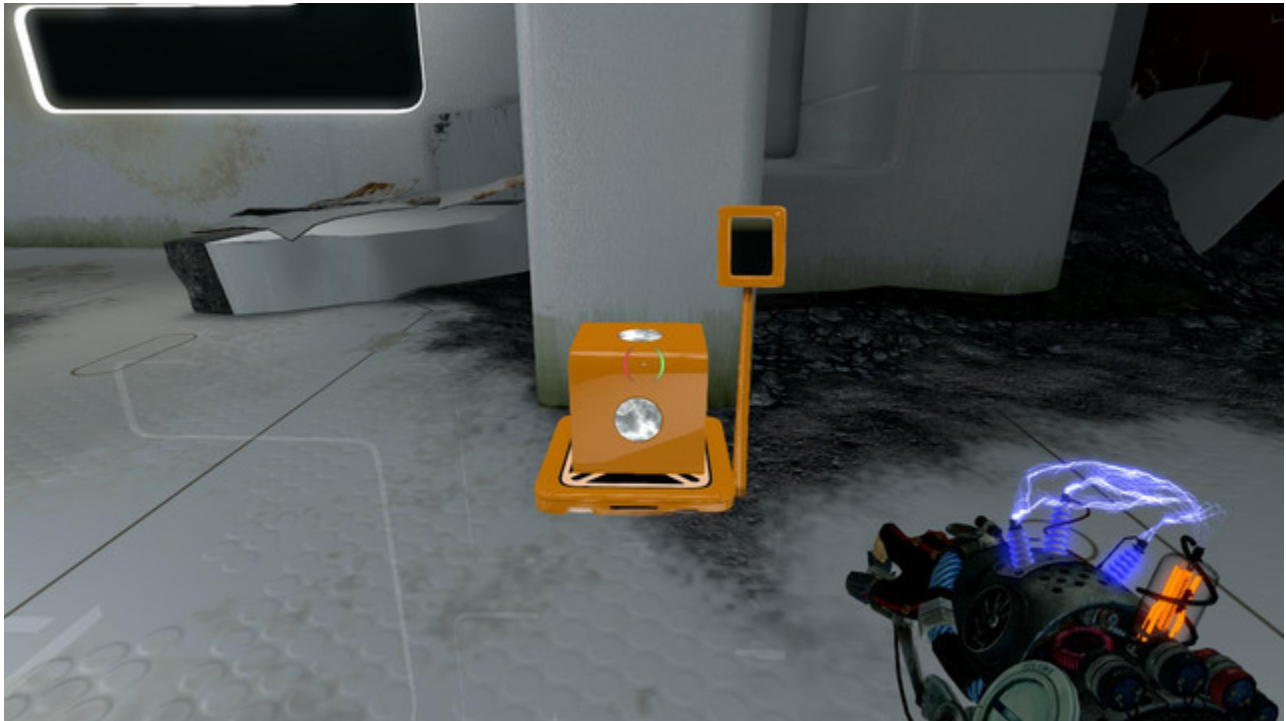
Walkthrough - Act II

Intermediate Jumper



Entrance to the hell

Welcome in the second act. First level is very short. Approach the module with cube, in front of the entrance.



First cube

Pick up cube, turn around and approach the launcher.



Make sure that cube "sticks" to the launcher

Place cube on the launcher, charge launcher with **red**, jump on the cube and charge it with **green**.



IF you land on the platform without the cube, you'll have to repeat whole action

You should land on the upper platform with a cube. Pick it up, place on the other launcher and fire yourself once again up.

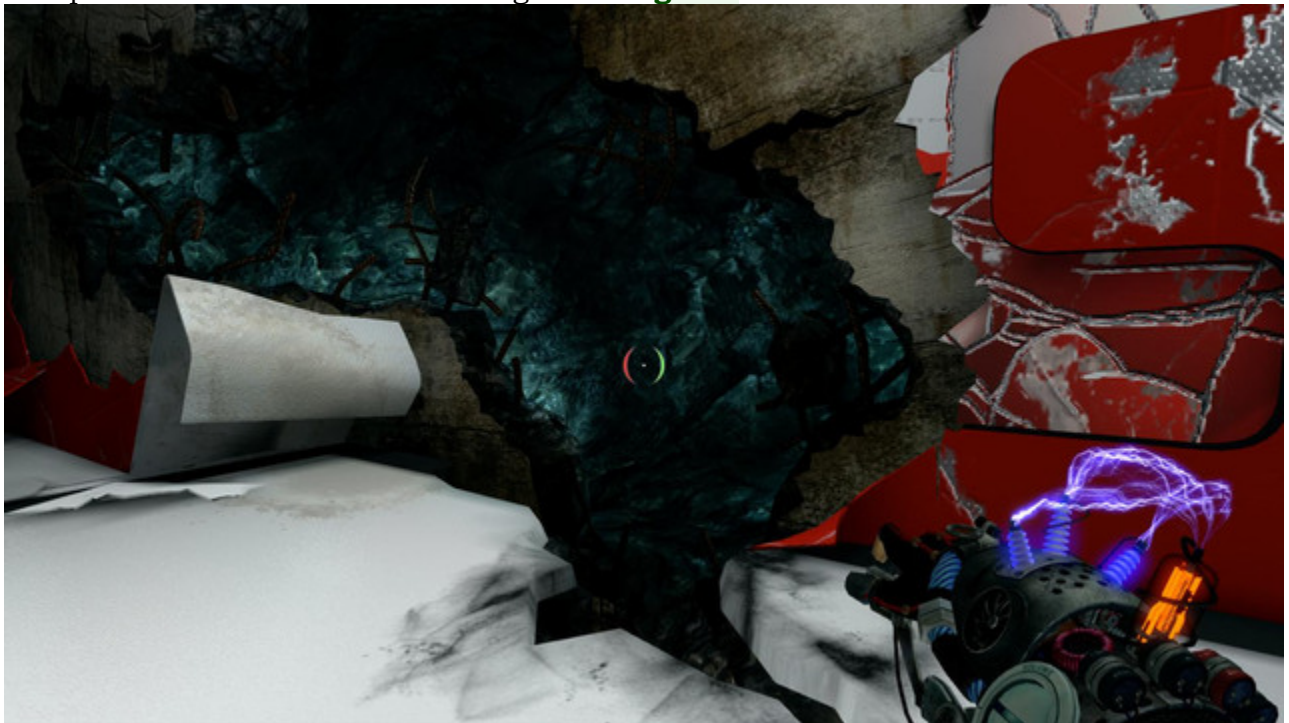


On the next platform you find another cube. Throw both of them down and place on the first, bottom launcher. Fire at the module and bottom cube with **red** (screen above).



Be ready for the double jump

Jump on the second cube and charge it with **green**.



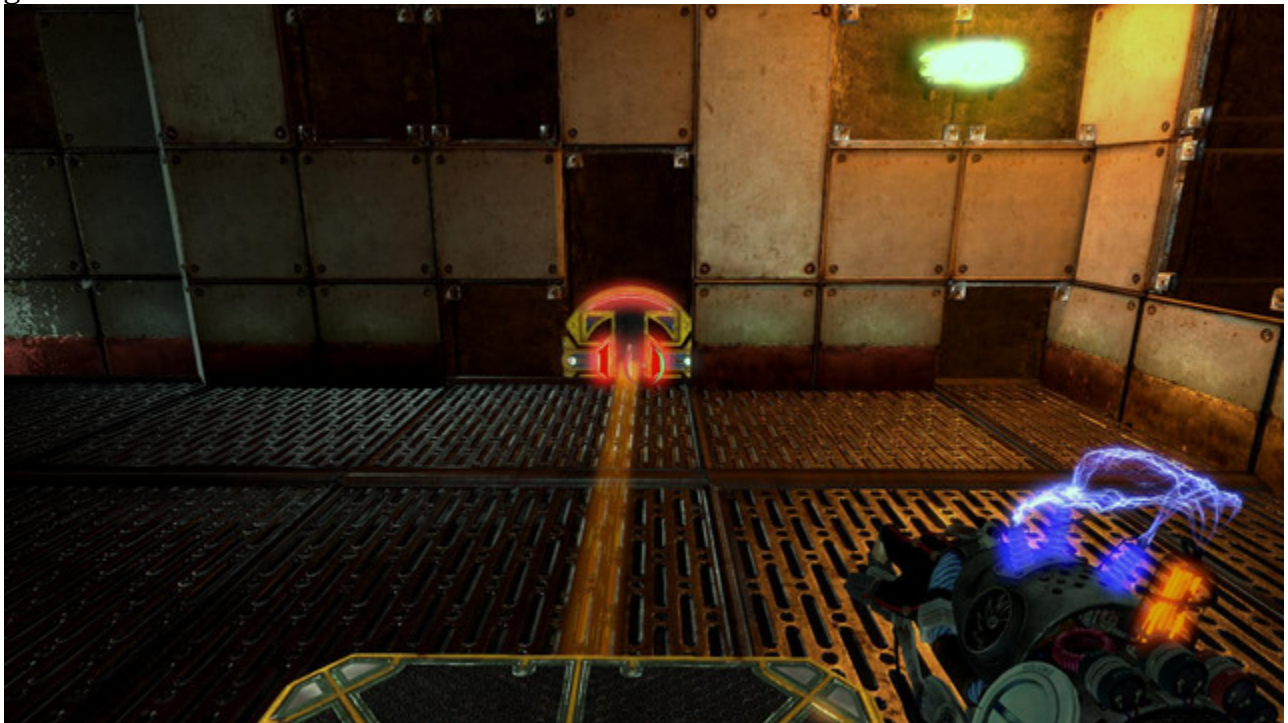
When you land on the highest platform, enter the breach (screen above) and jump down to the next level.

Signal Interrupt



First level outside "the cage"

Here you will find a lot of fun with platforms. Begin from jumping one level lower or, simply, go downstairs.

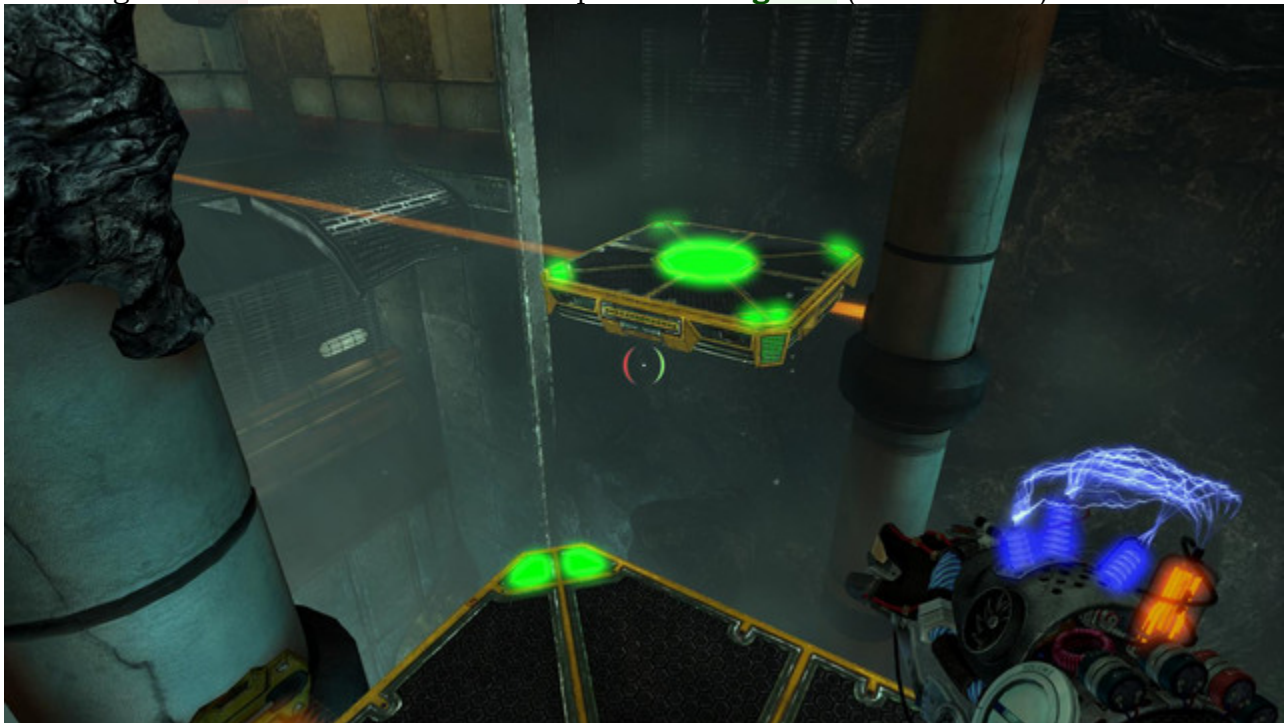


Hidden module

Stand on the platform and change the charge of magnetic engine **red** and platform on **green**.



When you stop on the column, look on the other side of abyss. Fire at the engine and change its charge on **red** and the one of mobile platform on **green** (screen above).



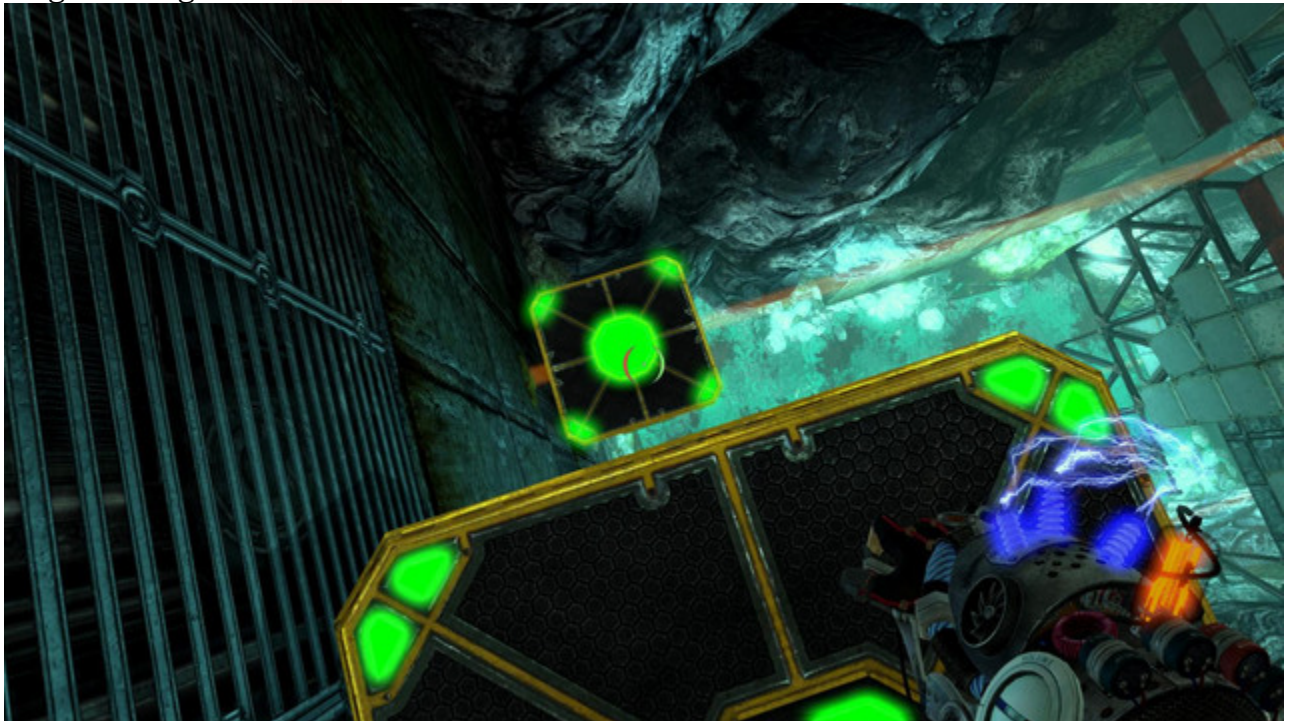
Watch out during jumps. Fall will kill you

When the other platform stops next to you, jump onto it and change its charge on **red**.

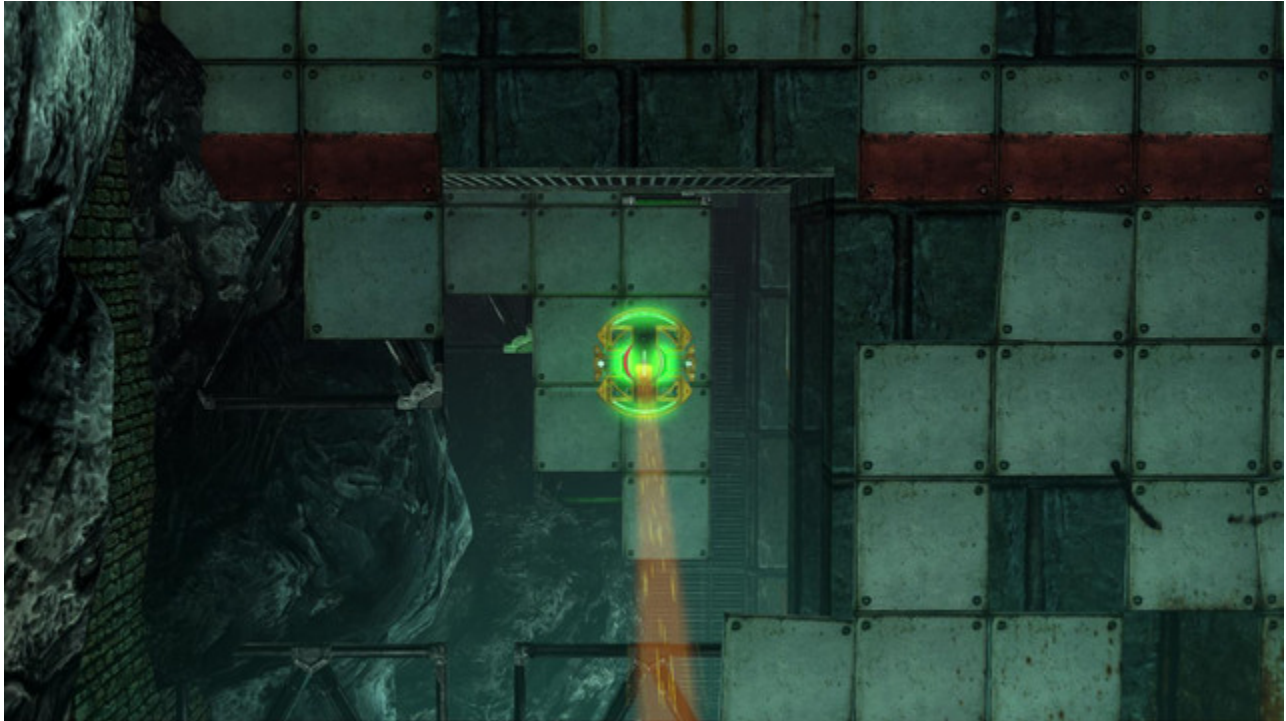


Down the elevator

Get off the platform when it gets on the other side and change the charge of horizontal magnetic engine on **red**.

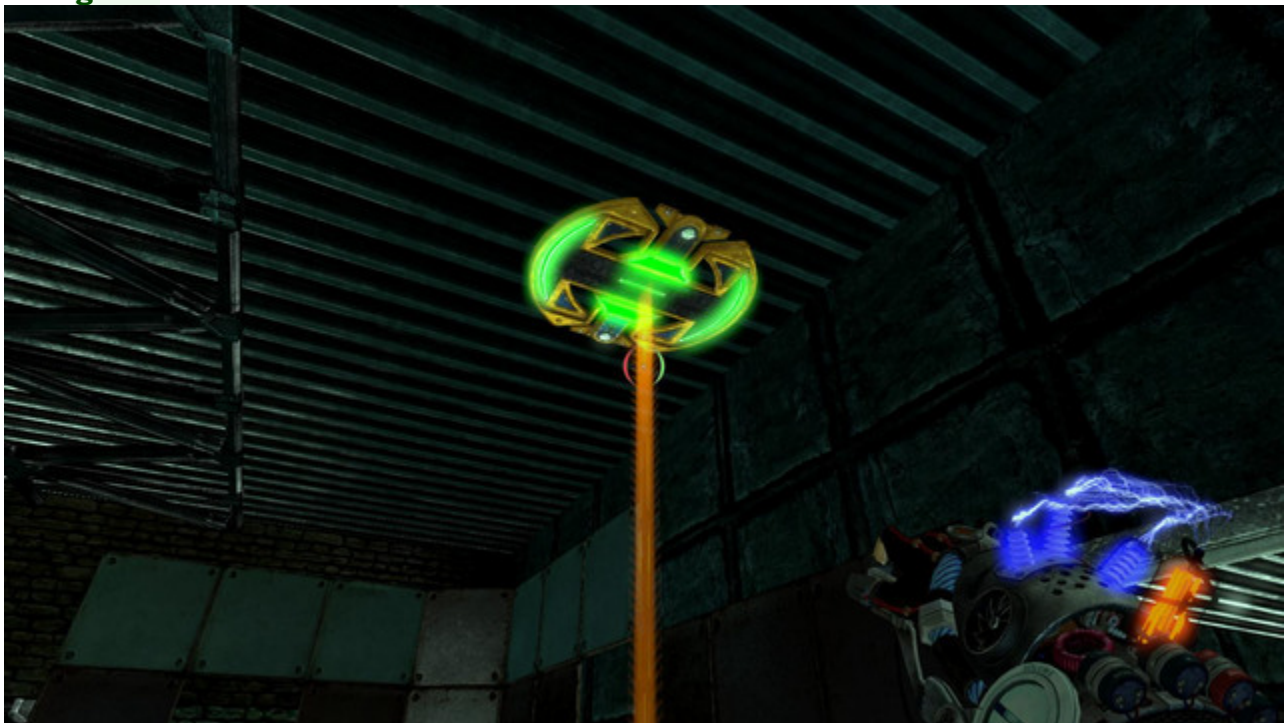


Jump onto a horizontal platform and charge it with **green**. Lean out on left and look down to notice another platform. Fire it with **green** before your platform reaches it.



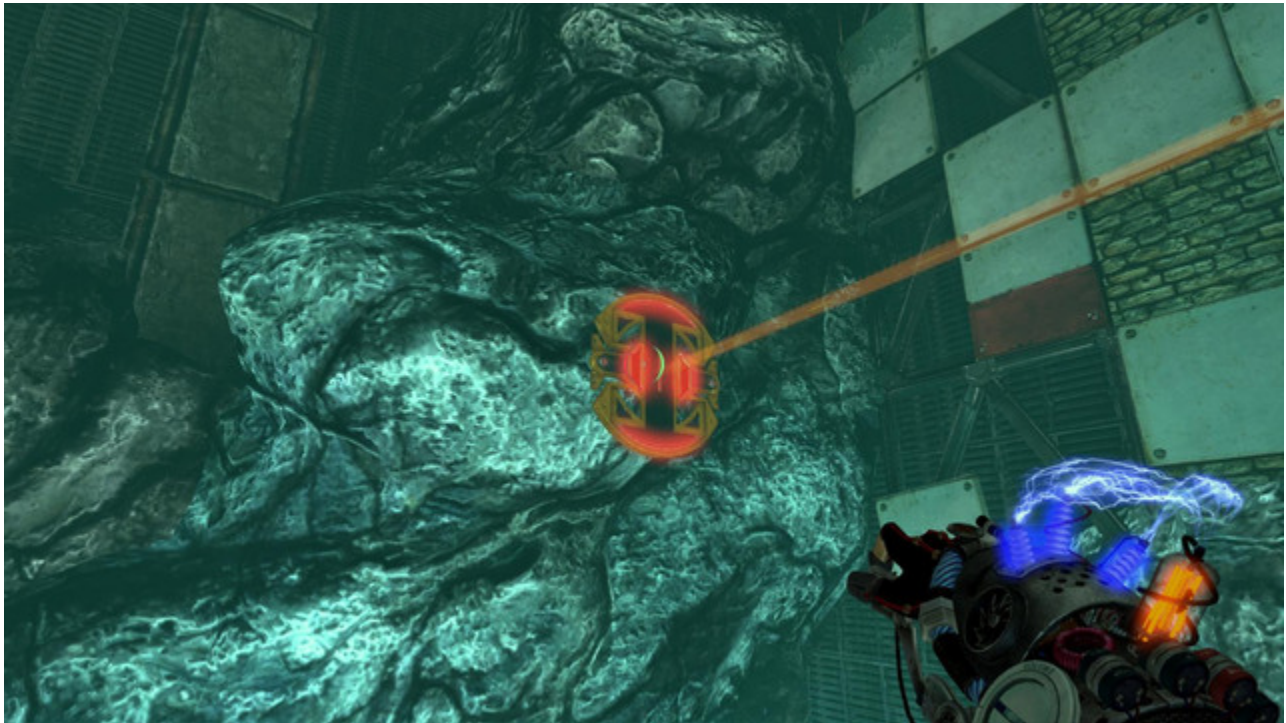
Zoom is helpful (Q)

Go onto the vertical platform. At the end of its beam you see a magnetic engine. Fire at it with **green**.



Another elevator

When you get to the end of route, turn right and you'll notice another module glued to the ceiling. Change its charge on **green** and jump onto vertical platform.

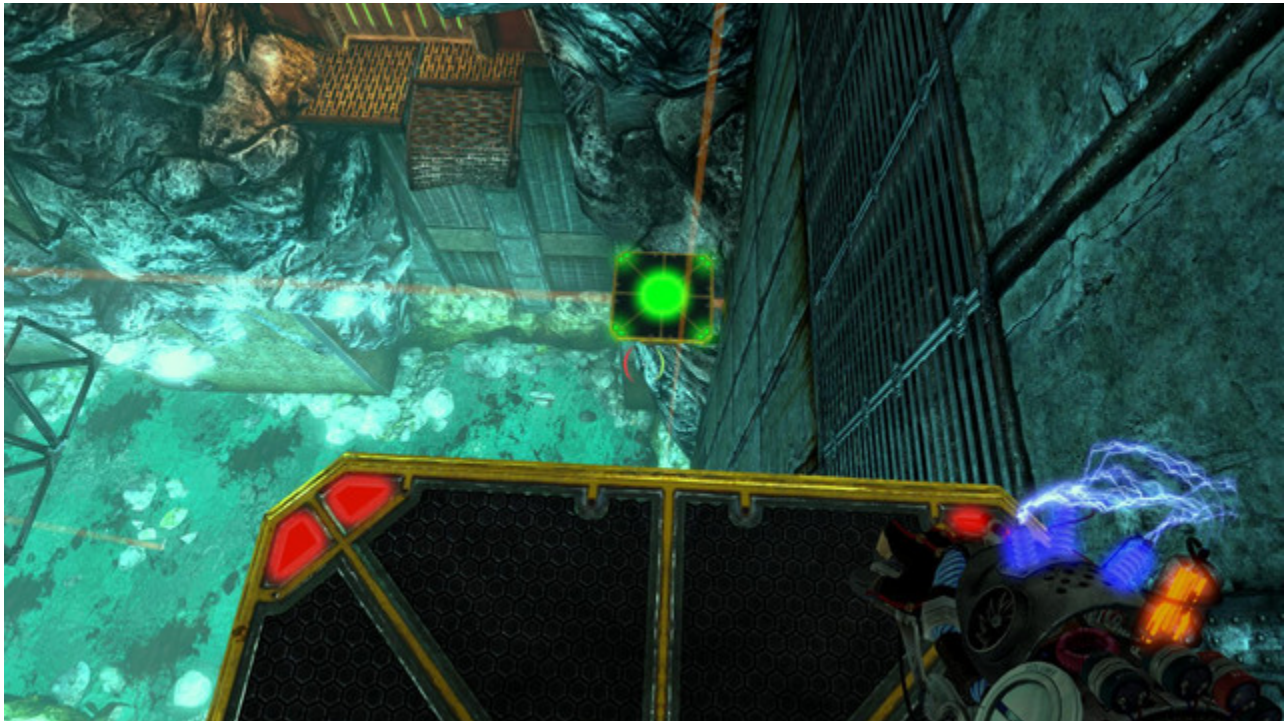


Nice place for a module to be

When you ride down, aim at module in the rock in front of you and fire **red** charge.



Turn around and change the charge of vertical platform on **green** (screen above).



Way back is the same, but with the reversed charges

Return the same way which took you here, up to the wall on the other side of room. If you look down, you'll see a new platform. Jump on it and change it charge on **red**.



If you are not quick enough to jump, change the platform's charge on green

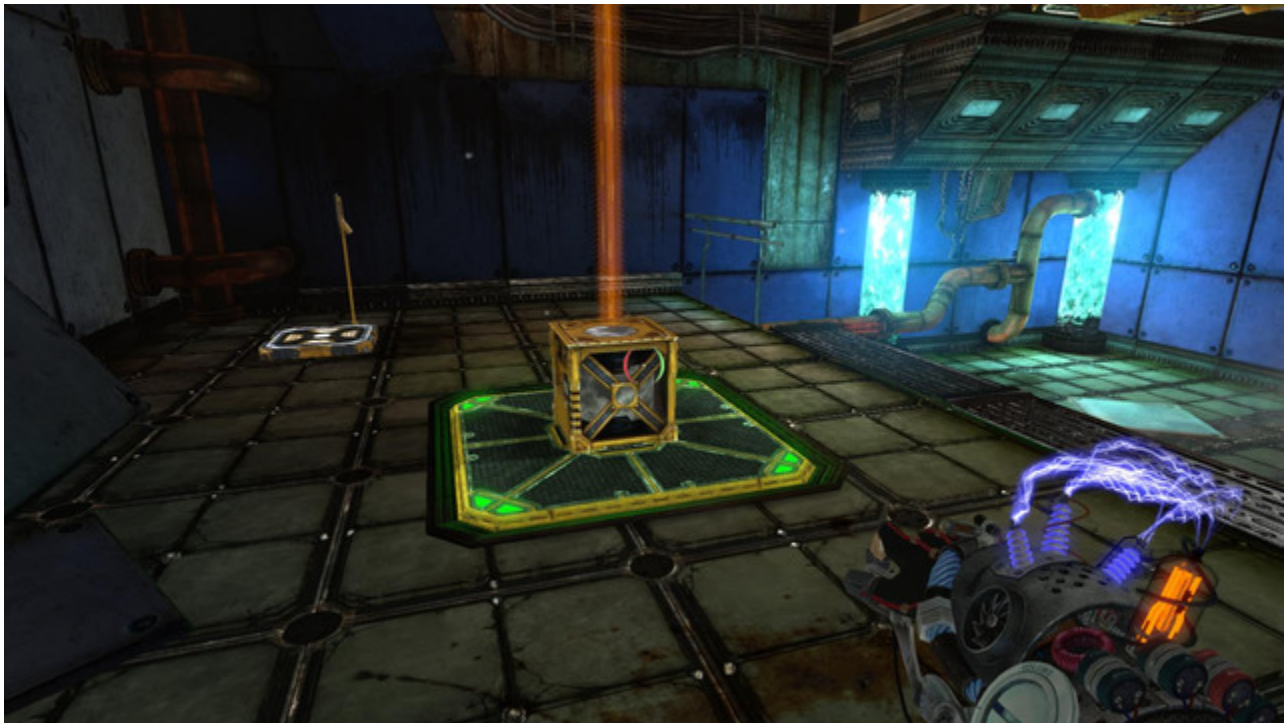
Just after changing the platform's charge, you get nearby to the broken one. Jump on it and go through the door.

Disconnect



This level requires a bit of patience

This location is short but a bit complicated. Begin from picking up the cube on the other side of room.



Place the cube on the vertical platform and charge the platform with **green** (screen above).



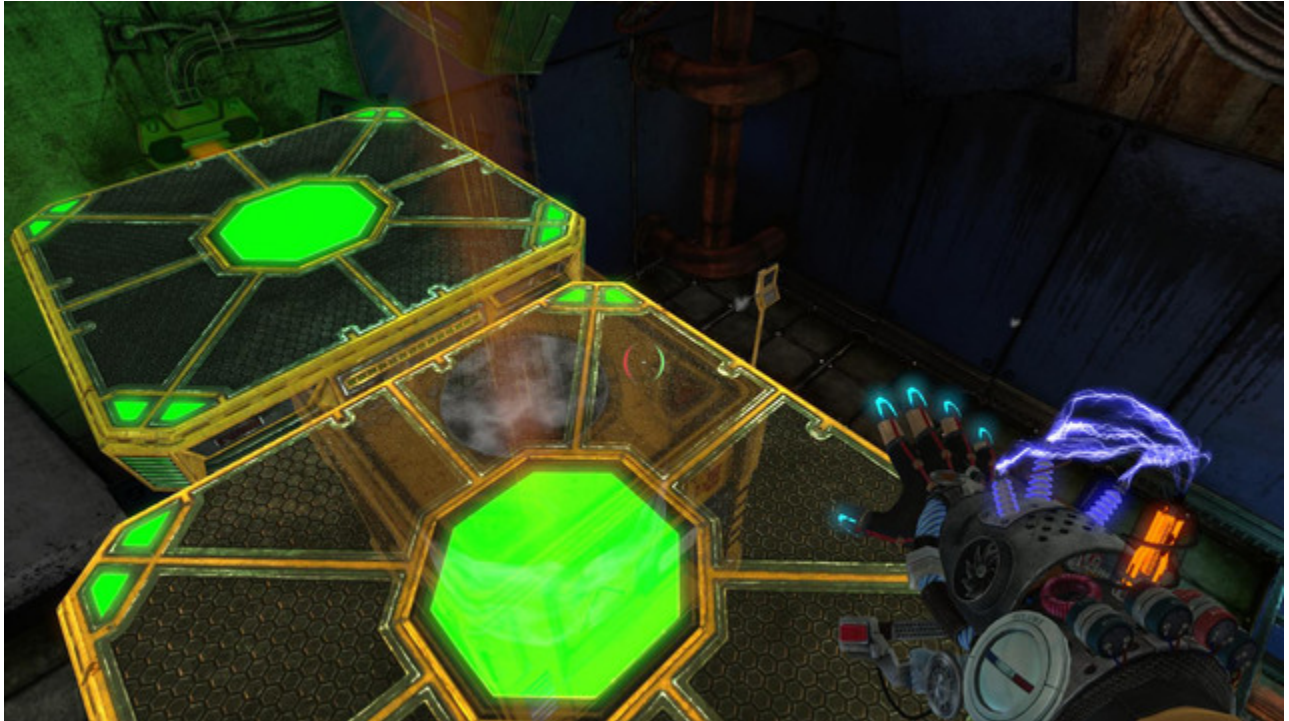
Stand on the platform, but not on the cube

Stand on the platform, on which you've placed the cube. Over you, you can see a magnetic engine and vertical platform. Change their charges on **red**.



Platform may push you down, so stand in the middle of horizontal platform

When platform stops on the module, change its charge to **green** and quickly pick up a cube.



Remember to pick up a cube

Wait until the platform rides over your hero and then jump on it when both platforms meet.



When your platform ride over the first one, put a cube on it and then jump after it, like on the screen above.



Charged module may pull the cube

Discharge the propel module, firing a **red** at it.



Cube may fly a bit askew, so prepare for a jump

Standing on the cube, change its charge to **red** and go on the platform above. Go through door leading to the next level.

Hidden Lab



Small room with huge problems

In this level you find a new toy – **an explosive cube**.

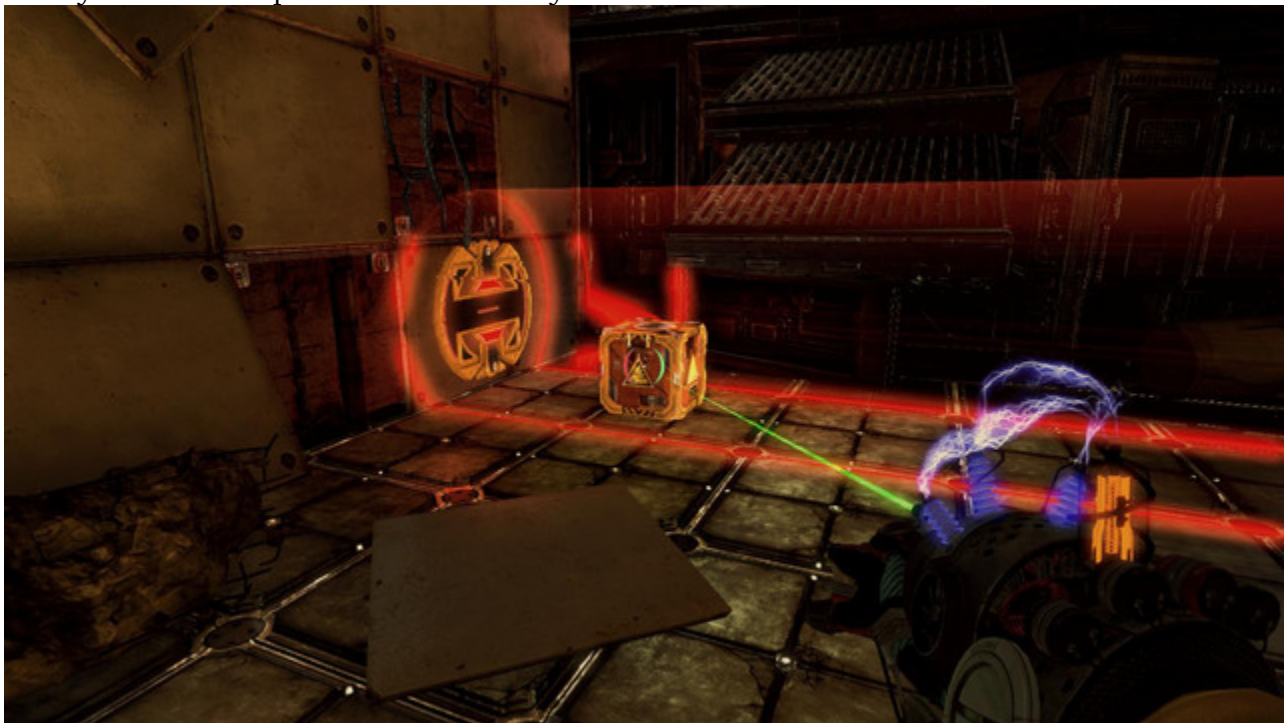


Approach the round, black manhole in the middle of chamber. Activate the panel and jump inside.



A new toy

Here you will find an explosive cube. Pick it up and the manhole starts rising. Don't drop it – it may cause an explosion which kills you.



Place the cube gently before the module (screen above). Change module charge to **red** and cube to **green**.



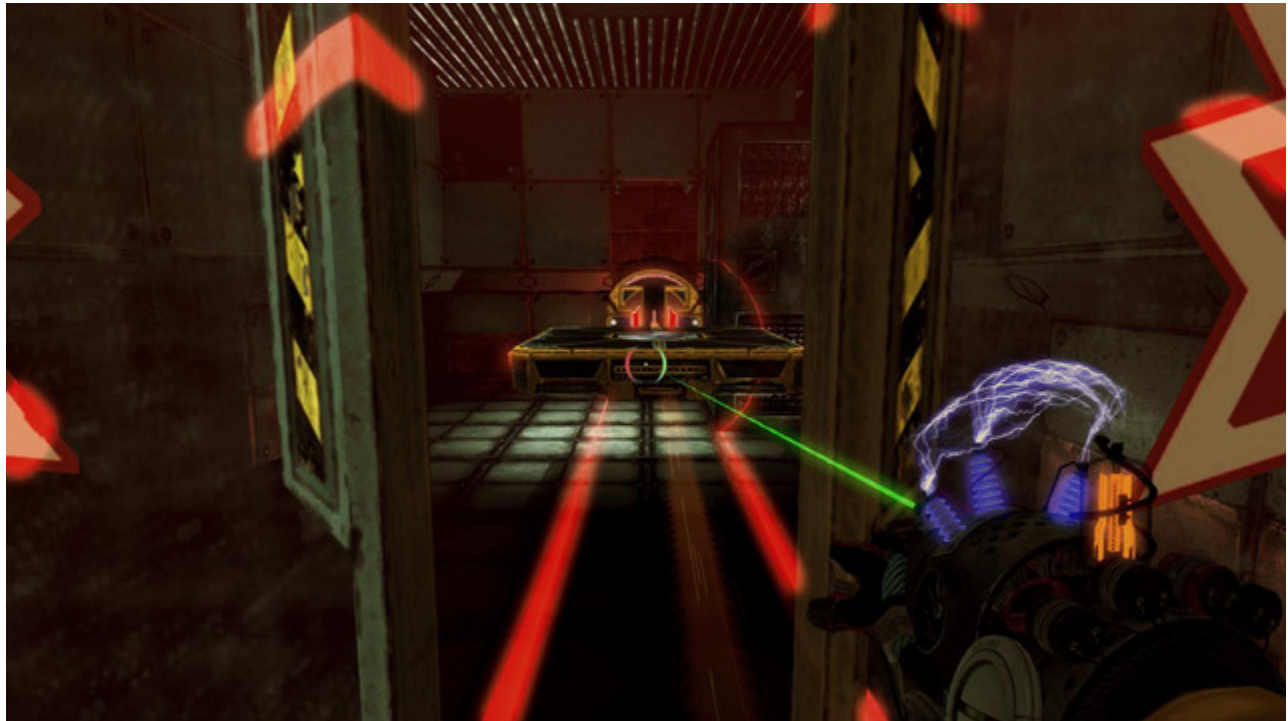
A hidden cube

Cube will be fired and destroy a wall on the right. Pick up yellow cube and return to the module.



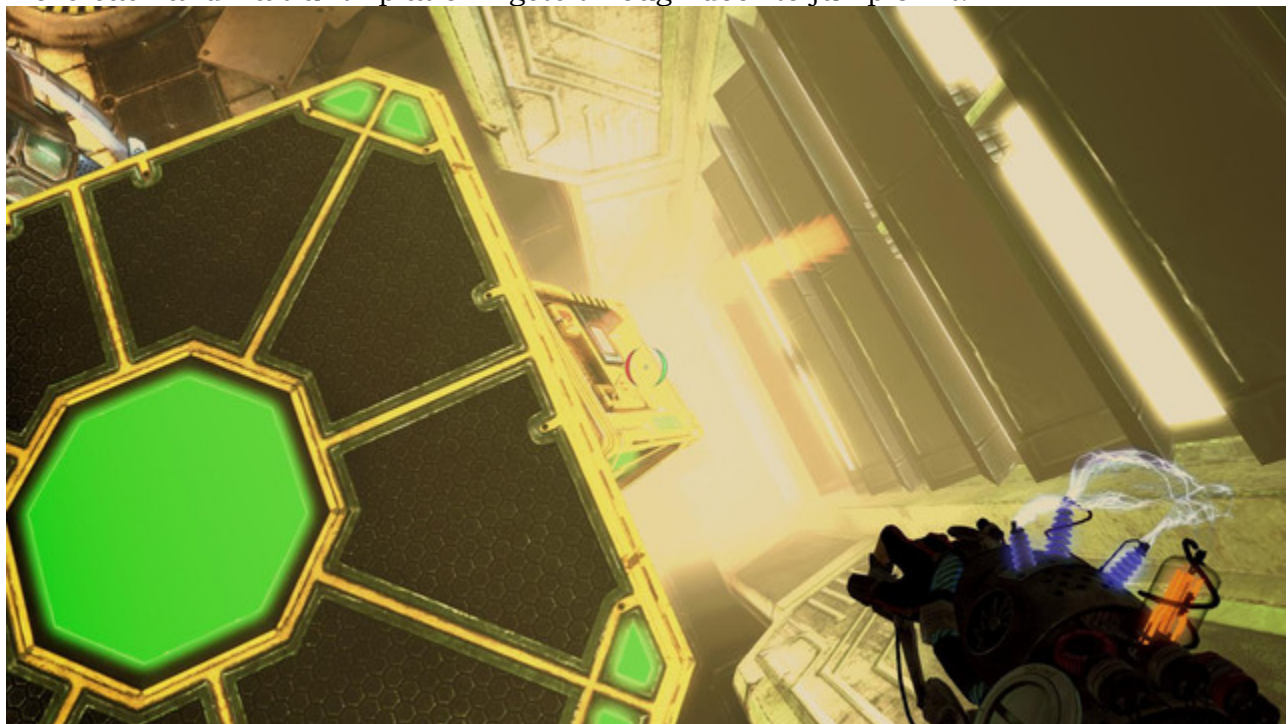
You can also jump with the cube on platforms, but it requires an agility.

Place cube on its marking and then discharge the module with **red** charge. Charge the cube with **green**.



Don't get cut

Jump on askew platforms next to the module. Stay next to the broken door and you'll see a platform and a magnetic engine behind it. Change the module on **red** and platform on **green**. Move back and wait until platform gets through door to jump on it.



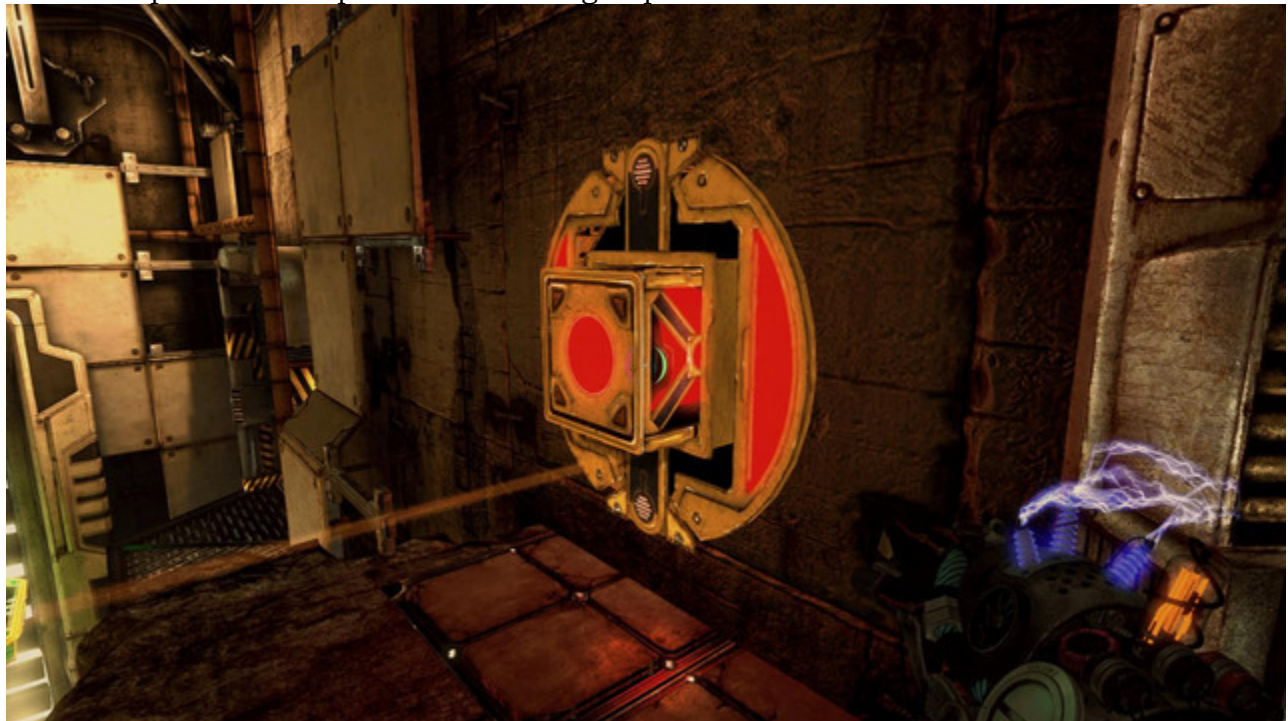
Cube may stop on the other side.

Wait until platform gets to the end and take a cube from under it. Get off platform and move to the next room.

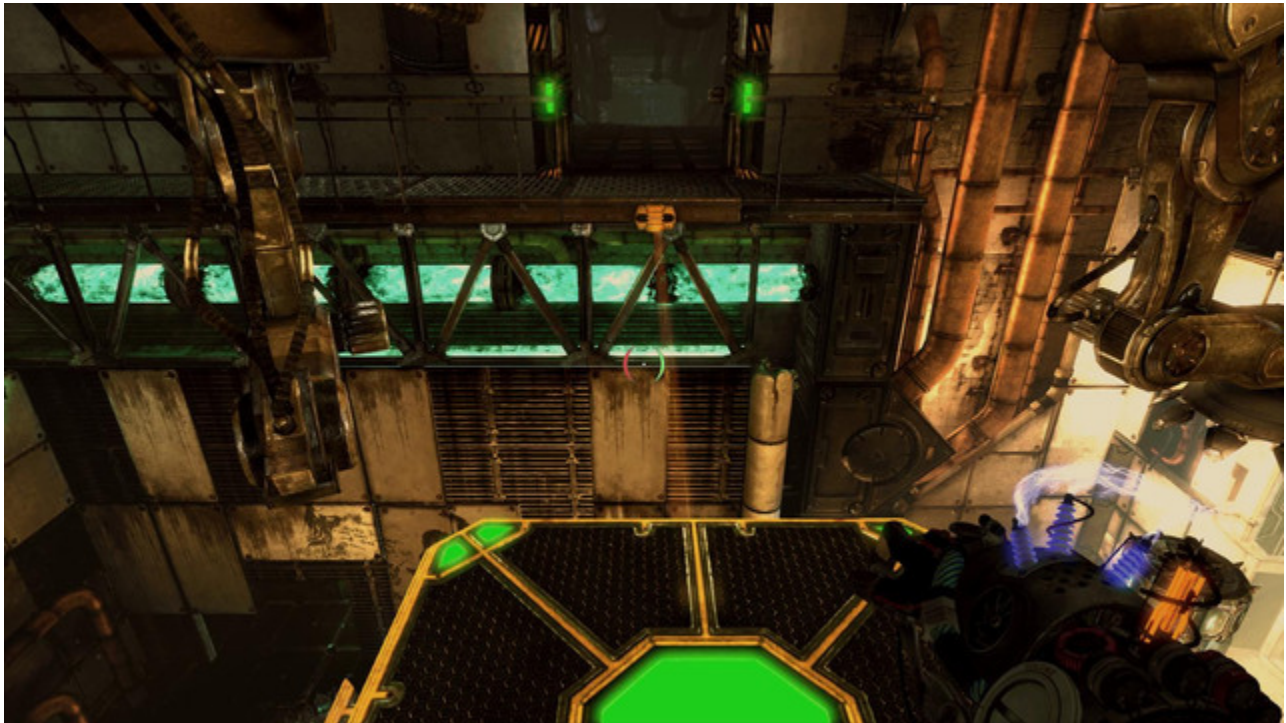


New object which launches cut scenes and door

Launch a panel. Pick up cube and then go upstairs.



Place the cube to the empty magnetic engine and change its charge on **red** (screen above).



Don't fall

Then fire at the vertical platform and change its charge on **red**. When it stops in front of the module, jump on it and fire **green** charge.



It's not an end

Jump off the platform and go through door. Move forward until you reach the end.

Captive



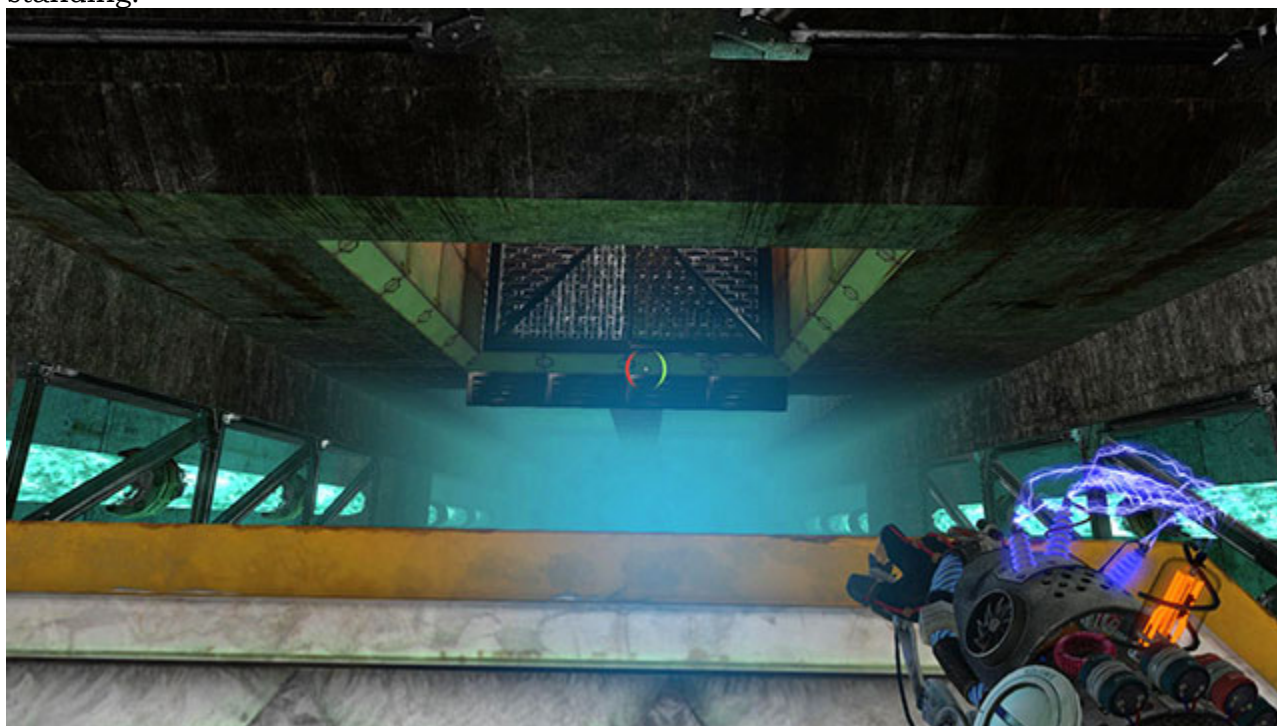
A new module

You begin the next level in the cell – to be precise, it's a new module called **hypercube**. From outside it looks like a big cube and from inside like a... room without handles.

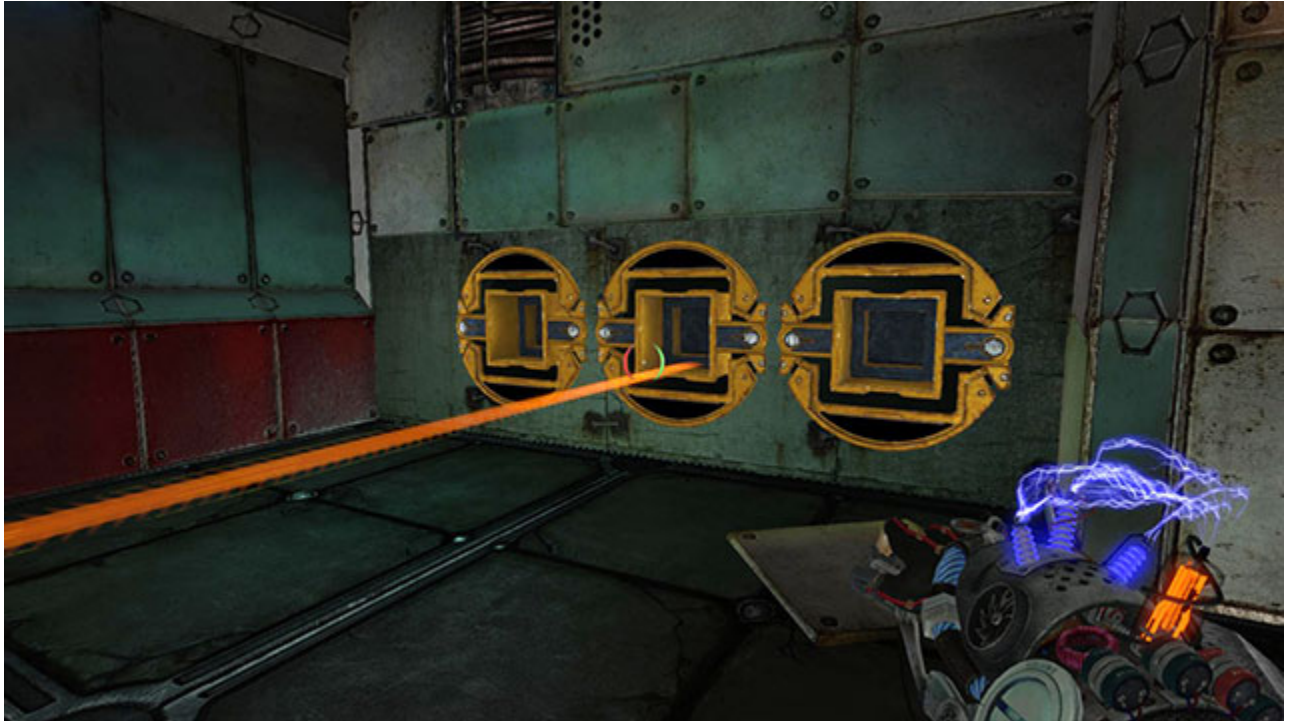


In hypercube you can charge all six walls

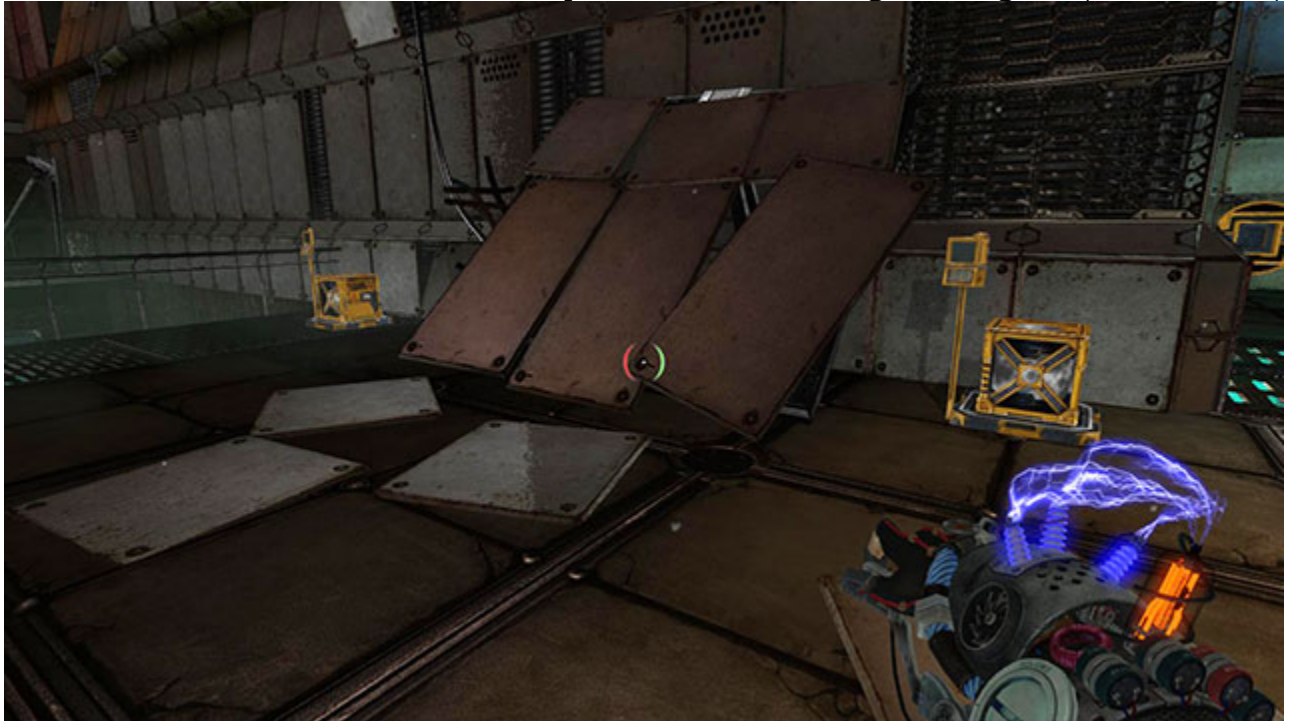
The way outside is rather simple. Charge the upper wall with **red** and the one on which you're standing with the **green**. It opens the module and descends the wall on which you're standing.



After a moment, the platform stops and you can jump on the floor (screen above).

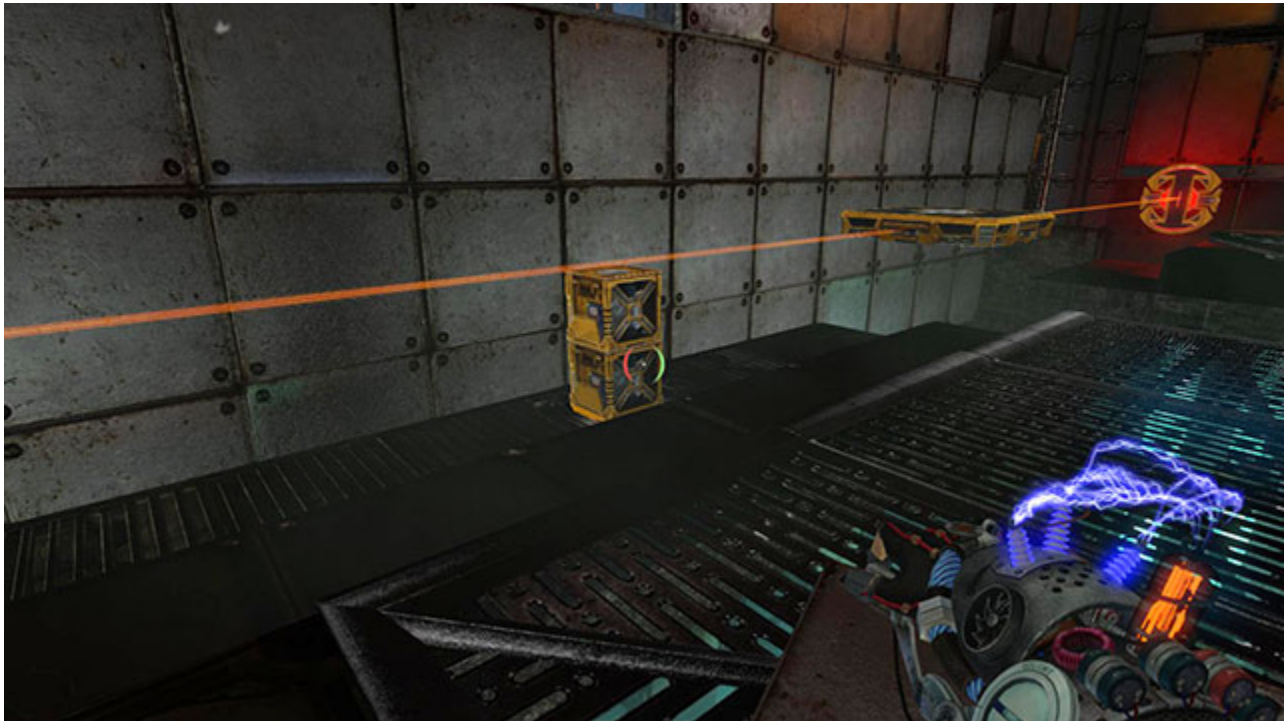


Your task is to collect three cubes and place them in the magnetic engines (screen above).

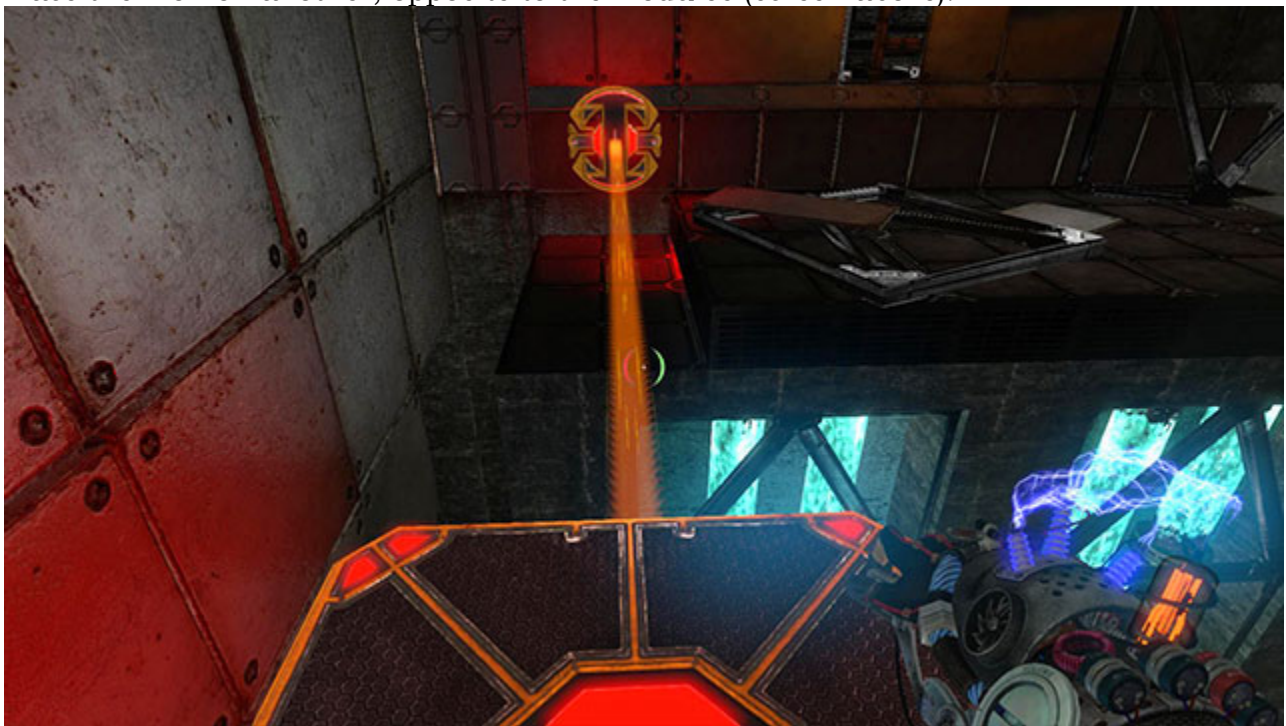


A story of two cubes

Move forward to see two respawning modules. Pick up two cubes from there.



Place them on on another, opposite to the modules (screen above).



The whole riddle is connected with this platform

Jump on the platform on right. Change engine's and platform's charge on **red**.



Charge only bottom cube

When you get on the other side, turn around and fire with **red** at the bottom cube.

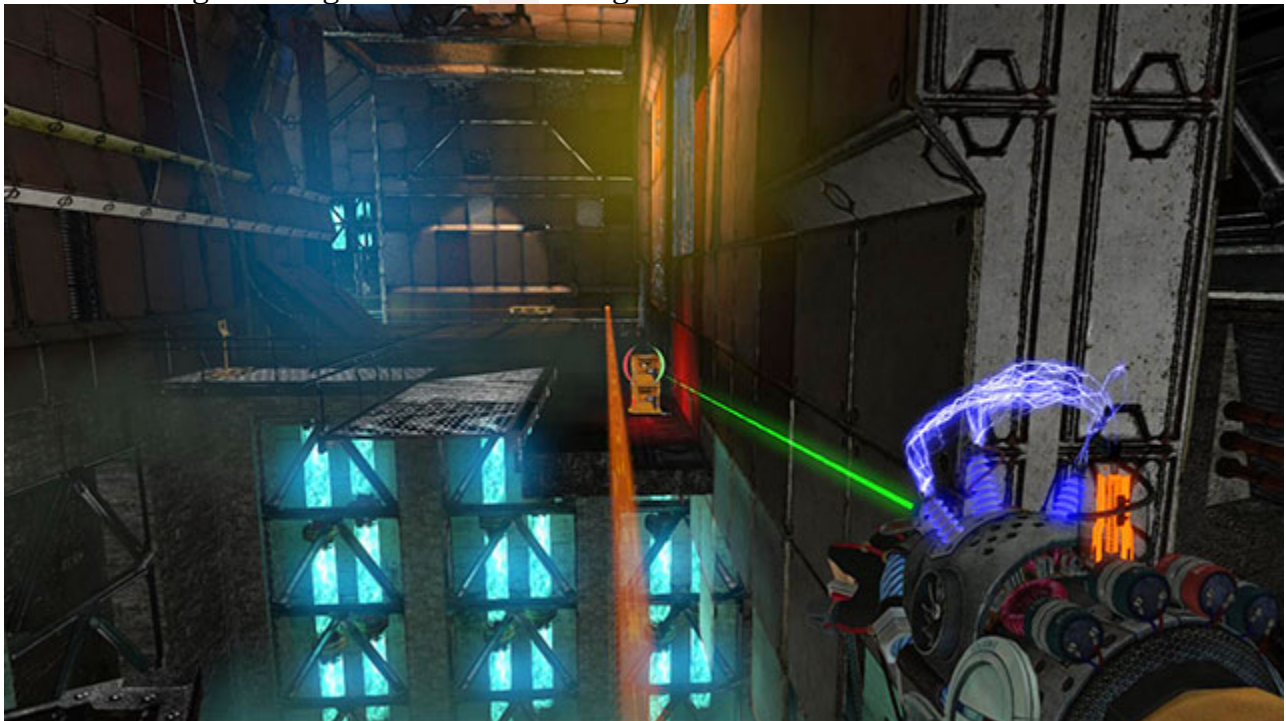


As you can notice, charges may rebound from the glass surfaces

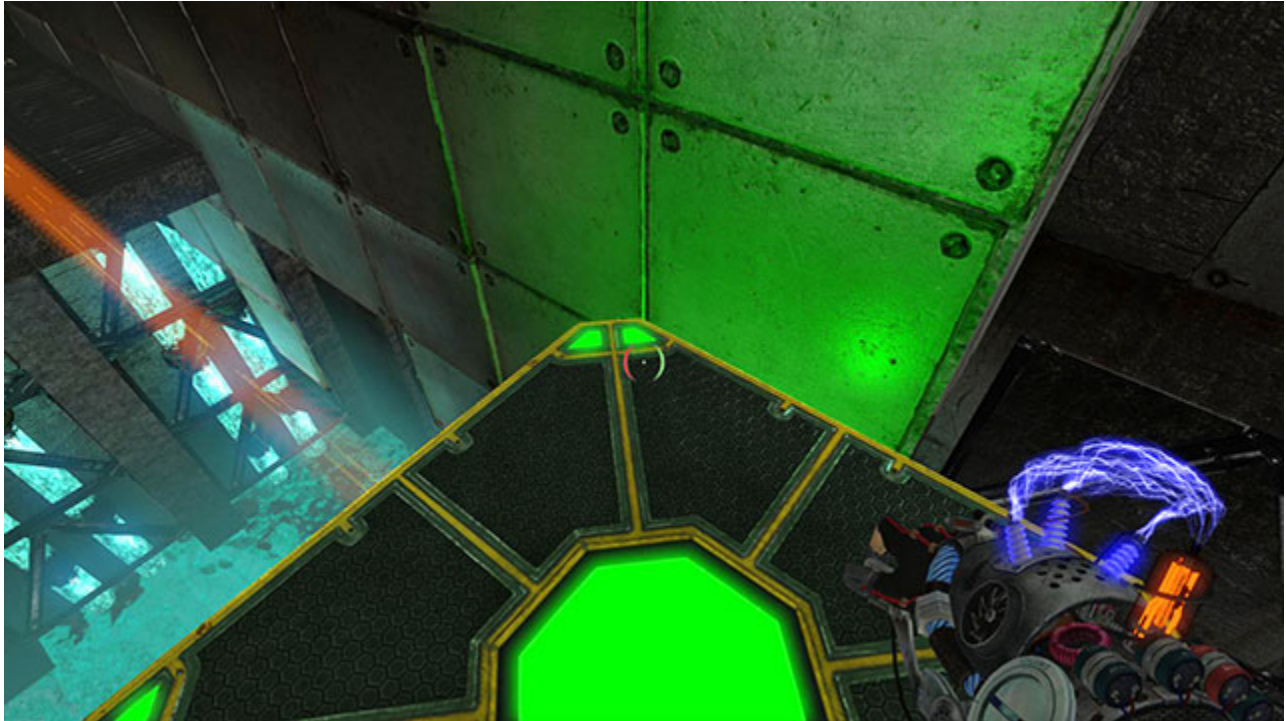
Look at the mirror next to the magnetic engine. You'll see a reflection of the third cube. Aim at that and fire the **green** charge.



Discharging the module is very important
Then discharge the engine with a **red** charge.

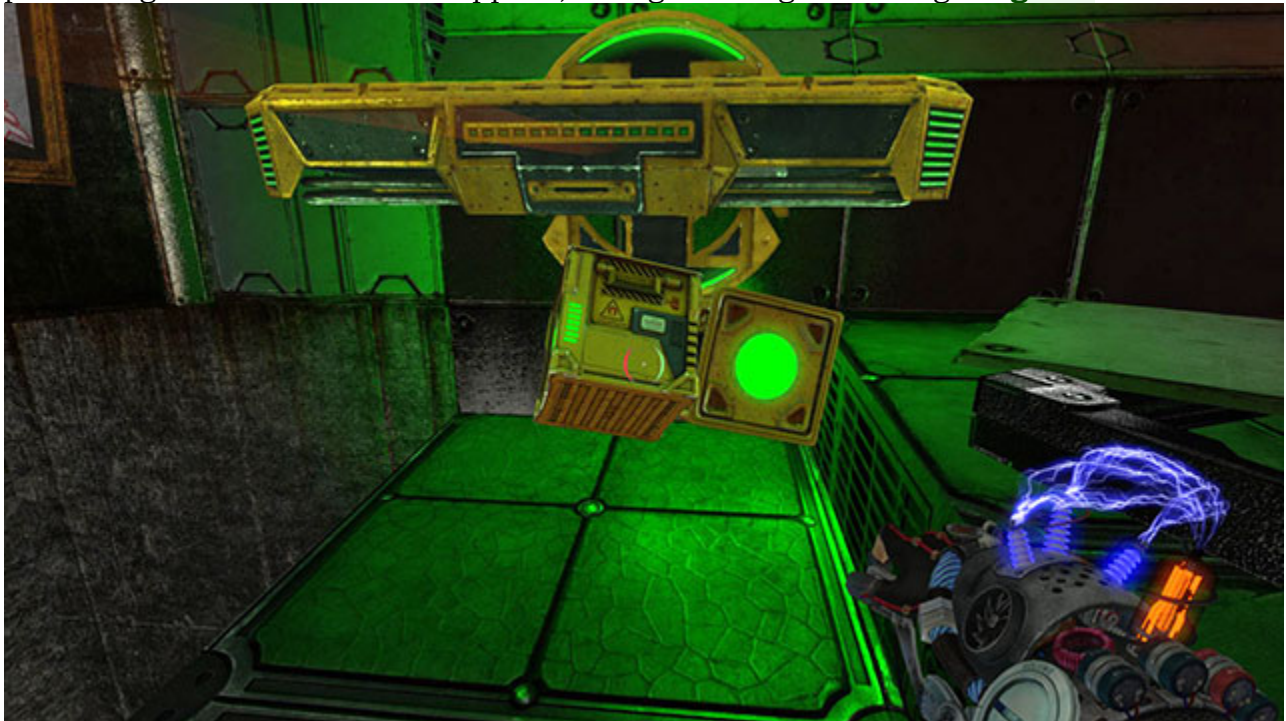


Turn around and aim at twocubes again, this time firing at the upper one. Change its charge to **green**, what fires the cube and pulls the third cube, which is behind a wall (screen above).



To make it safe, it's worth to discharge the first cube

Charge the engine with **red** again and the platform with **green**. Ride the platform until it pulls the green cube. When it happens, change the engine's charge to **green**.



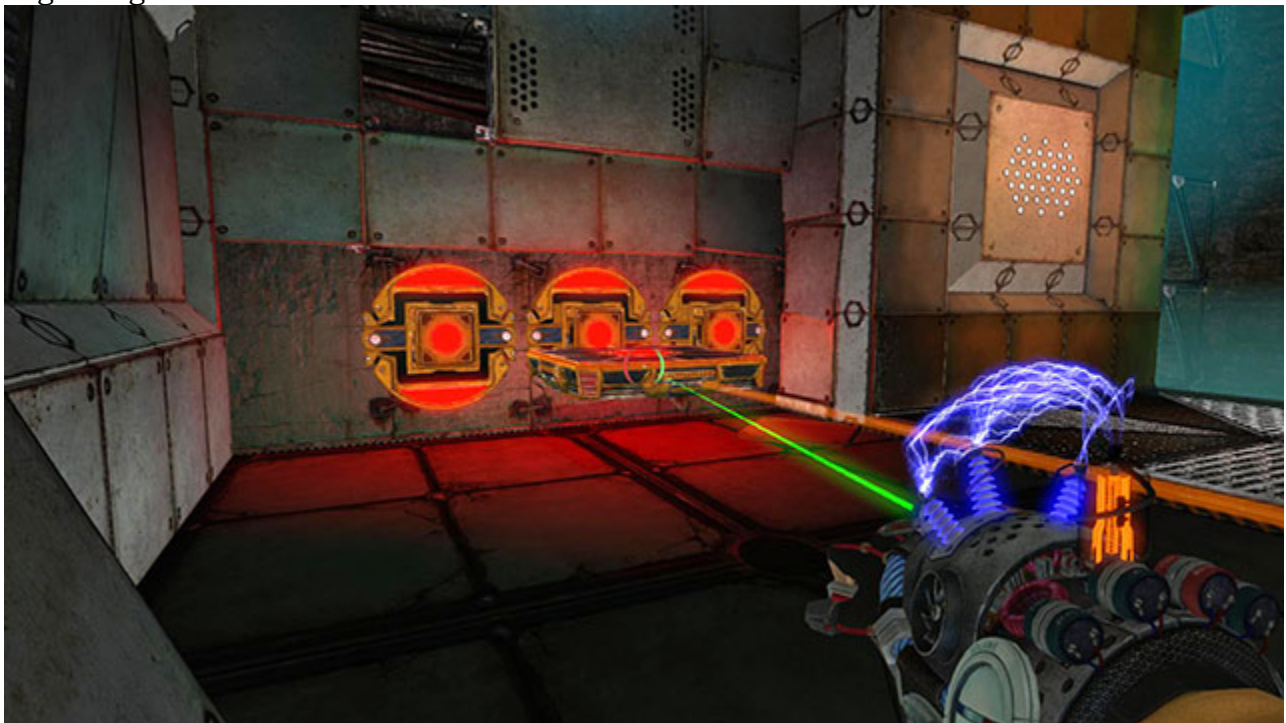
If the third cube falls, it respawns behind the wall

When you stop on the other side, jump off the platform and then look under. You should find two cubes. Pick them up and place on the platform and then change platform's charge to **red**.

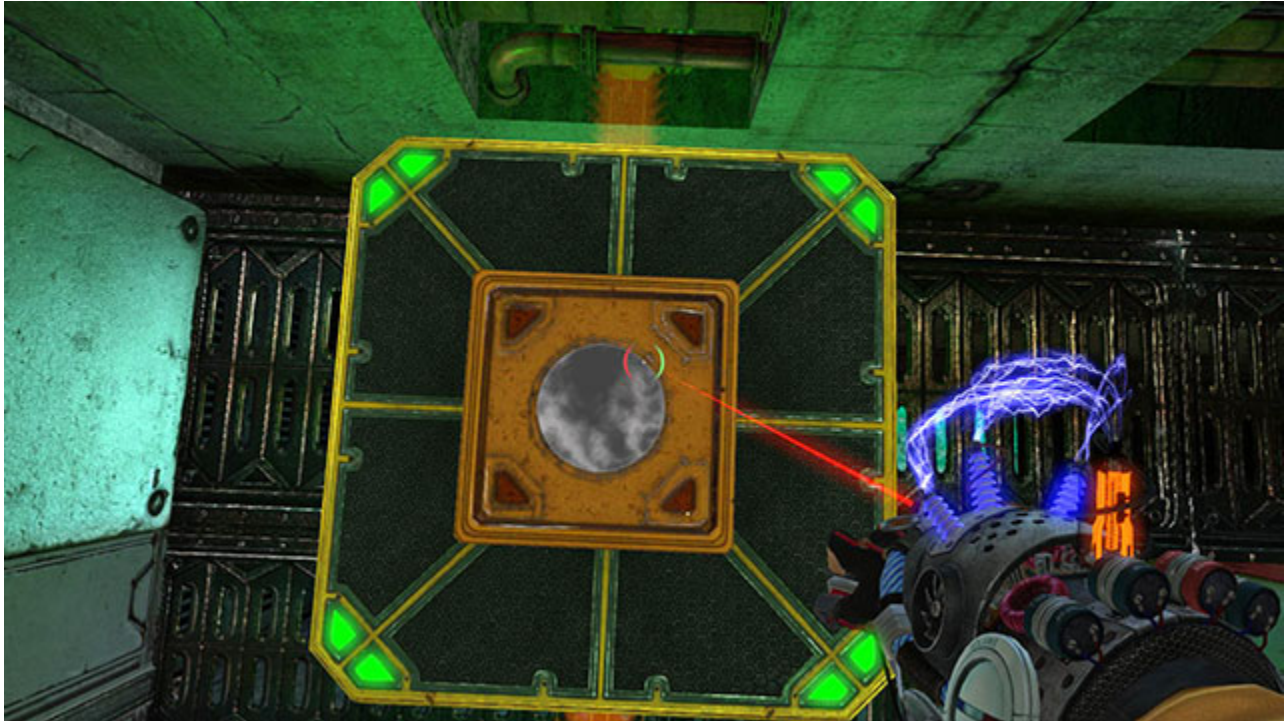


All cubes collected

Transport cubes on the other side and take them to empty magnetic engines from the beginning.



Place cubes in those modules, charge them with **red** and do the same with the platform in front of it (screen above). When it stops next to the engines, change its charge to **green** and watch a crash.



Make sure that the wall is under the very wall

Take one of cubes and place it on a platform. Jump onto a cube and change its charge to **red**. When you get up, go through the door to finish this level.

The Deep



Long journey awaits

In this level you won't find lot of riddles, but flooded corridors. Location has many corridors which you can visit if you want. In guide you find only a description of the direct route to the end of this level.



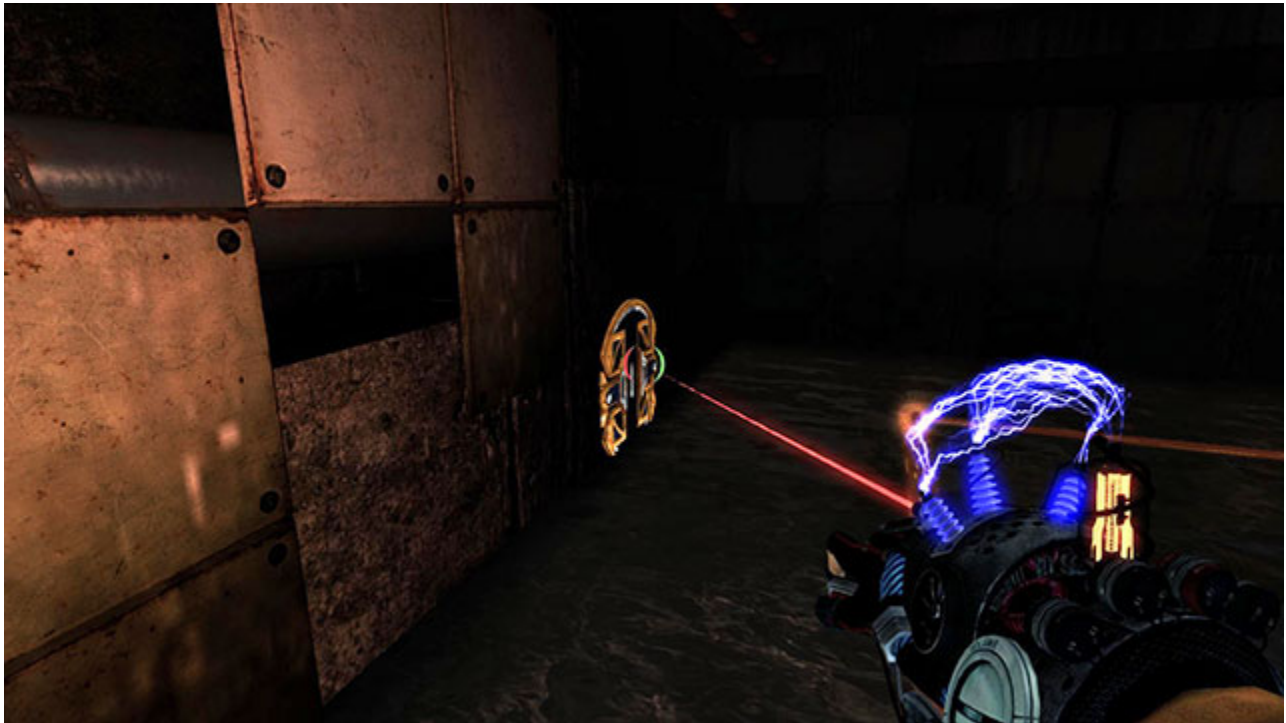
First of many

Jump onto a platform and turn around right. At the end of corridor you see a magnetic engine. Fire at it with **red** and with **green** at the platform.



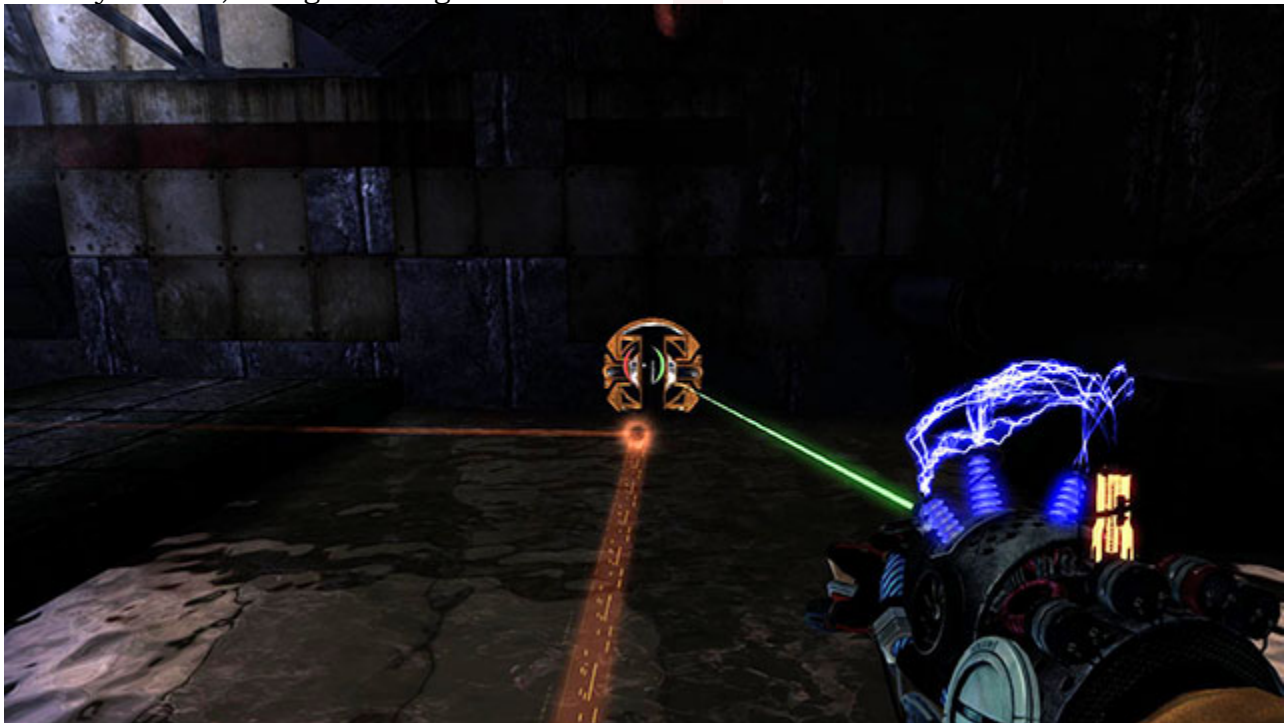
Remember that water kills

Turn around and fire **red** in the first module on left.



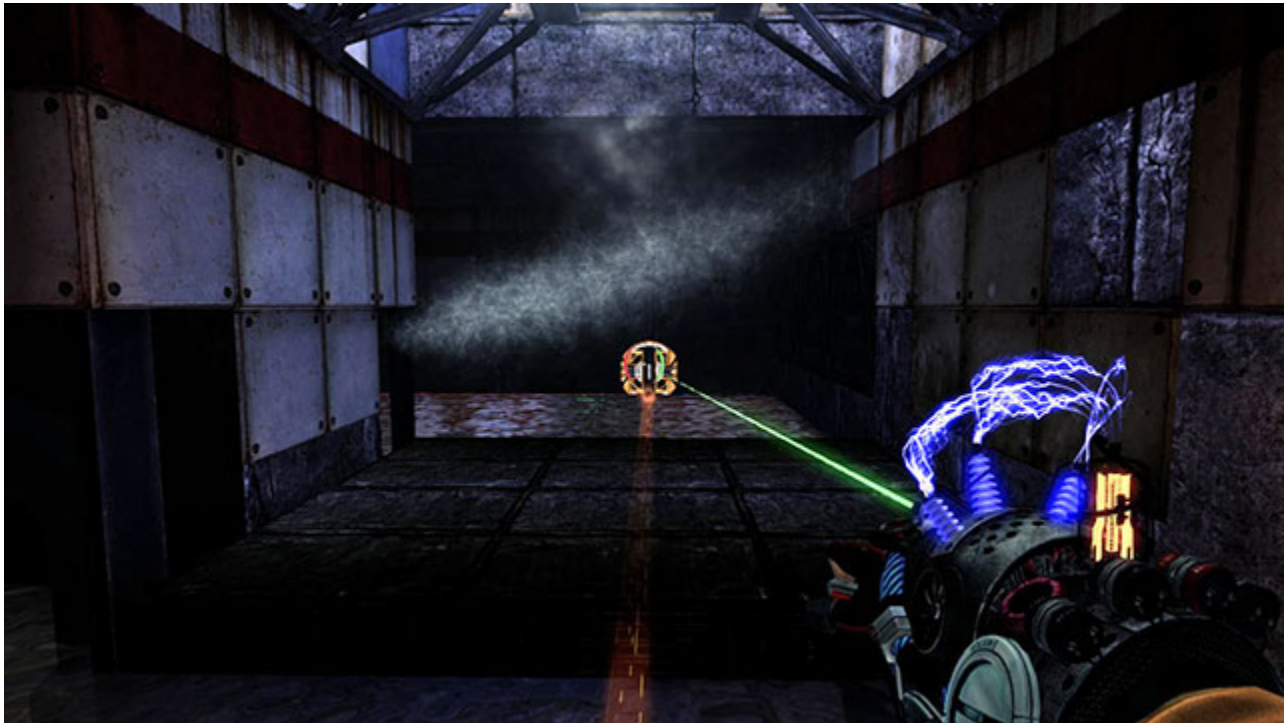
It's hard to omit

When you turn, charge the engine on left with **red**.



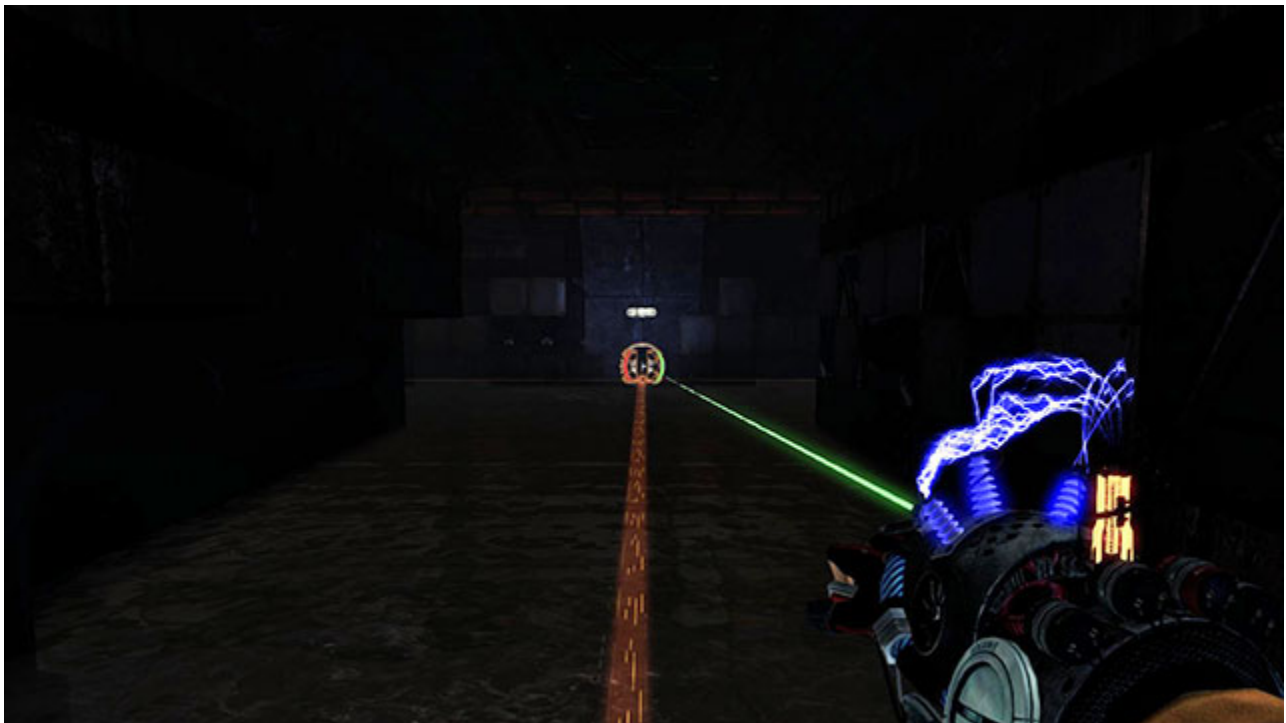
First haven

Ignore the first module on the crossroads and ride until the platform stops. You see another magnetic engine on your right. Charge it with **green**.



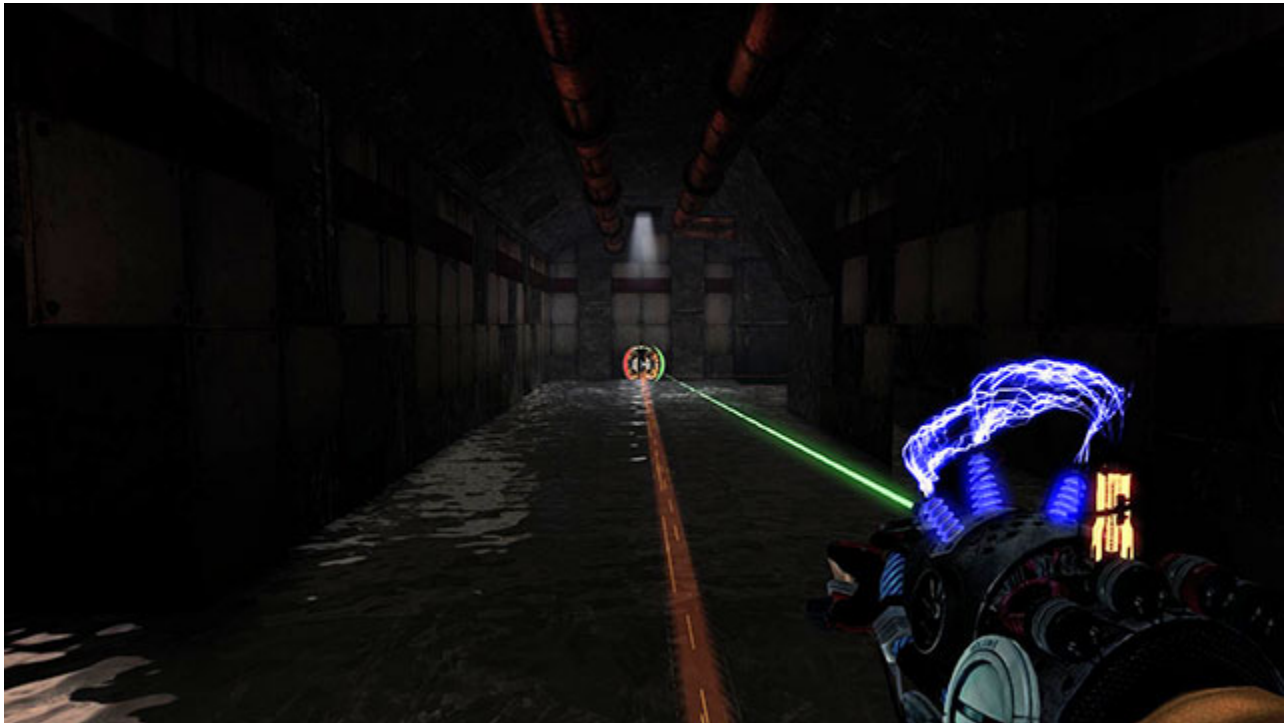
Steam can't hurt you, don't worry

When the platform stops, turn left and then fire **green** in the module behind a part of unflooded floor.



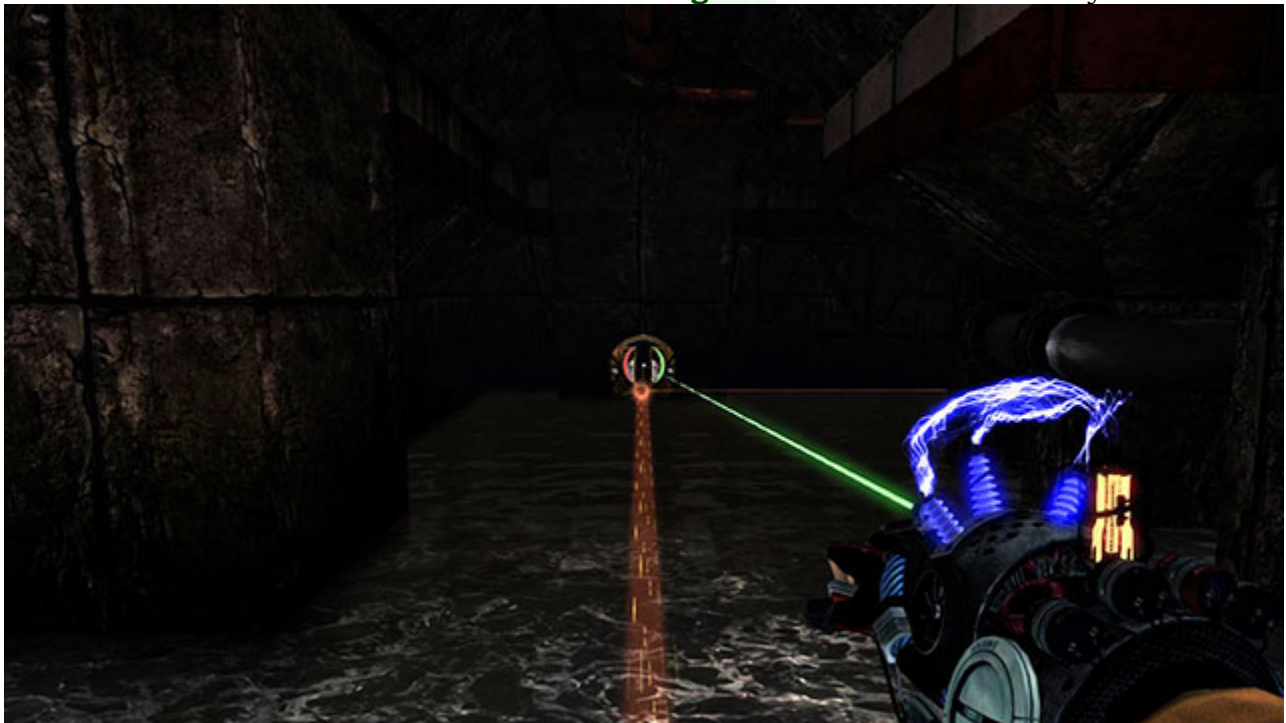
Remember that you can search other ways

Turn left and charge the engine with **green**.



You can also go right, but this road is more curious

Choose left corridor at crossroads and then fire **green** at the module which you notice.



Tough bend

Turn right, firing with **green** at module.



Don't worry. On the platform you're safe

Use **green** charge on the engine again and turn right.



Monster from Sewer Ness finally busted

Get to the end and then charge the module at the end of corridor with **green**.



If you won't make it on time, change the charge of module at the end. It allows you to return. When you start, fire a **red** charge at the engine on right.



Second haven

You get to another part of the floor. Stop platform by discharging it with **green** and pick up nearby cube. Place it on the platform, jump on it and charge platform with **green**.



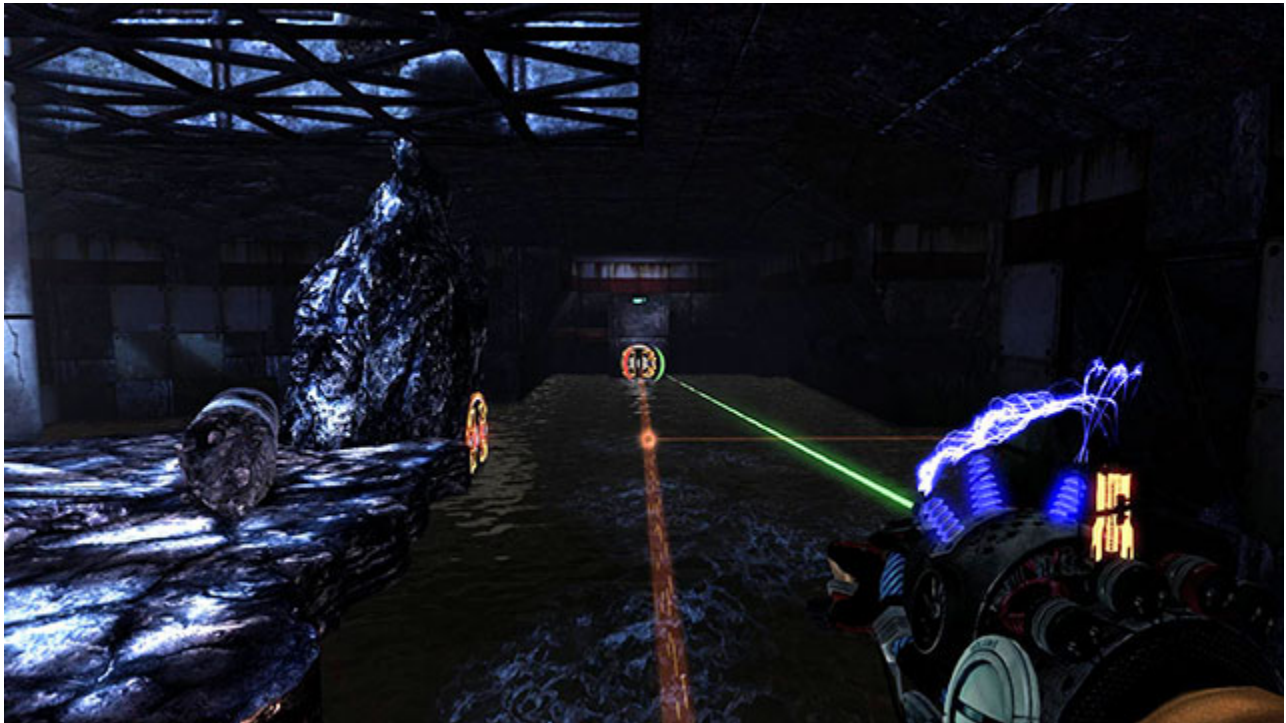
Slightly flooded module

Fire **red** at the module on right.



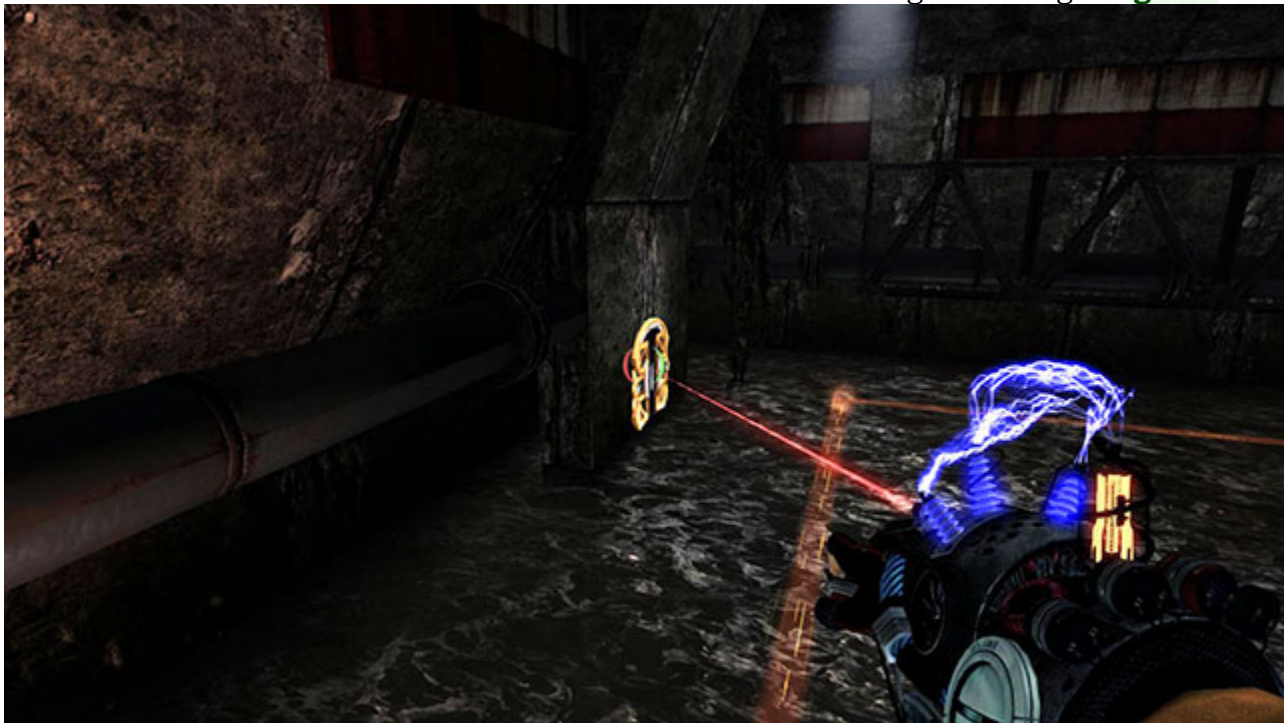
Beautiful view, but staying here may kill you

Although this view is beautiful, don't stay here too long. Fire at the first engine on the crossroads with **red**.



Remember about zoom (Q)

Then fire at the second module at the end of corridor and change its charge to **green**.



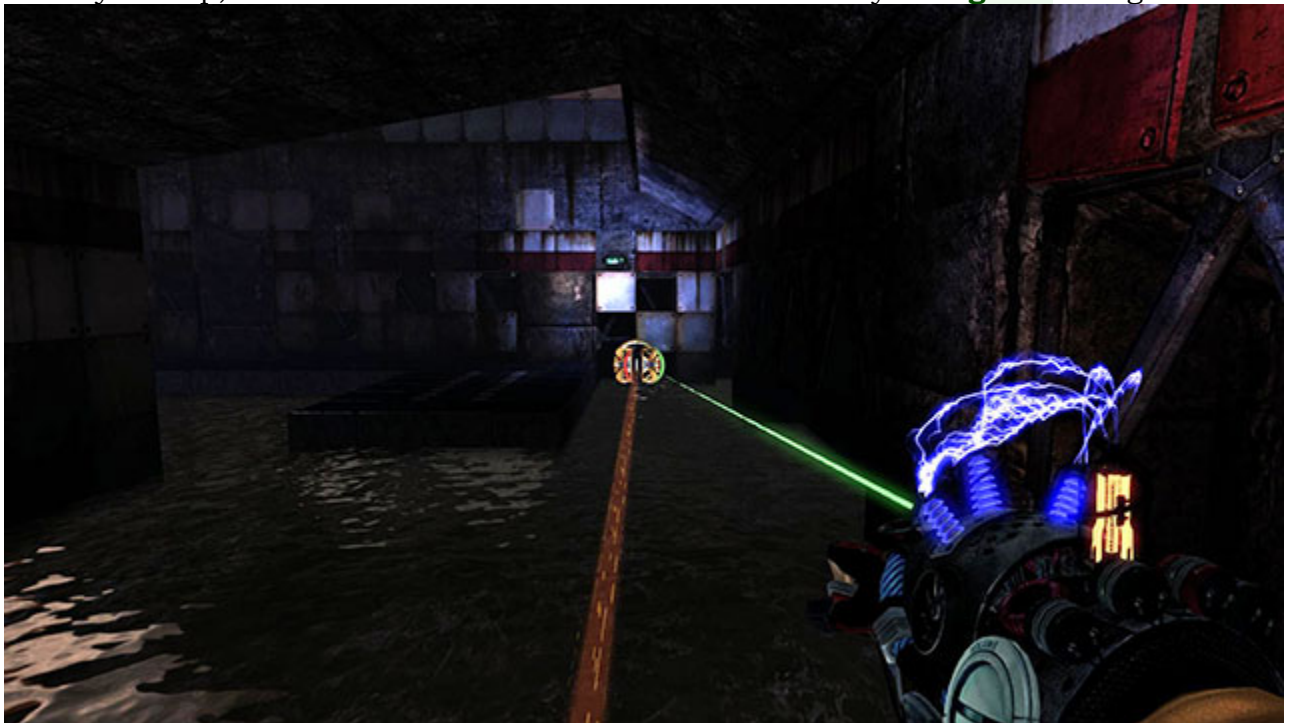
Next turn

When you get out of this fascinating room, turn right changing a charge of nearby engine on **red**.



Last straight

When you stop, turn left and then fire at the module far away with **green** charge.

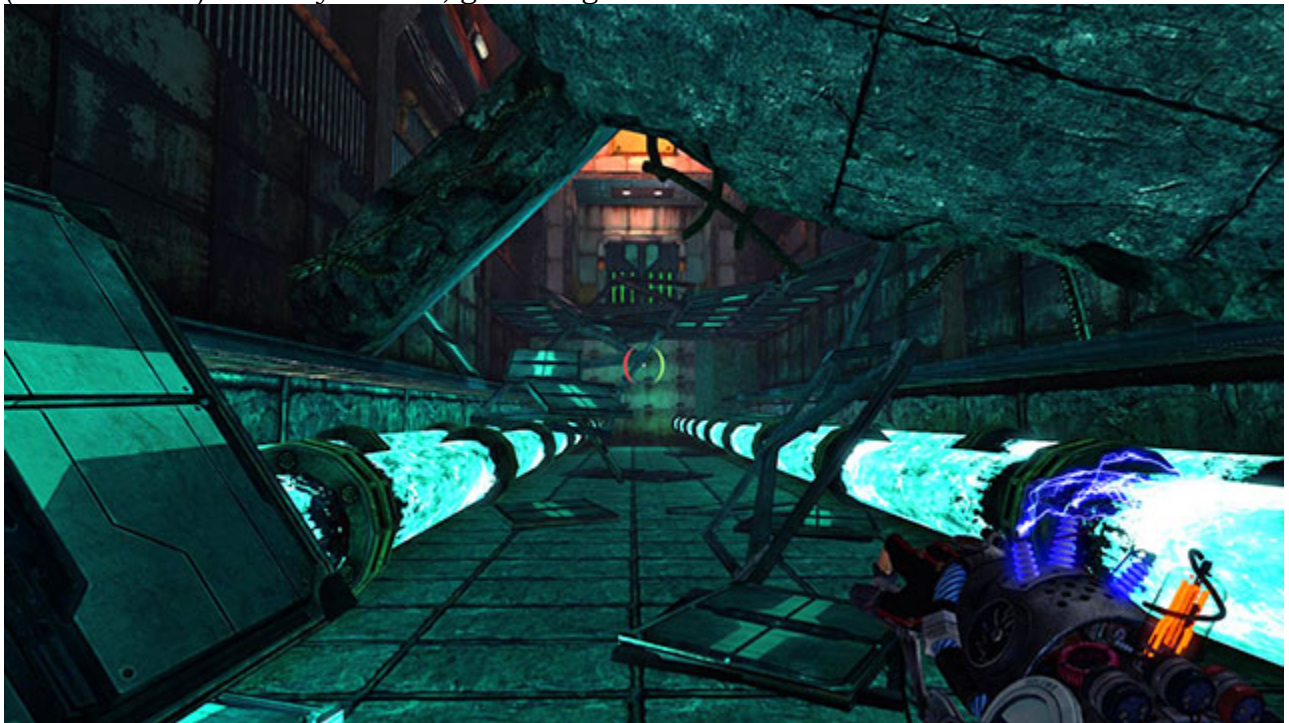


The end of journey

Fire at the last module on left and change its charge to **green**. When you get to the port, load out the green cube and walk off the platform.



Place cube on the catapult, charge it with the **red**, jump onto cube and fire **green** charge (screen above). When you land, go through door.



Don't bother about Gamaji's warning

Jump down, go under the debris and jump up, next to the destroyed panels. Go through door leading to the next level.

Pattern Recognition



Hypercube returns

This location is relatively easy. Everything is limited to the hypercube in the middle of room. Begin from jumping down.

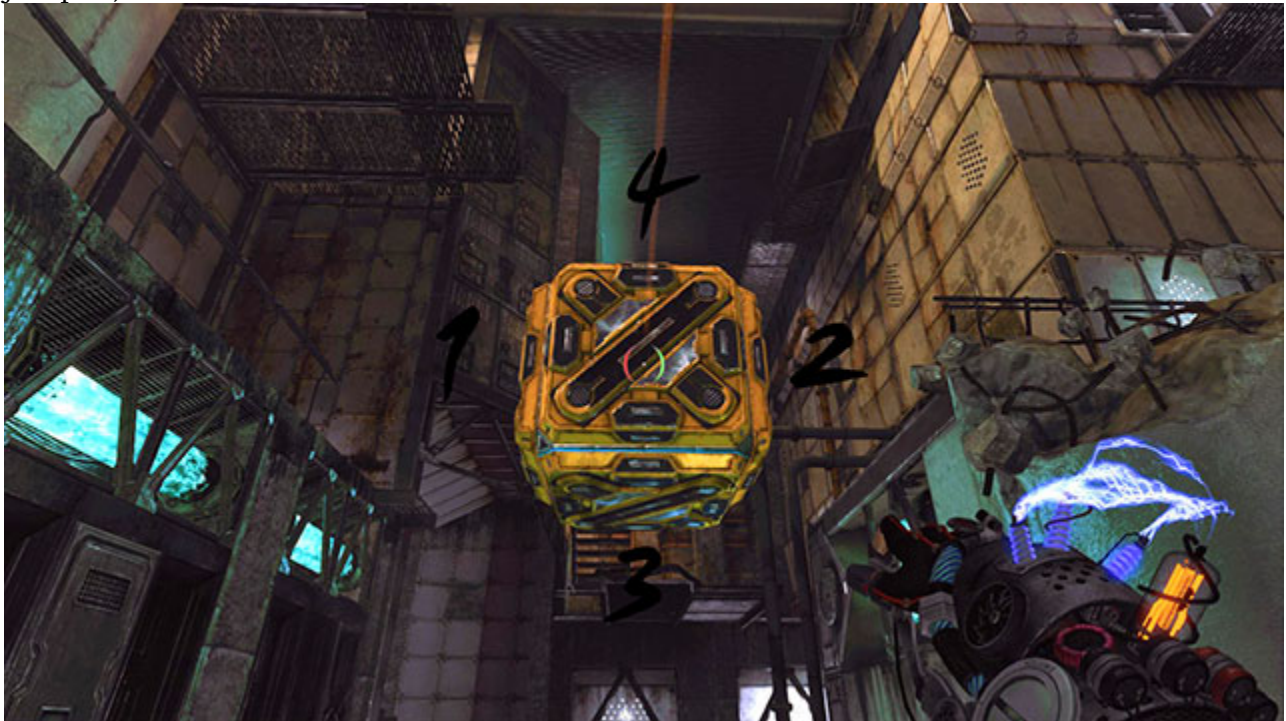


Go along the left wall until you get to the stairs and control panel (screen above). Activate panel and then go upstairs.



1 of 2 cubes

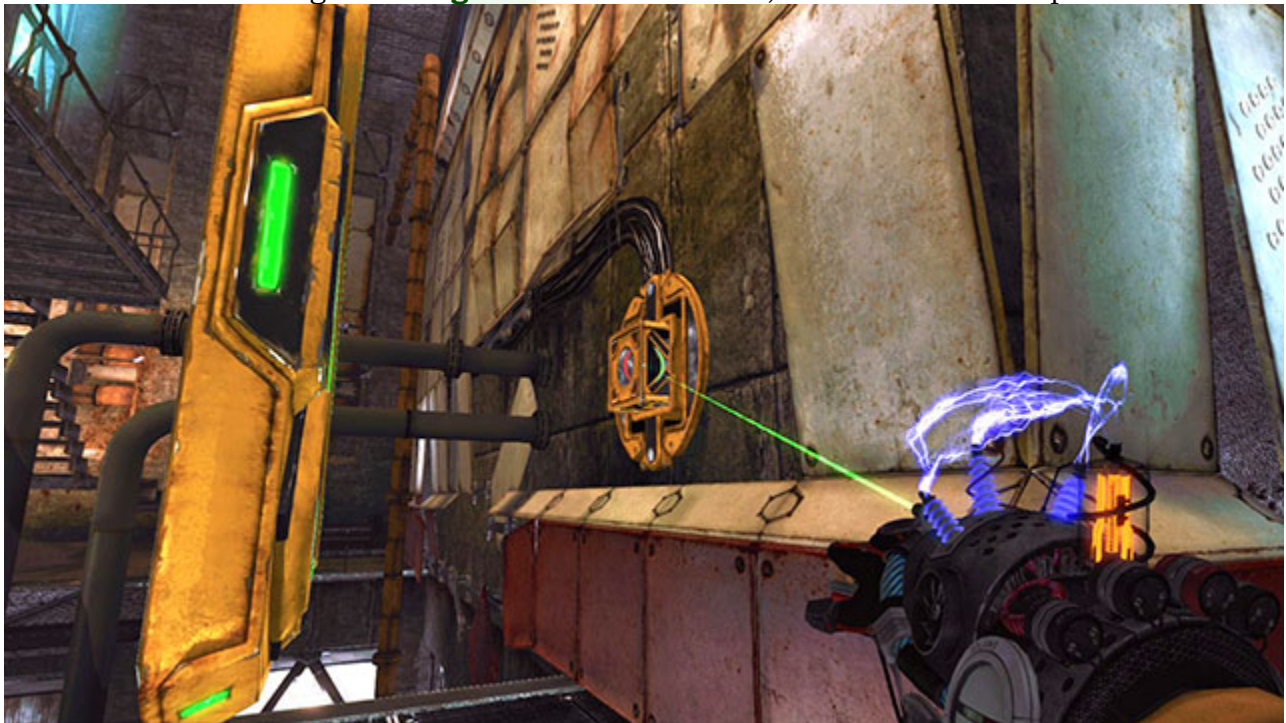
Take a yellow cube from the small room and then return to the place from which you've jumped, to the fallen column.



Now it's time for fun with hypercube. Following the marks on the screen above, change the charge of 1st wall on **red**, 2nd wall on **green**, 3rd wall also on **green** and the 4th wall on **red**.

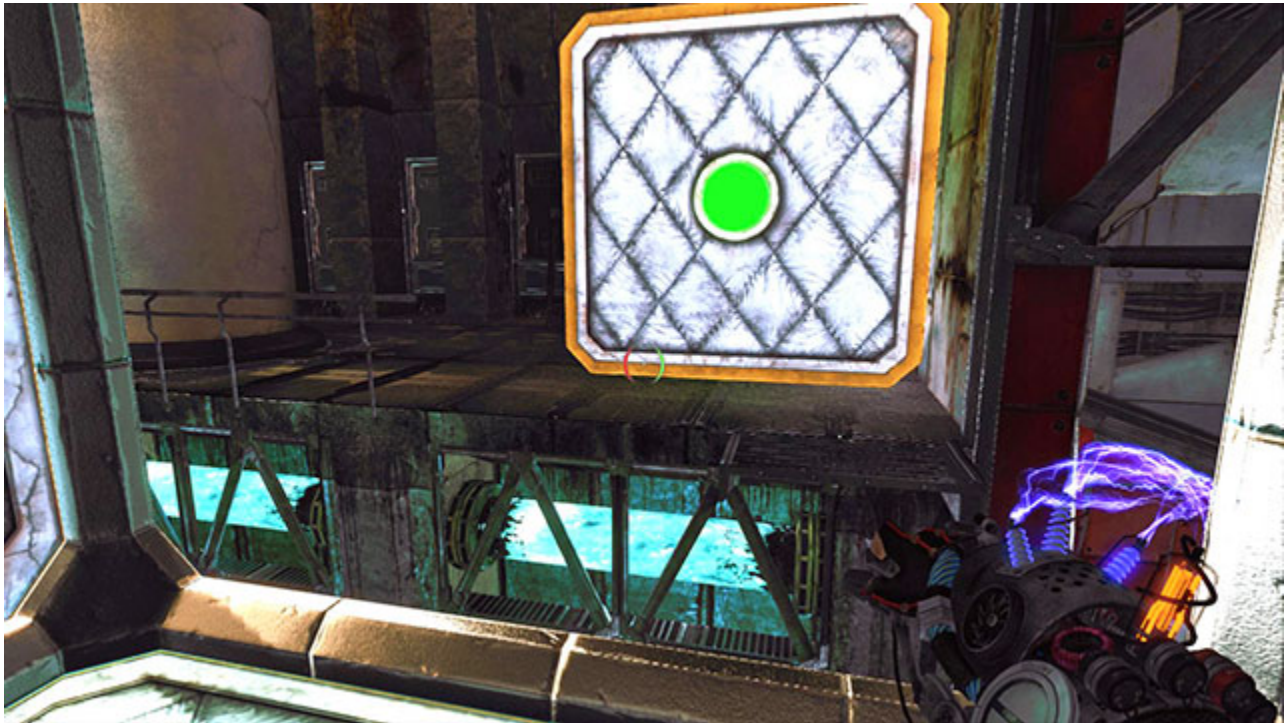


If you make it properly, the module should look like on the screen above. Place cube on the bottom wall and charge it with **green**. Thanks to that, wall returns to its place.



Hidden module

When platform stops, jump with cube onto footbridge on right, this with the green wall, marked with number 2. Place a cube in the magnetic engine behind this wall and charge it with **green**. Jump inside the hypercube.



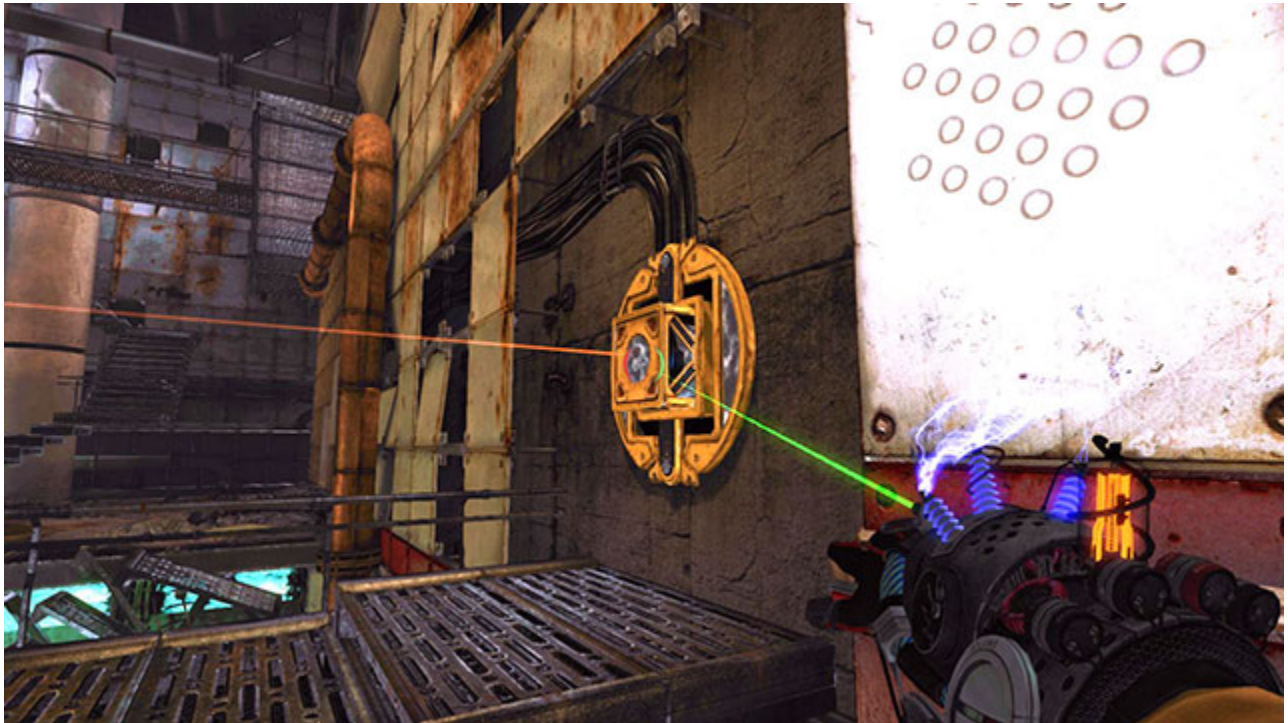
Unlocked passage

Inside, change the wall in front of engine on **red** charge and the opposite wall on **green**. Now you can jump onto footbridge on the other side.



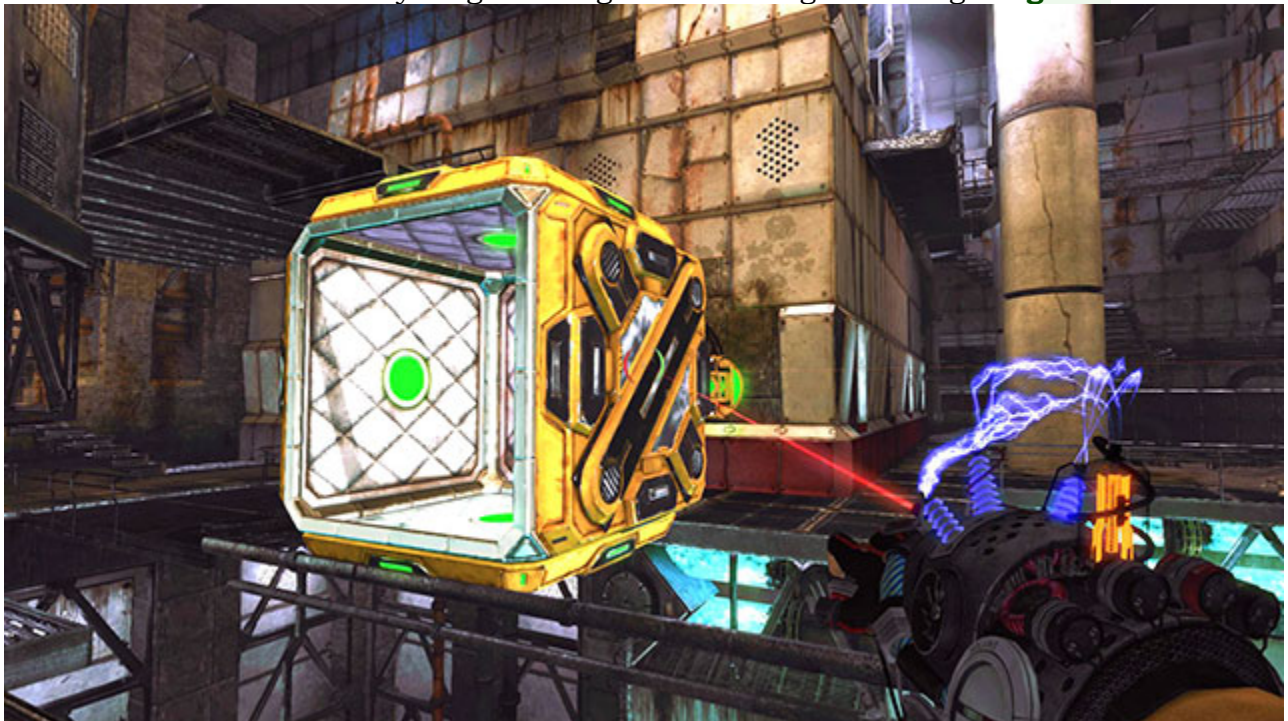
2 of 2 cubes

On the left you find a module with cube. Pick it up.



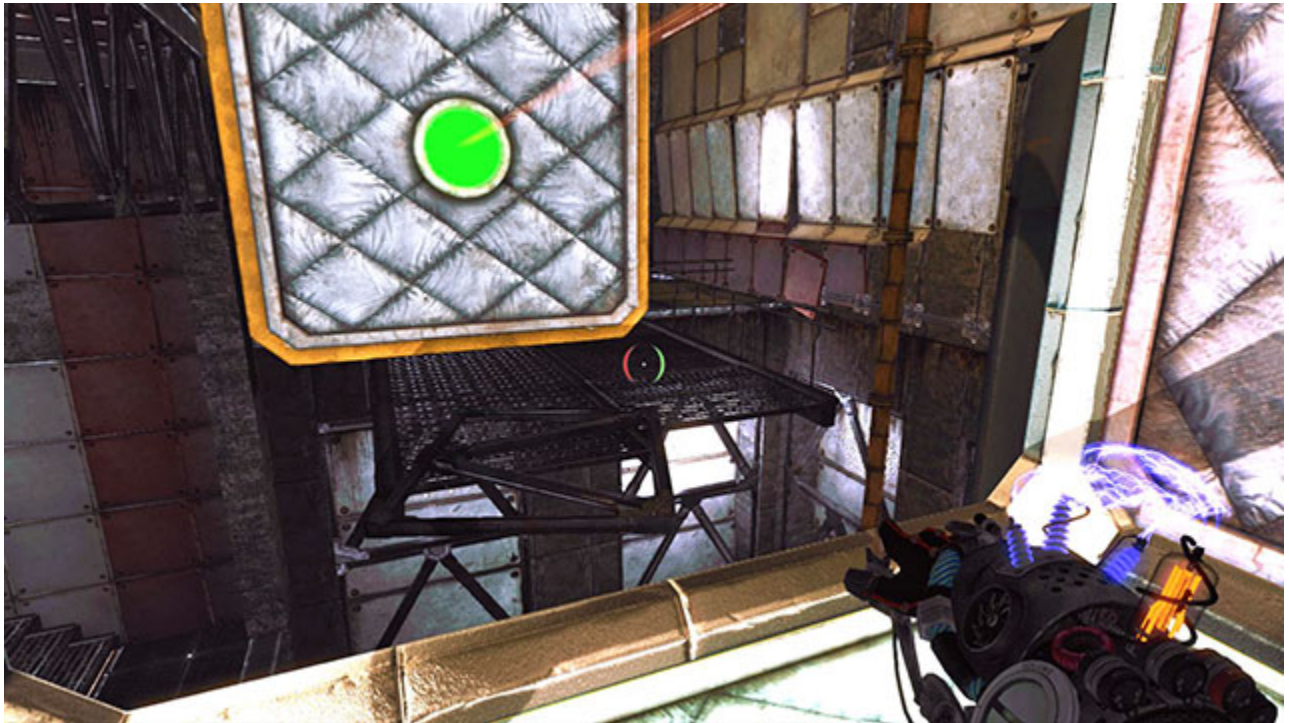
The last magnetic engine

Place the cube in the nearby magnetic engine and change its charge to **green**.



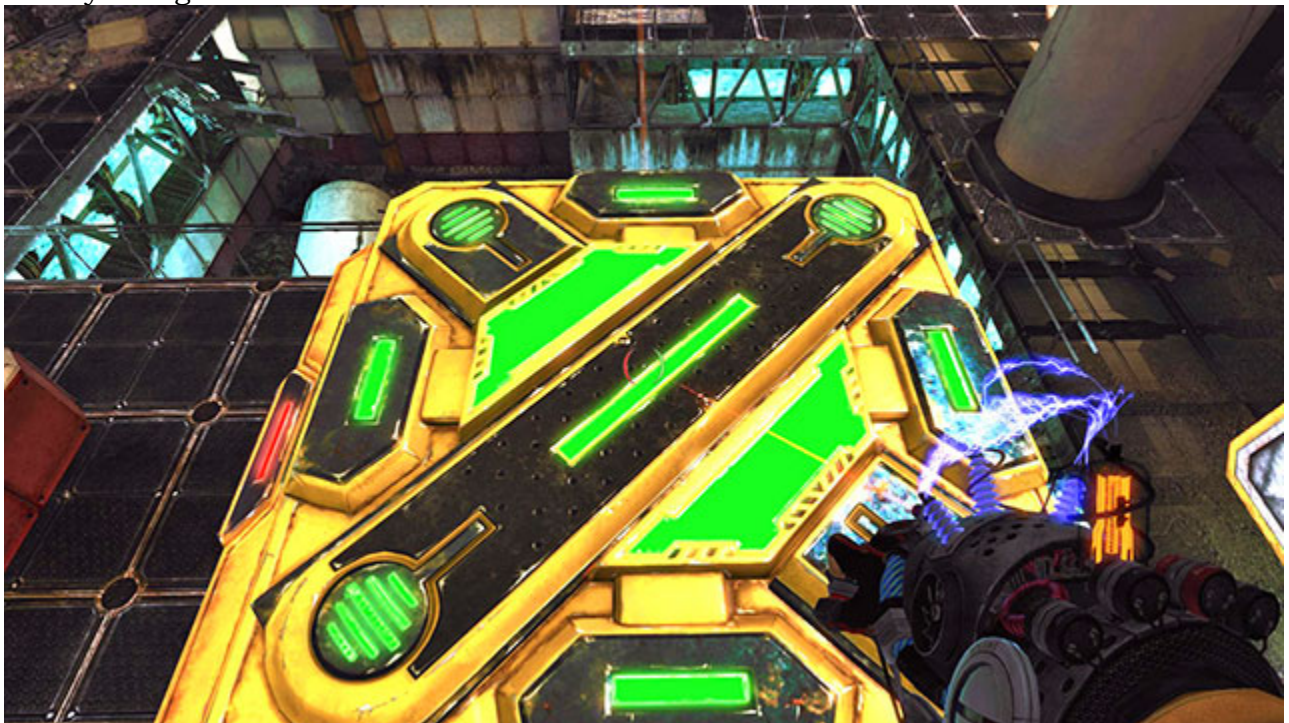
Unlocking the last passage

Change the wall of hypercube, which was untouched, on **red** and the opposite one on **green** (screen above).



Last one jump

Enter the module and then jump onto third, now available footbridge, on which you notice a freshly charged wall.



Elevator to the exit

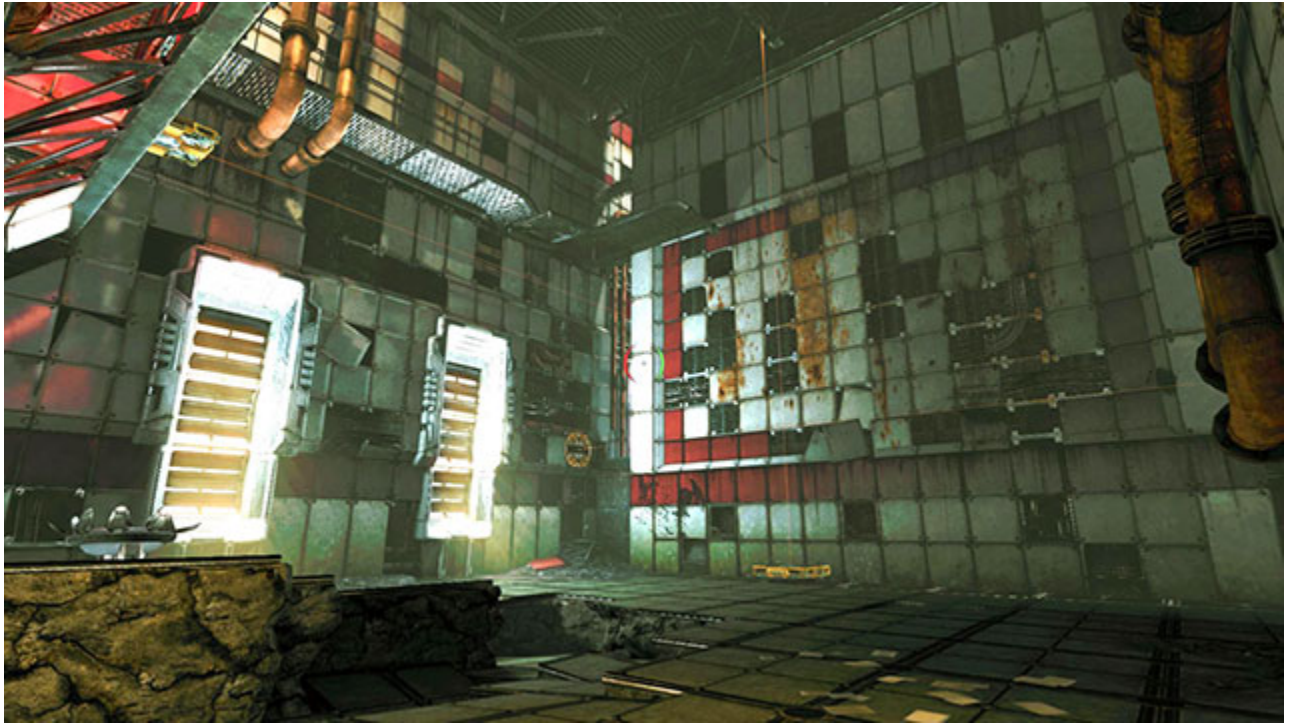
Walk behind this wall and upstairs. Jump onto upper wall of hypercube and change its charge to **red**.



An exit

IT takes you to the very top. Now just go through door to next location.

Reflection



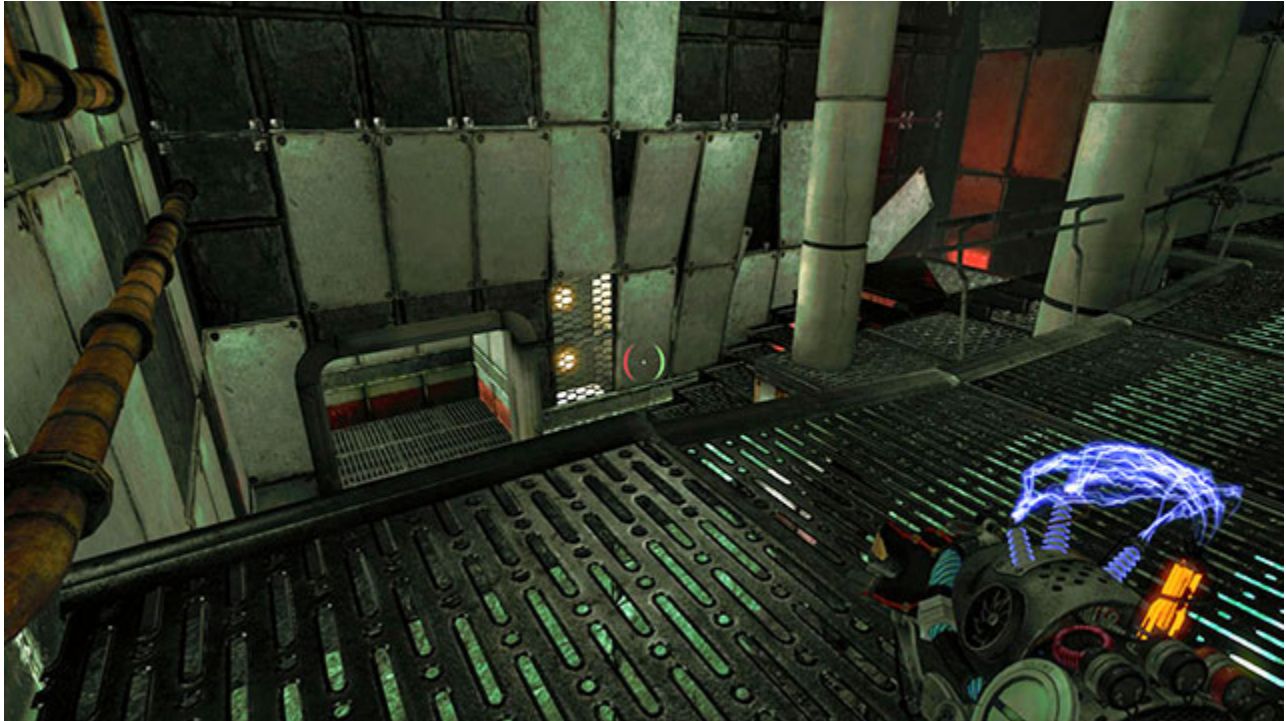
Another location

When you enter the main hall, head for the vertical platform opposite to the entrance.



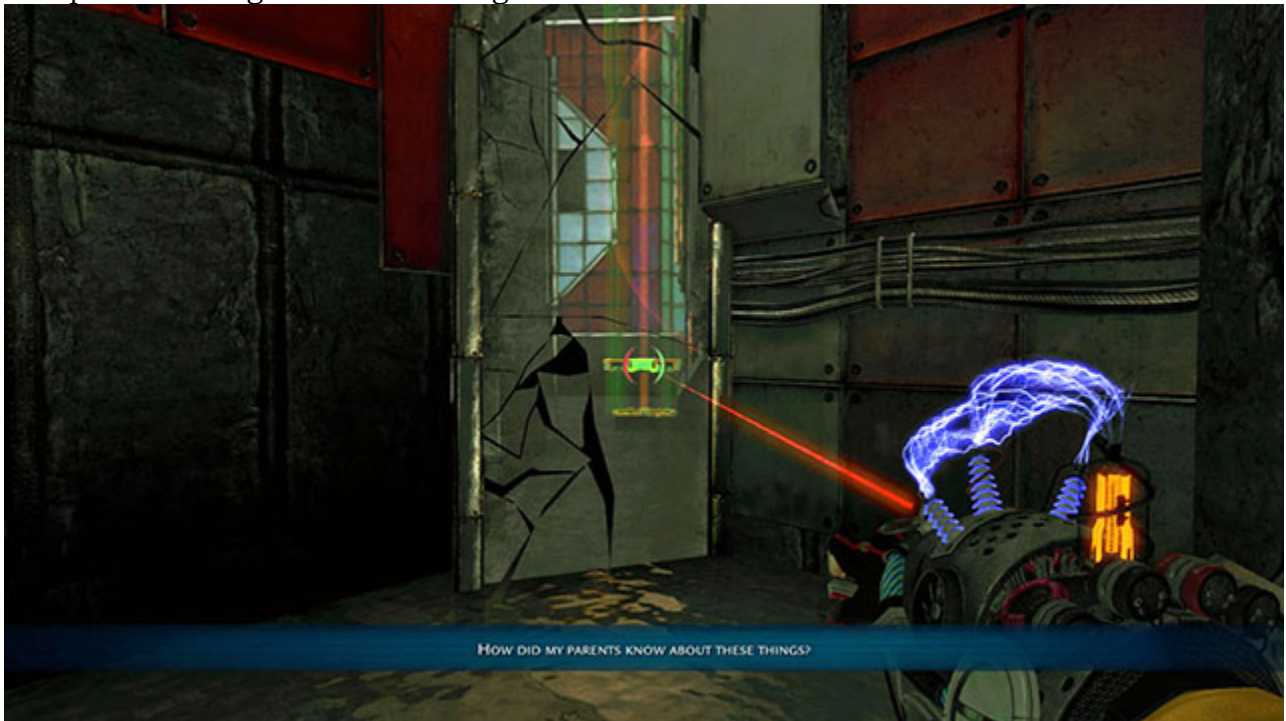
A main platform takes you to the very top

Change the platform on **red** and then go right.



Jump for the brave, stairs for the cautious

Jump down and go downstairs to get to the next room.

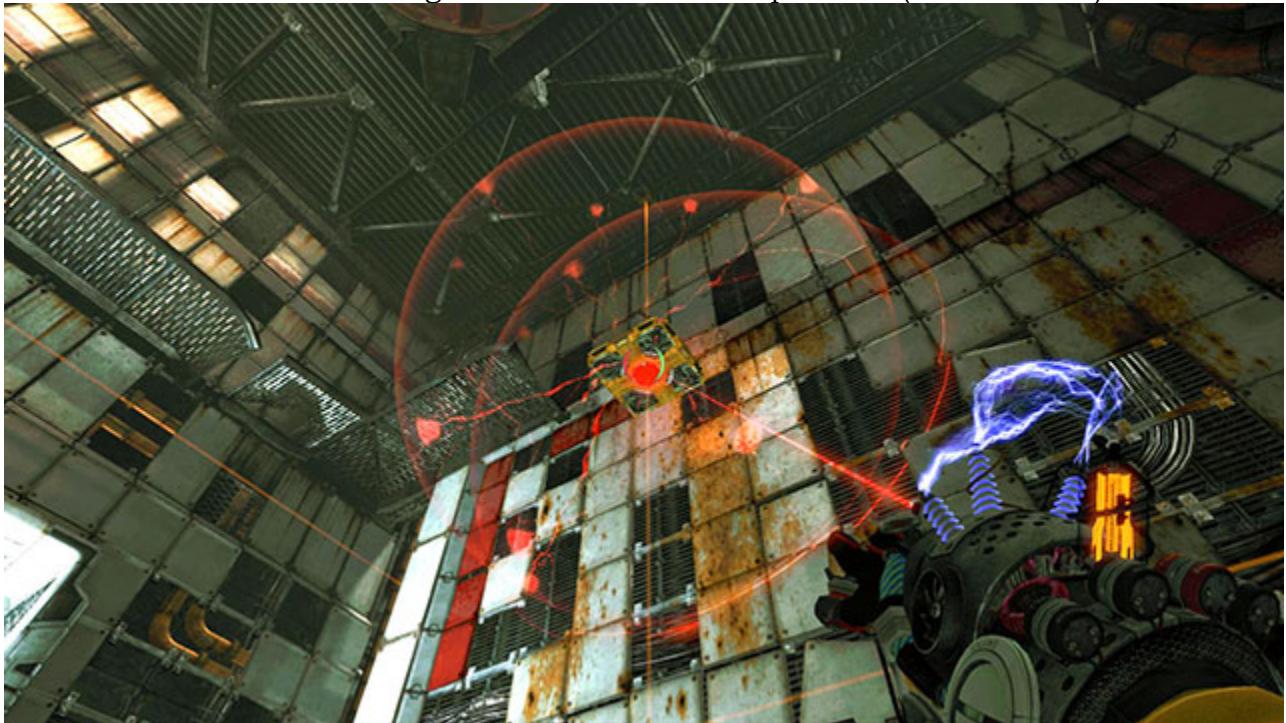


Another fun with mirror

After a short cut scene stand in front of the mirror and then aim at the reflection of propel module, change its charge on **green** and the platform above it on **red**. Pick up nearby cube and return to the main chamber.



Place the cube on the marking in front of the vertical platform (screen above).



Discharge the vertical platform with **red** charge. Wait until it descends on cube.



Remember that you can also activate a view of magnetic fields (F)

Charge the cube with **green** and jump onto the platform.



Very modest module

Change the charge of horizontal magnetic engine on **green** and your platform on **red**.



When the vertical platform starts rising, turn around and fire at horizontal platform with **green** charge(screen above).



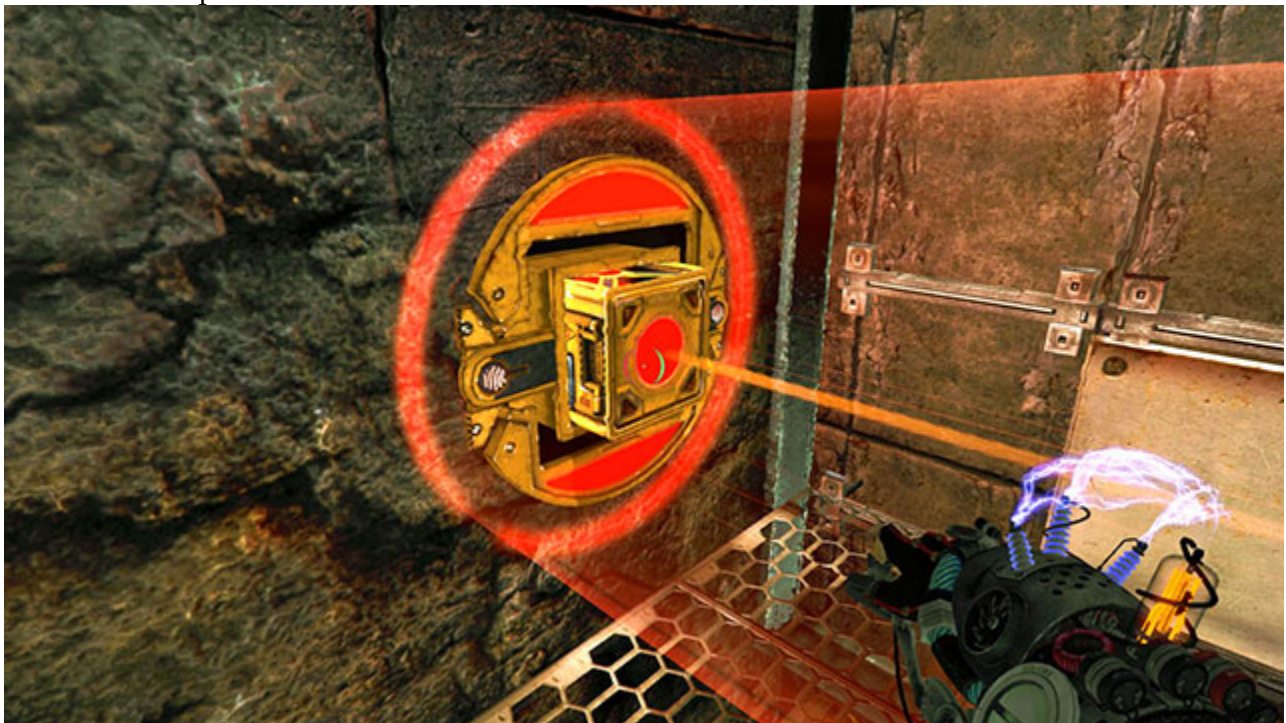
Don't fall down, be careful

It pushes the platform up and intercept it by the charge behind the wall. When you stop at the very top, jump onto a footbridge.



Cube and its short journey

Go to the very end of footbridge until you get to the module with cube. Take cube and go down via ramp.

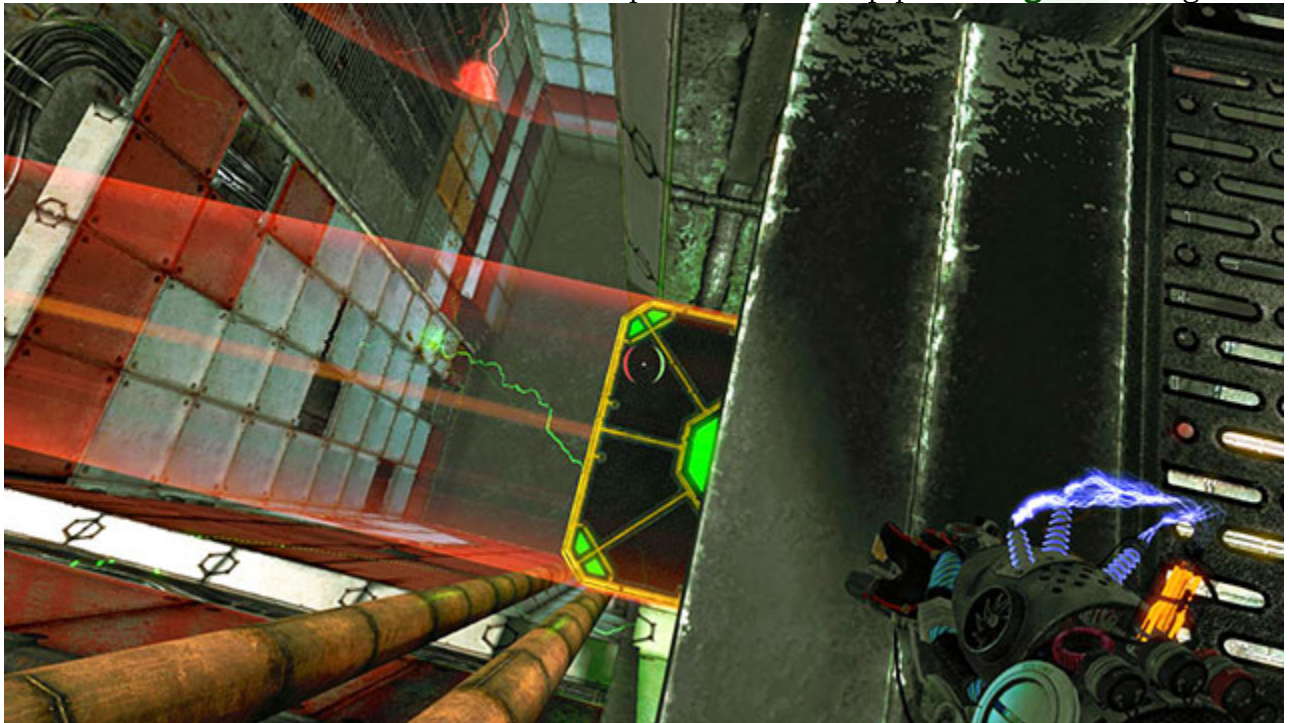


This module can be easily missed

Place the cube in the empty magnetic engine and change its charge to **red**. Return to the beginning of footbridge.

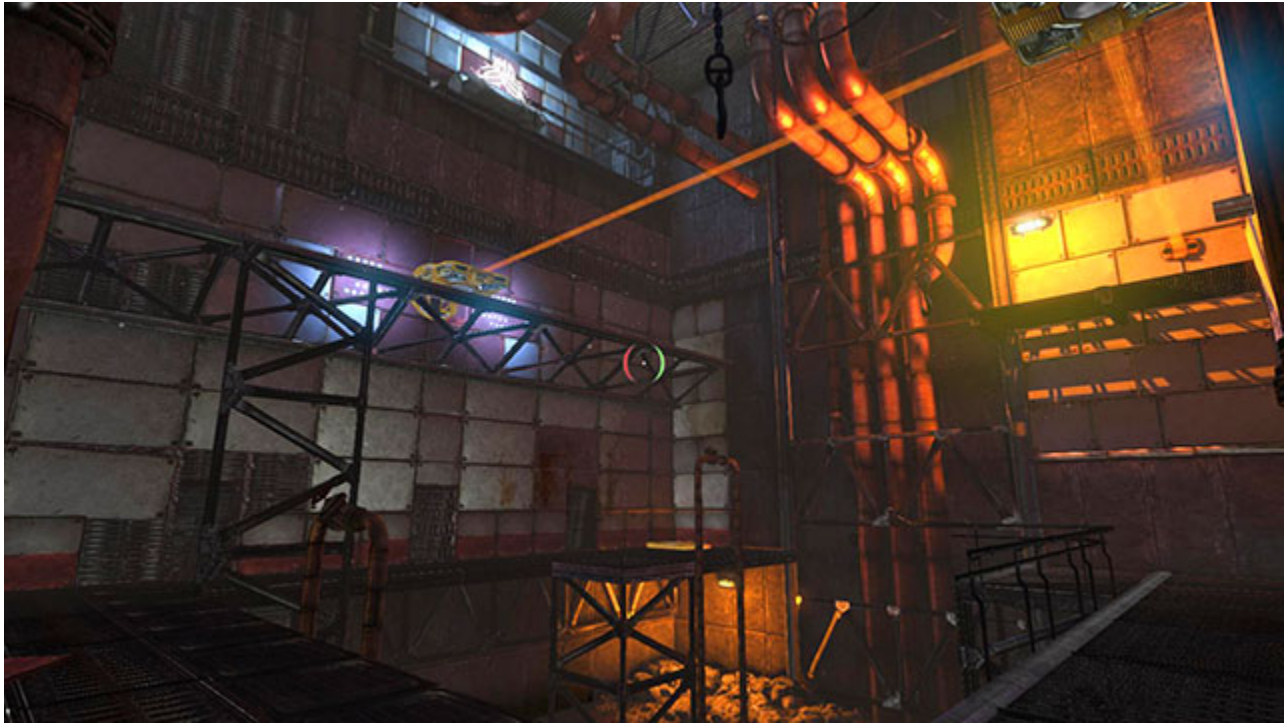


Stan as on the screen above and fire at the platform behind pipes with **green** charge.



Approach cluttered passage on your right and stand on the edge. Wait for the platform to arrive just under you, jump down on it and then go through door on the other side (screen above).

Burning Rust



This room is the whole location

The next location is very short but it has one very irritating fragment.



Don't drop this

Begin from picking up an explosive cube on left from entrance.



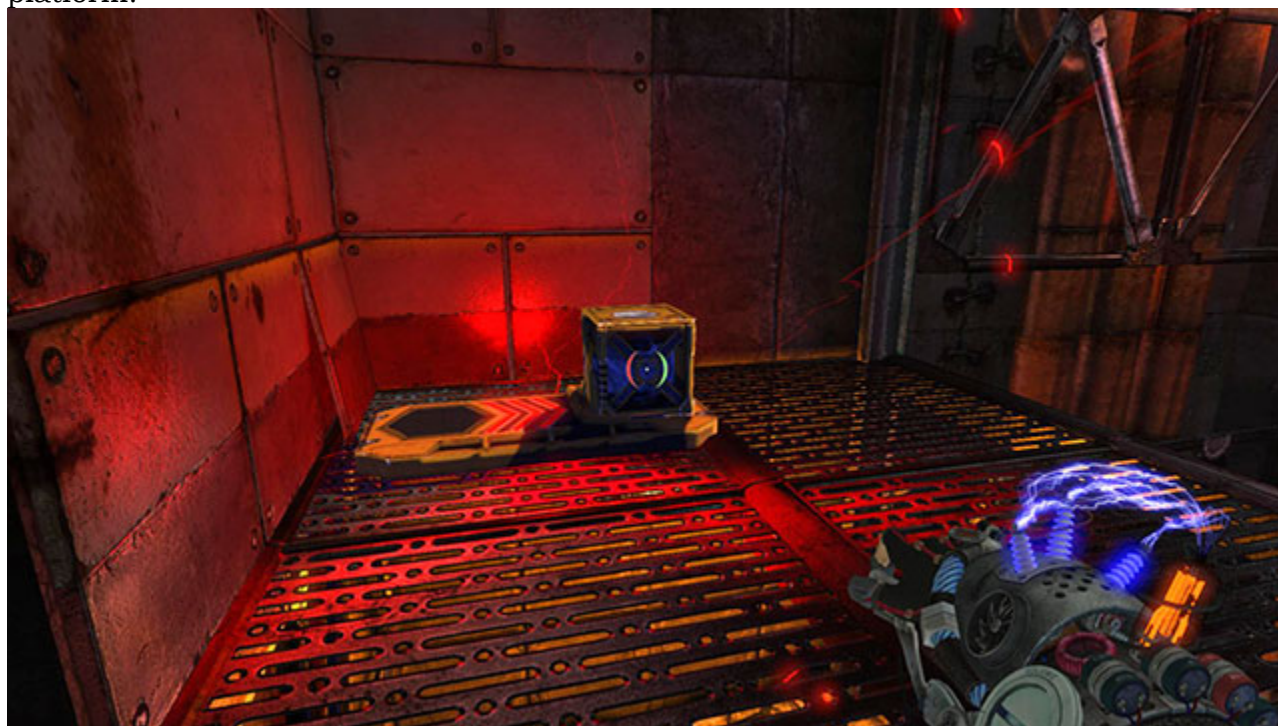
Place cube on the module (screen above). Change the module's charge to **red** and cube's to **green**. Move away on a safe distance.



This module won't be useful any more
Pick up fresh cubes after an explosion.

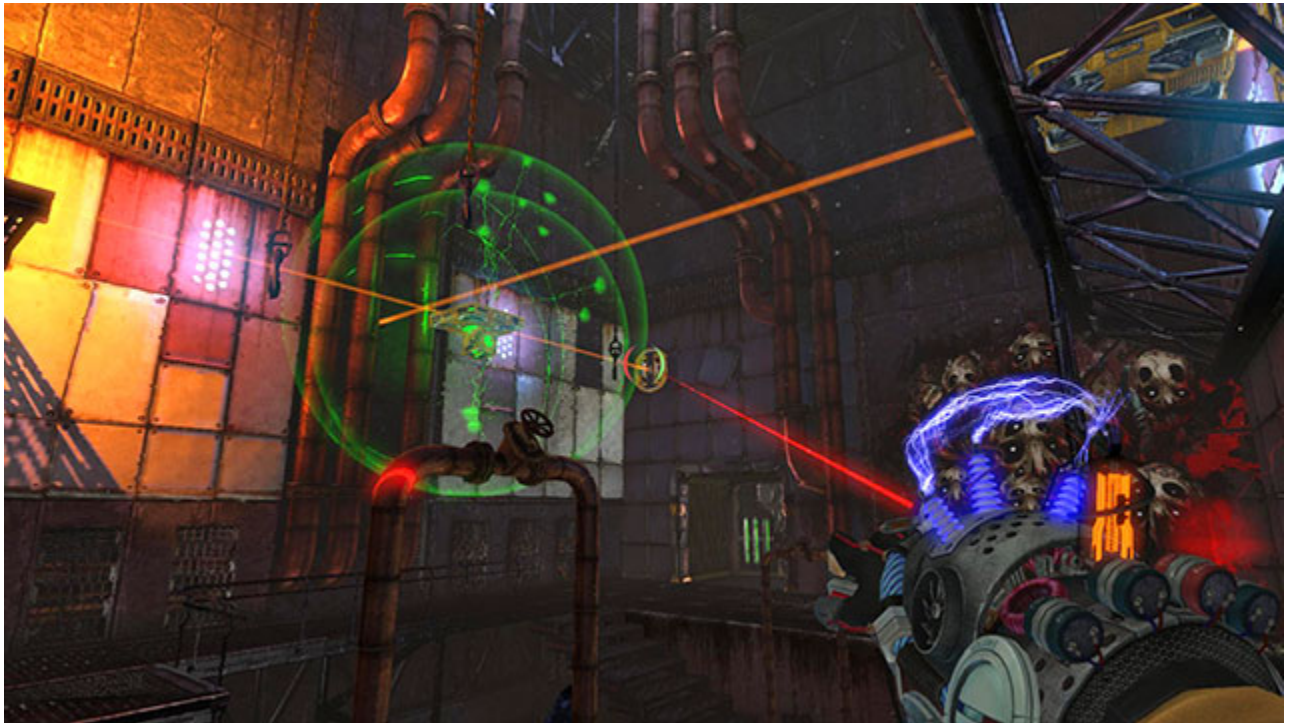


Place cubes, one on another, under the platform on right (screen above). Change the charge of lower one to **red** and platform on **green**. When you make sure that cubes are within the range of platform's magnetic field, charge the upper one with **green**. It should be pulled by the platform.



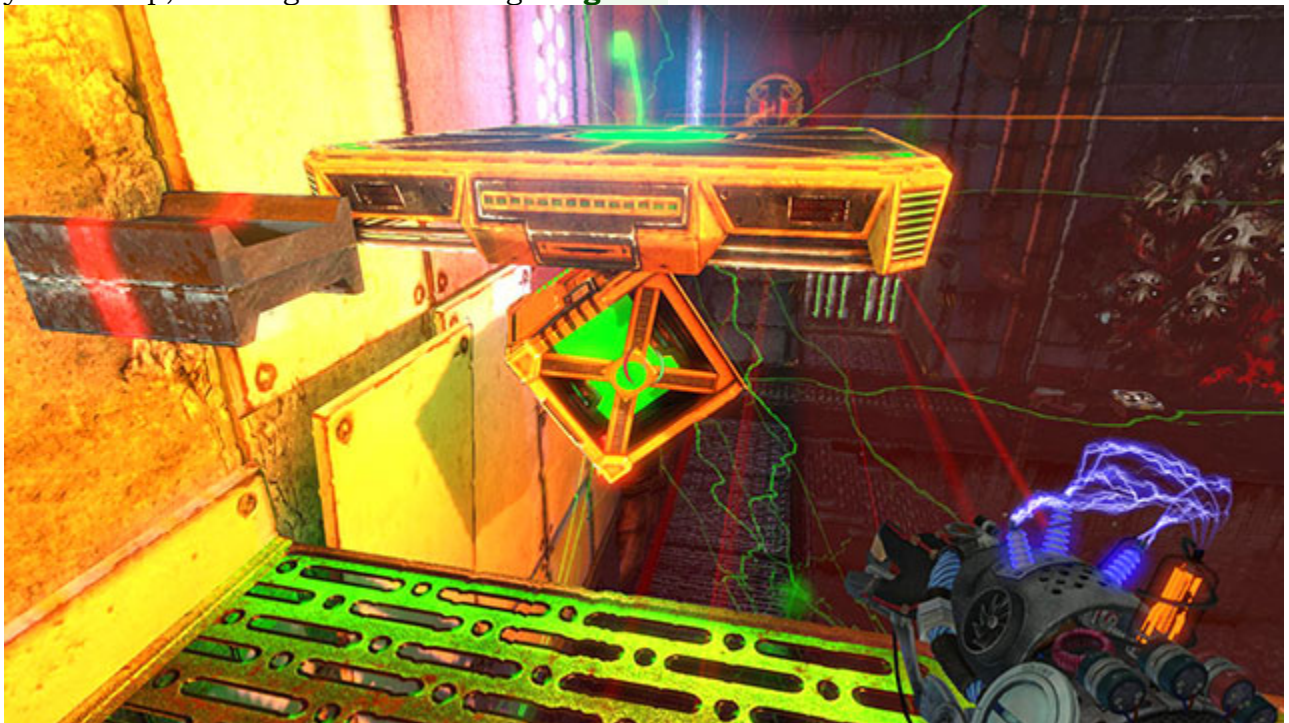
Placing two cubes here won't work

Take remaining cube and place it on the launcher on the other side of room. Change launcher's charge to **red** and jump onto cube.

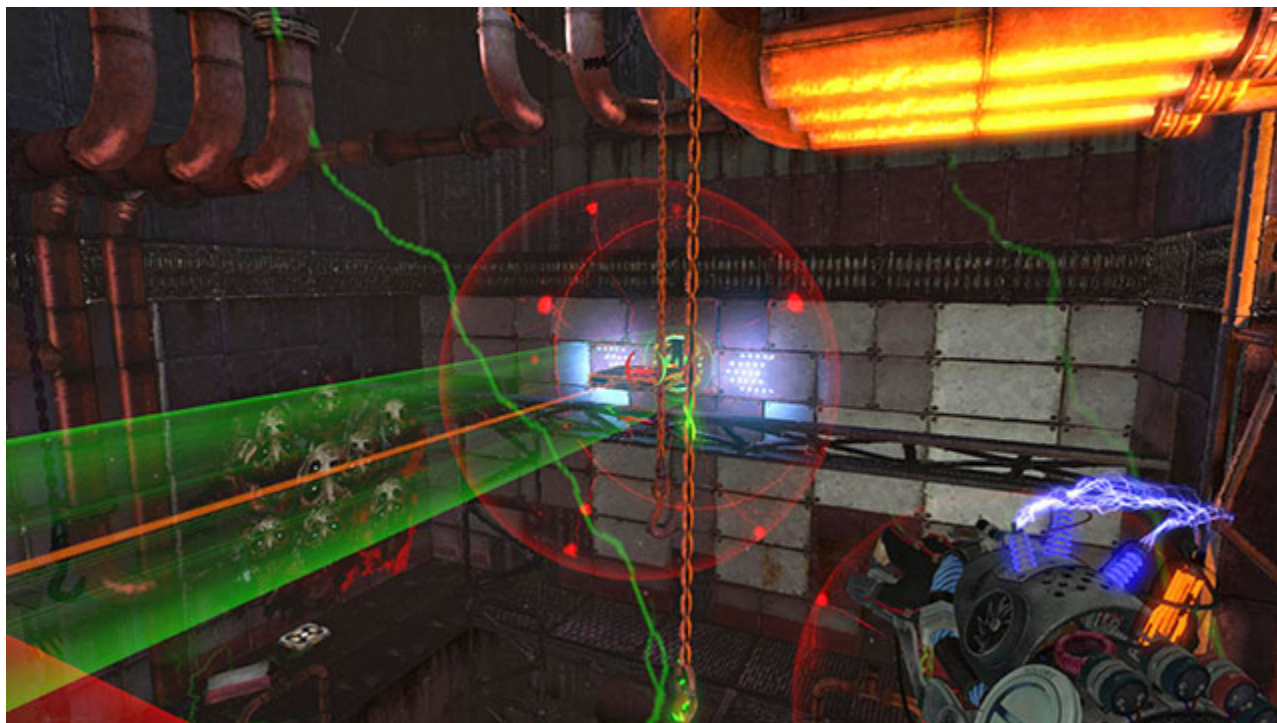


You can also change the charge after landing

Aim at magnetic engine, on the wall on the other side and change its charge on **red**. Fire yourself up, changing the cube charge to **green**.

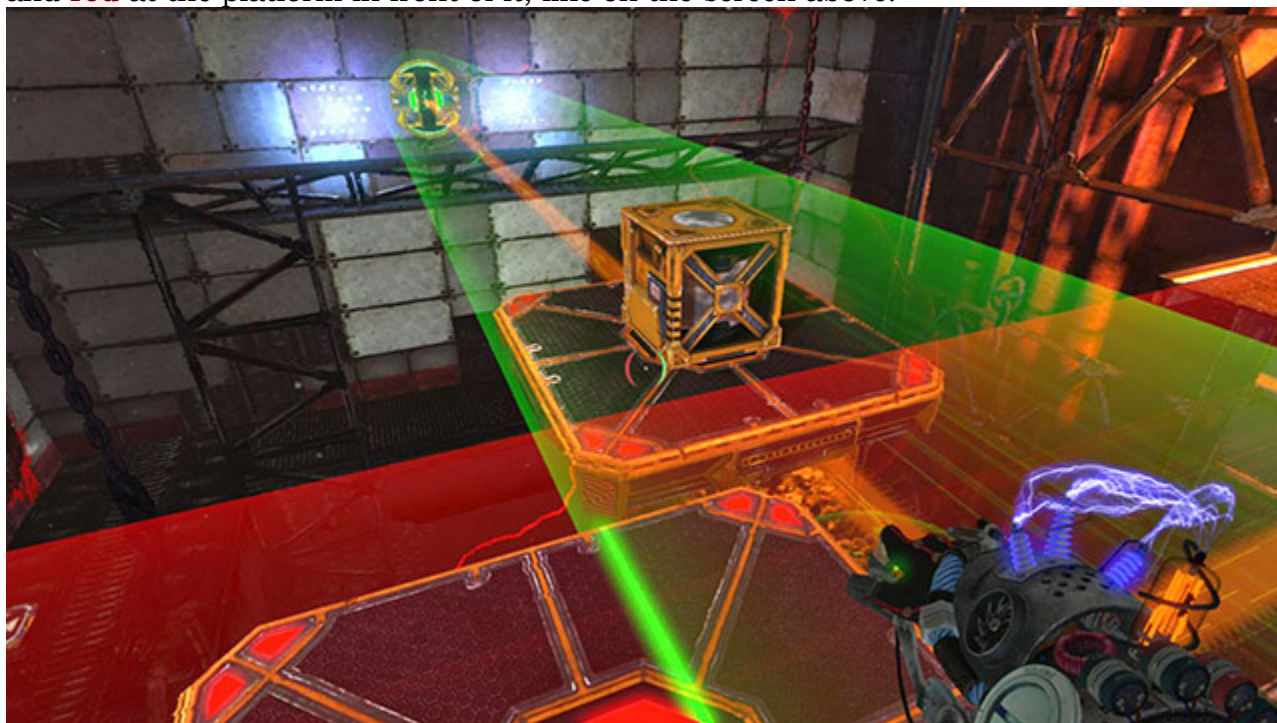


When you land, take a cube from under the platform and jump with it on the platform.



Chains don't block charges

Place the cube on platform and fire at the engine perpendicular to your. Fire at it with **green** and **red** at the platform in front of it, like on the screen above.



Change

Change the charge of your platform to **red** and wait for both platform to touch and start pulling each other. When it happens, jump with cube on the other platform and charge it with **green**.



You can discharge the propel module for safety

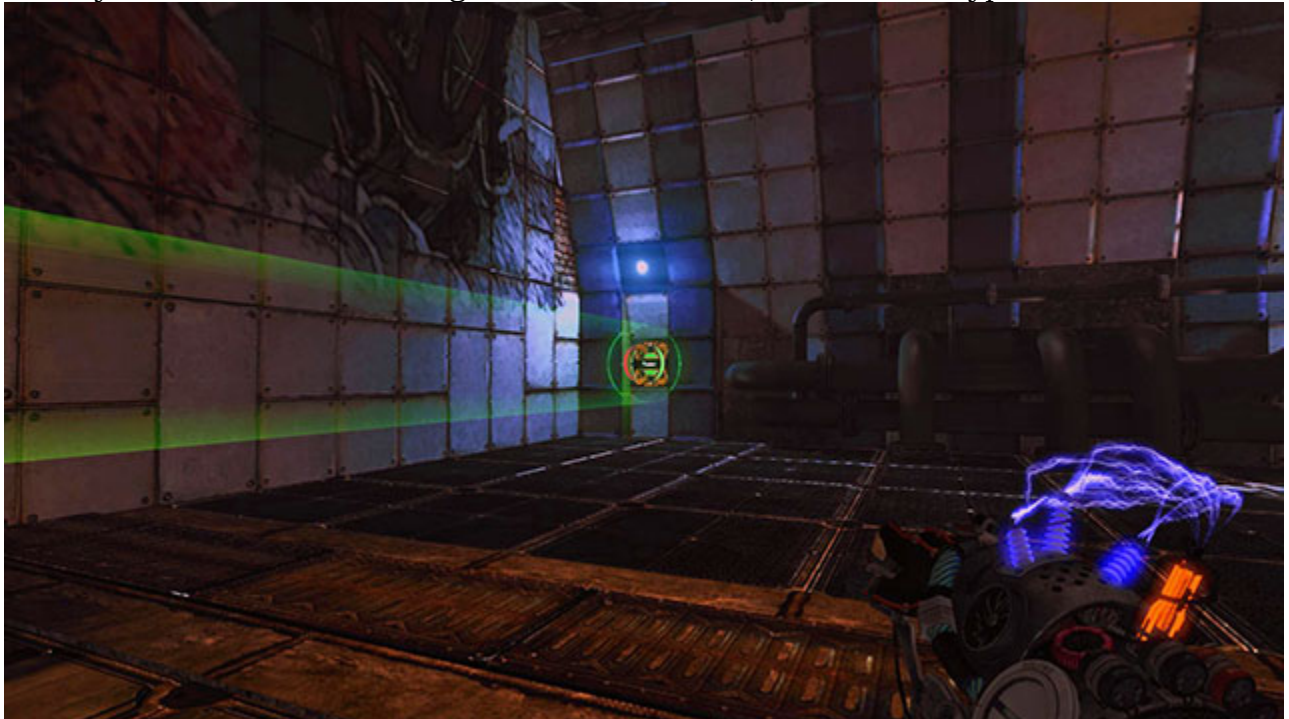
Wait until the platform gets to the very end. Place the cube on the middle of it, jump on it and charge it with **red**. It takes you to the door to the next location.

Backstage



Level in which one cube can annoy you

When you exit an elevator and get to the main room, head for the hypercube in the corner.



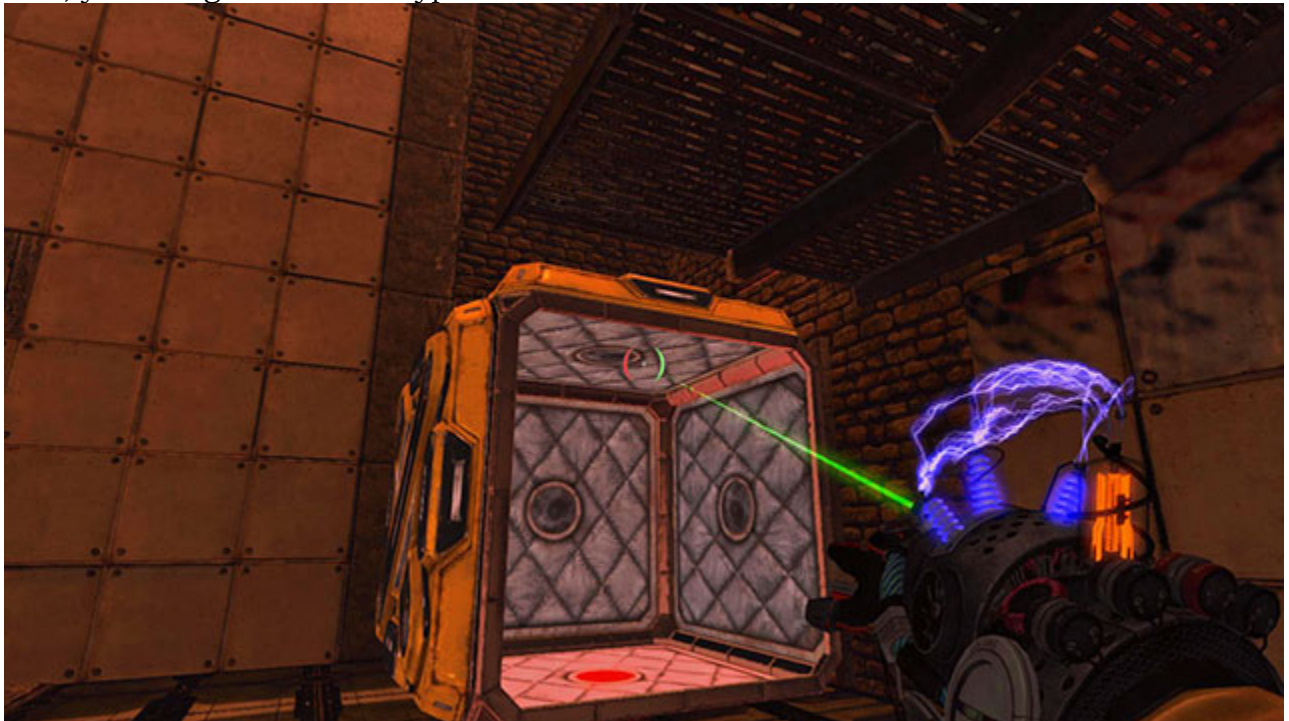
The only way to get inside the hypercube.

On the wall opposite to the hypercube you find a magnetic engine. Charge it with **green**.



First hypercube

Look at the hypercube again. Change the wall opposite to the engine on **green**. Thanks to that, you can go inside the hypercube.

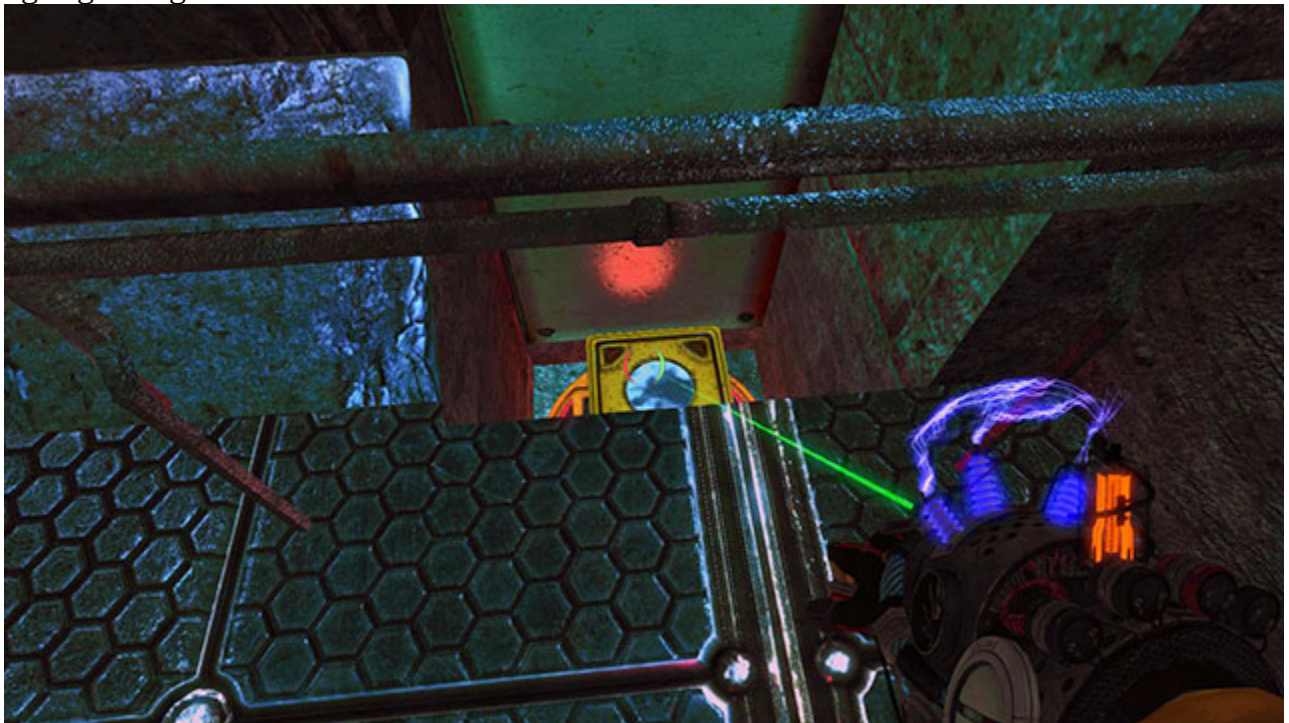


A way to the hidden room

Change the charge of bottom wall to **red** and upper one to **green**. Jump down.



You get to the room seen on the screen above. Go to its other end where you can see a blue light glowing.



This little bastard can be easily missed

You find a cube on the module. Change the engine's charge on **red** and cube's on **green**. Take the cube and return to the hypercube.

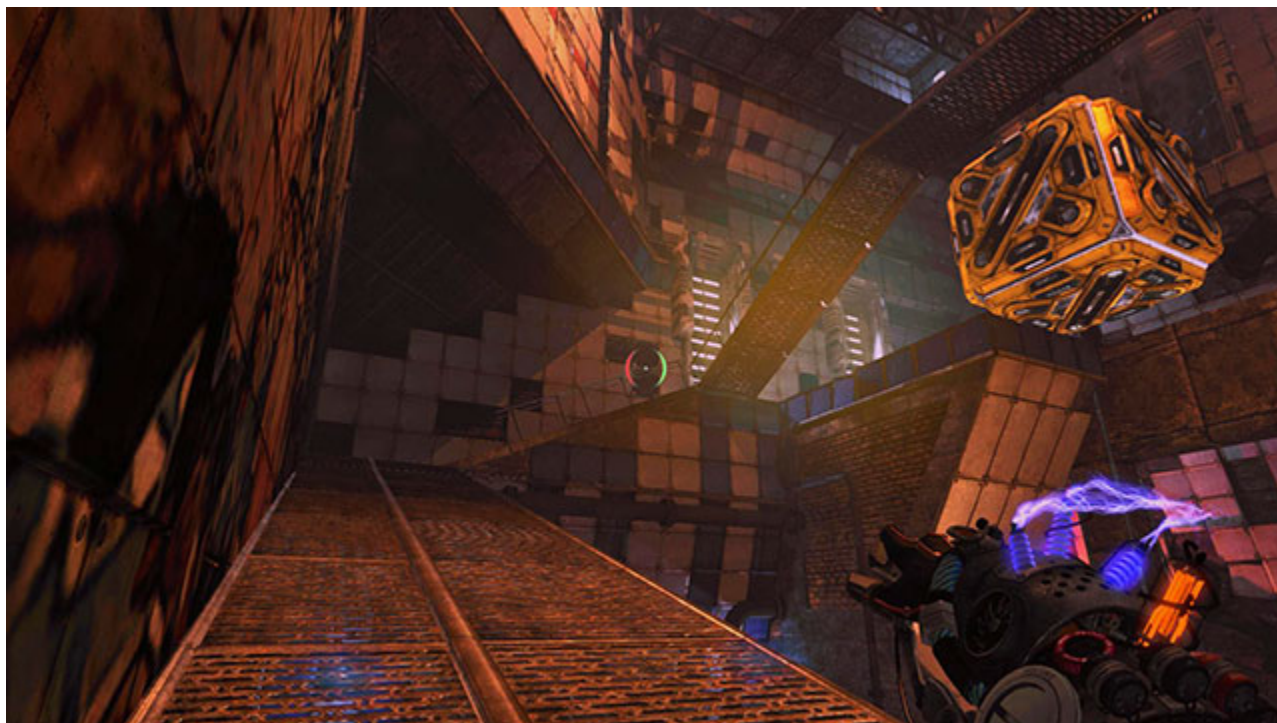


Place the cube and, without stomping on the bottom wall, charge it with **green**. It reveals a propel module (screen above). Charge it with **red**.



A way back

Charge the bottom wall again with **red** and wait until it descends. Walk on the wall with cube and change the bottom wall on **green** and upper wall on **red**. Wait until the bottom wall stops. Place the cube in its middle and change its charge to **green**.



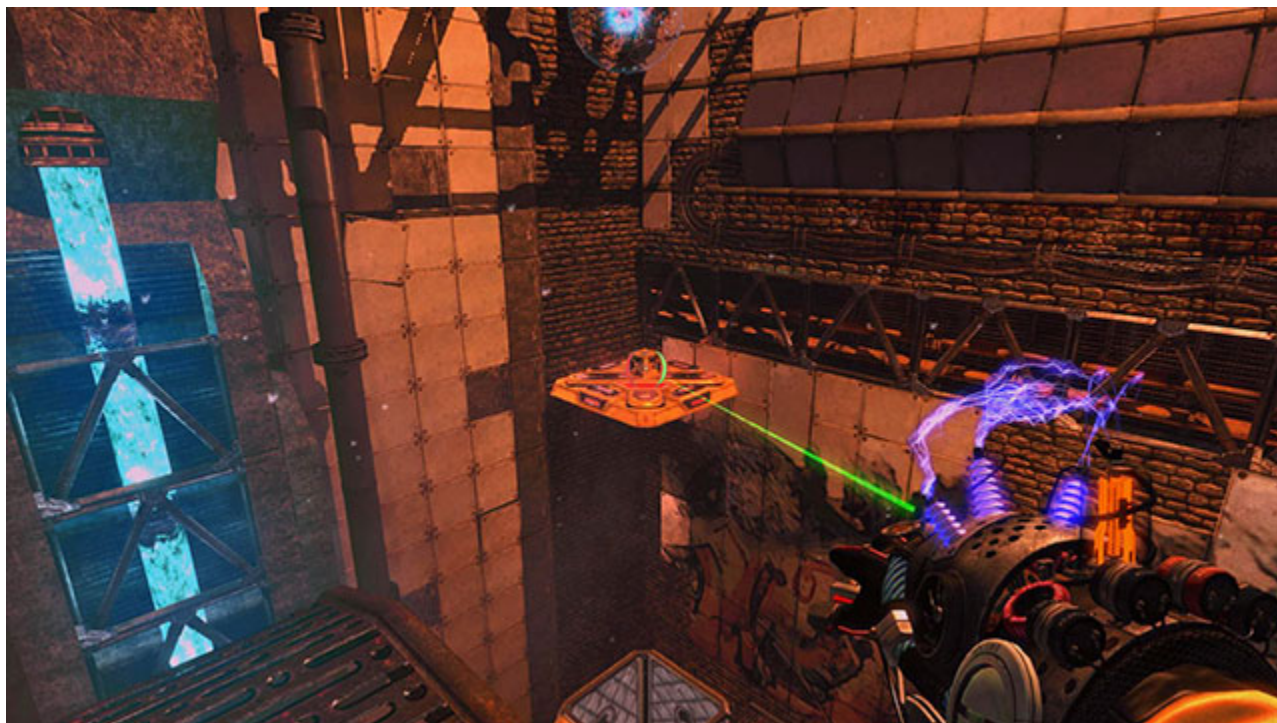
To make a jump easier, you can discharge the propel module

You have to land on the metal footbridge, over the hypercube. You may need few attempts to achieve that.



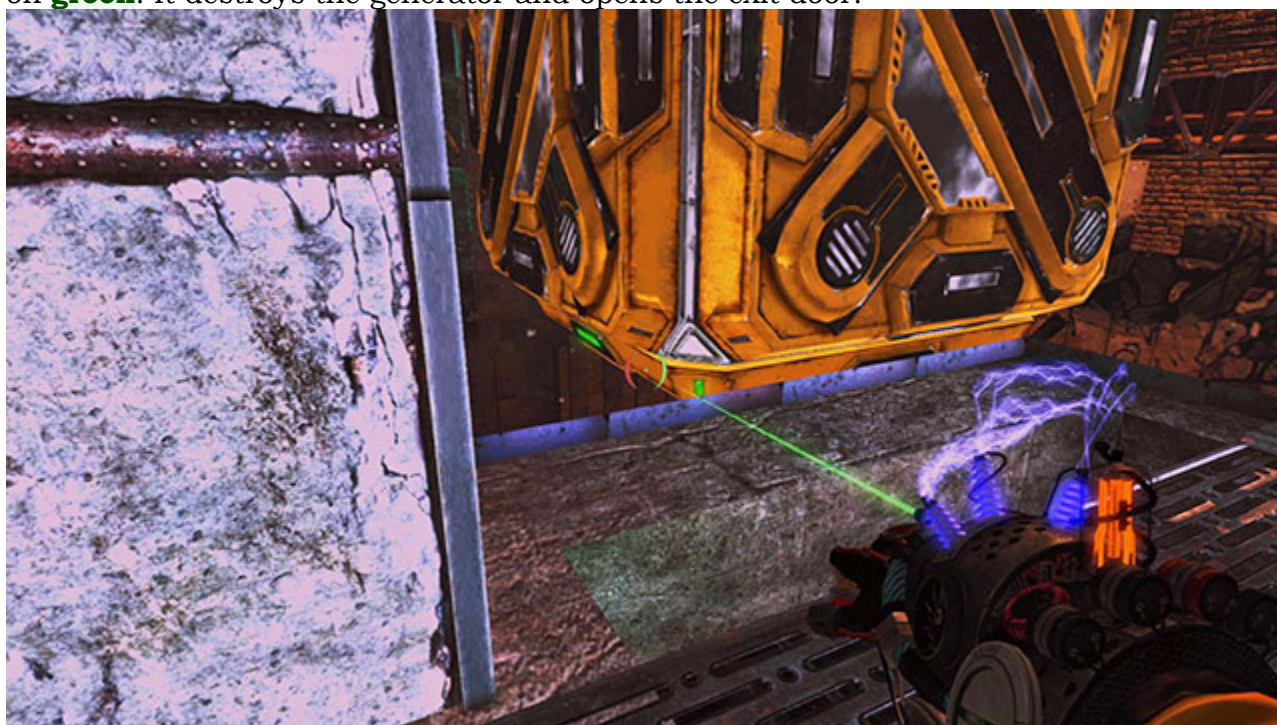
First step to destroy generator

When you are up, put the cube and fire with **green** charge at the top wall of hypercube. Wait until it descends and place the cube on its middle. Change the wall's charge to **red** and climb via the footbridge.

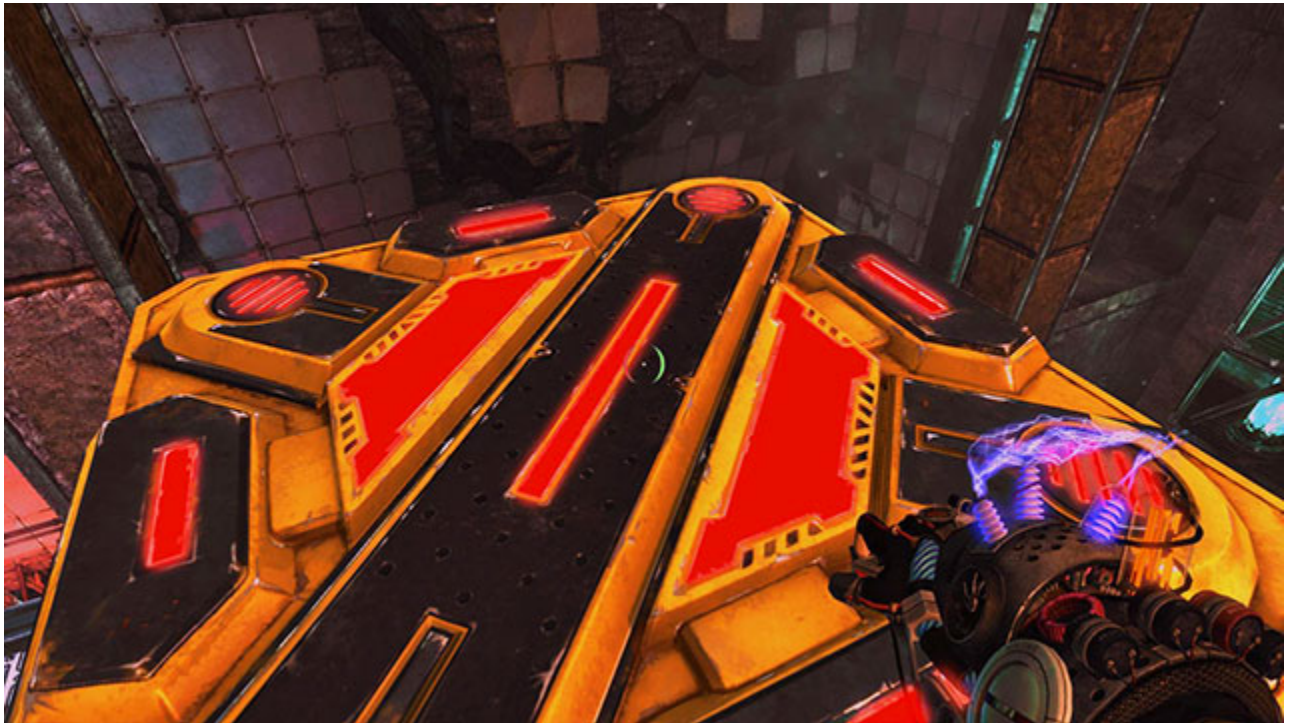


The second and last step

When you get to the top, fire at the cube on the top wall of hypercube and change the charge on **green**. It destroys the generator and opens the exit door.

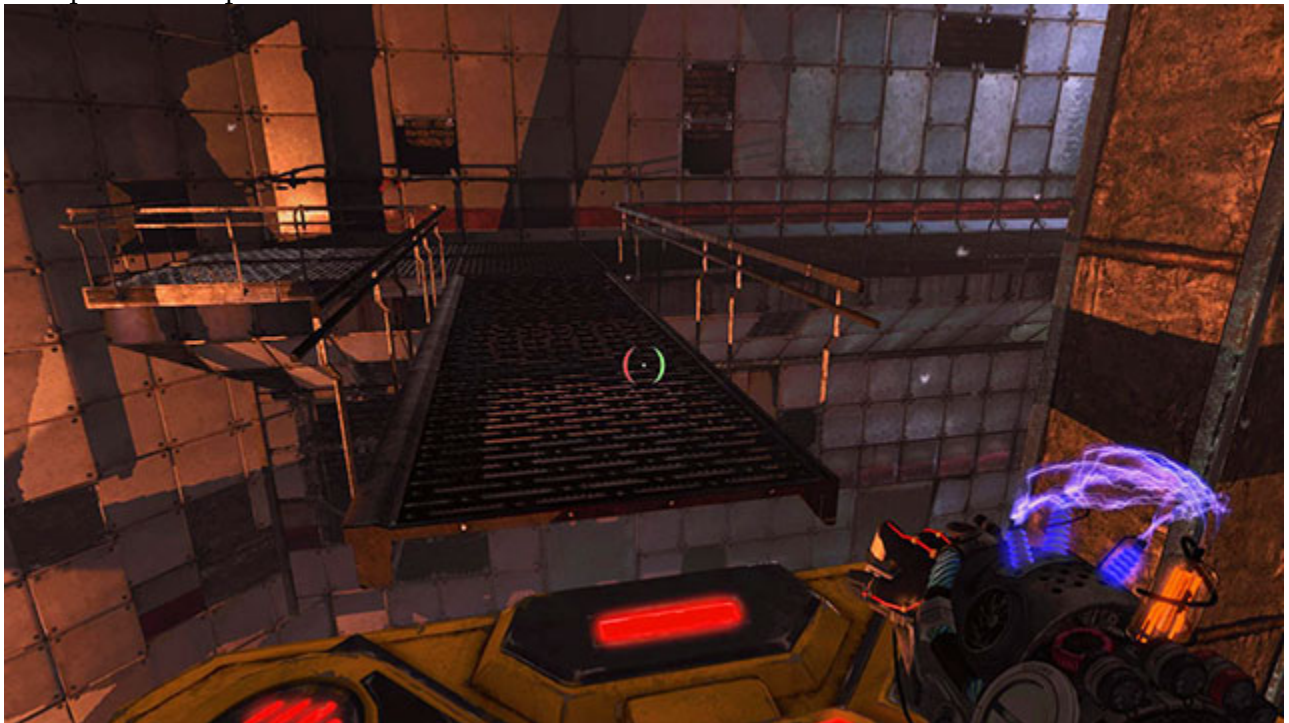


Turn around and you see second hypercube. Descend a bit and place like on the screen above. Fire at the bottom wall with **green** charge and return on the top.



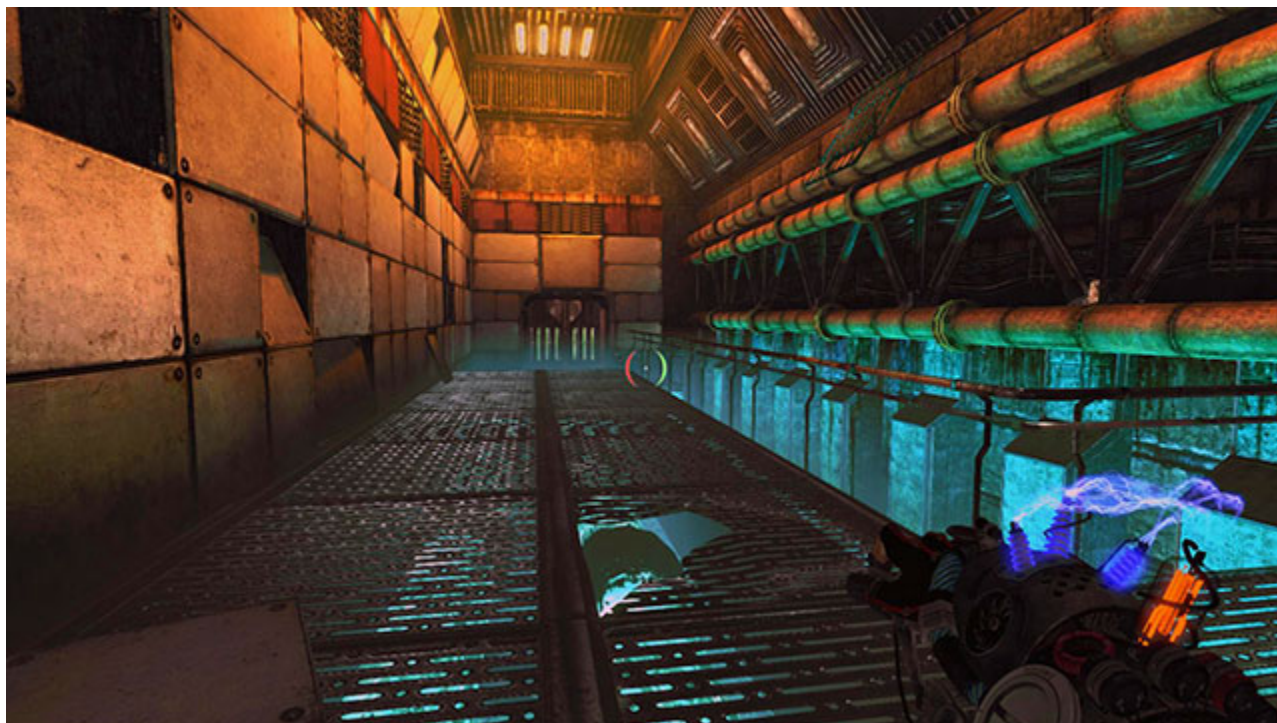
Elevator

Jump on the top wall of module and fire it with **red**.



Platform leading to the exit

After a while you get to the very last floor of this room. Jump on the footbridge and move forward.



Exit

After a while you get to the corridor with pipes on right. Door at its end leads you to the next location.

Upgrade



View like in Fallout

In this level you find a new, wonderful companion – **Newton**. Thanks to him, you can set up magnetic fields in almost every place.

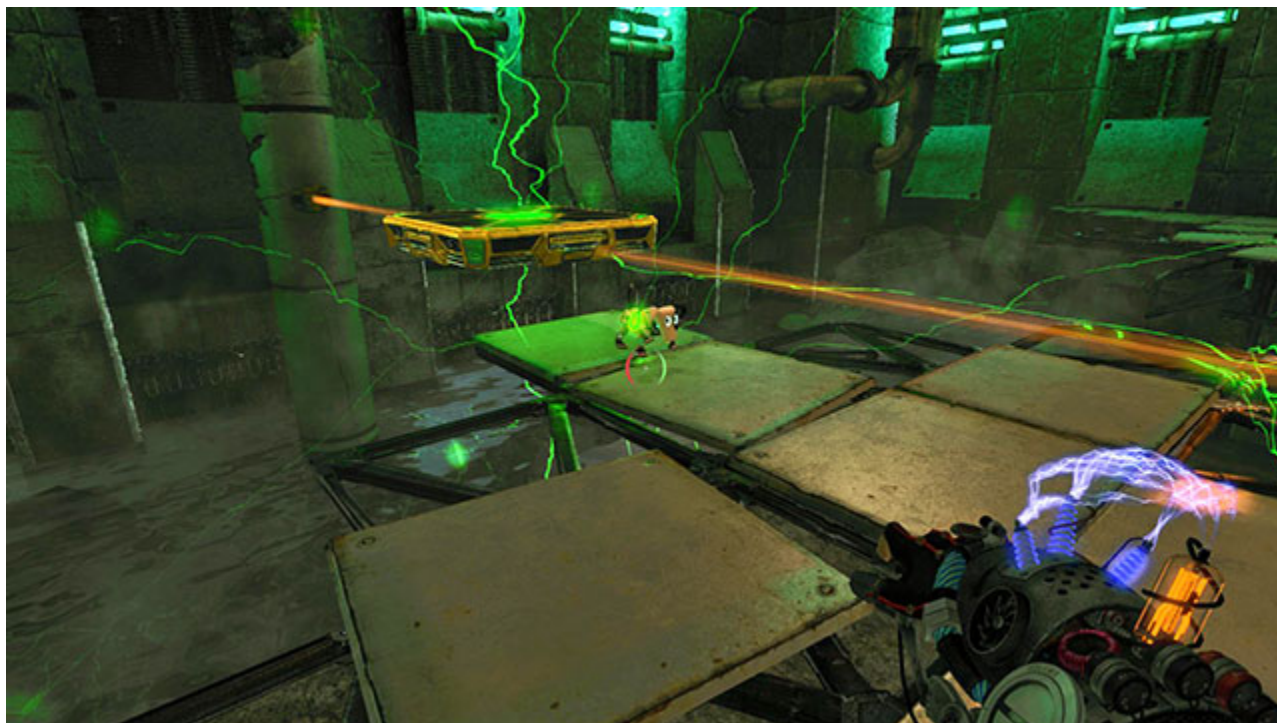


Your friend, Newton. Or nanobots which took his shape ...

Test the new aquisition firing at the column with **green** or **red** charge. It puts Newton on the surface. When you place it elsewhere, the previous one disappears. You can also change its charge and discharge, by firing the same charge twice.

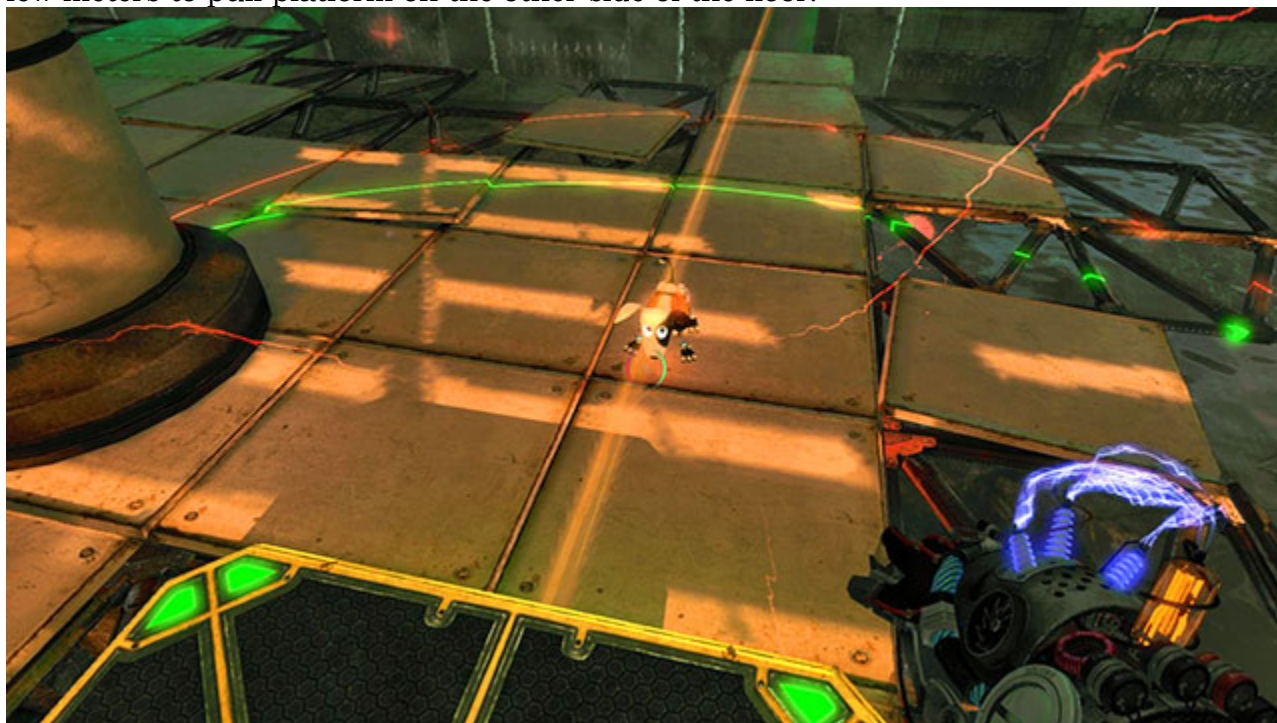


In this location you have to use Newton. Approach the edge of the floor and look at the vertical platform next to you. Aim at the column behind the platform, set up Newton there with **red**. Charge the platform with **green** (screen above).



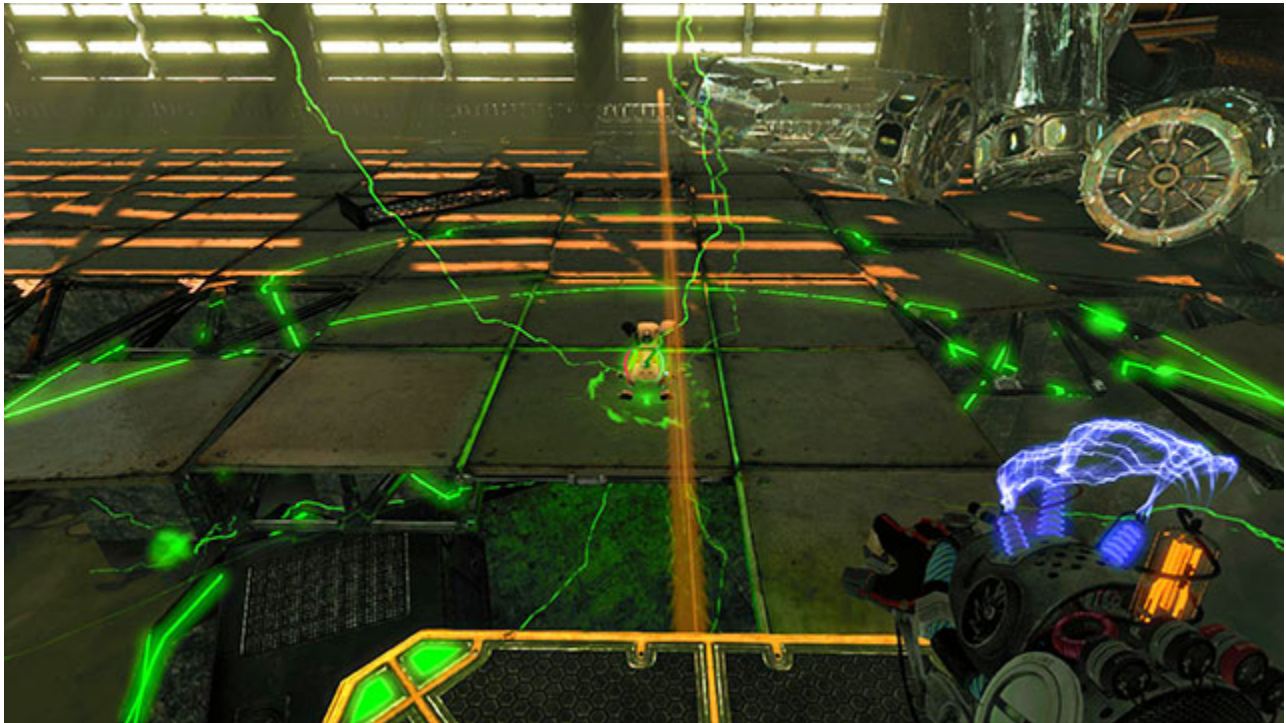
Newton in use

Then set up **green** Newton on the floor, in front of the platform. Place him in this way every few meters to pull platform on the other side of the floor.



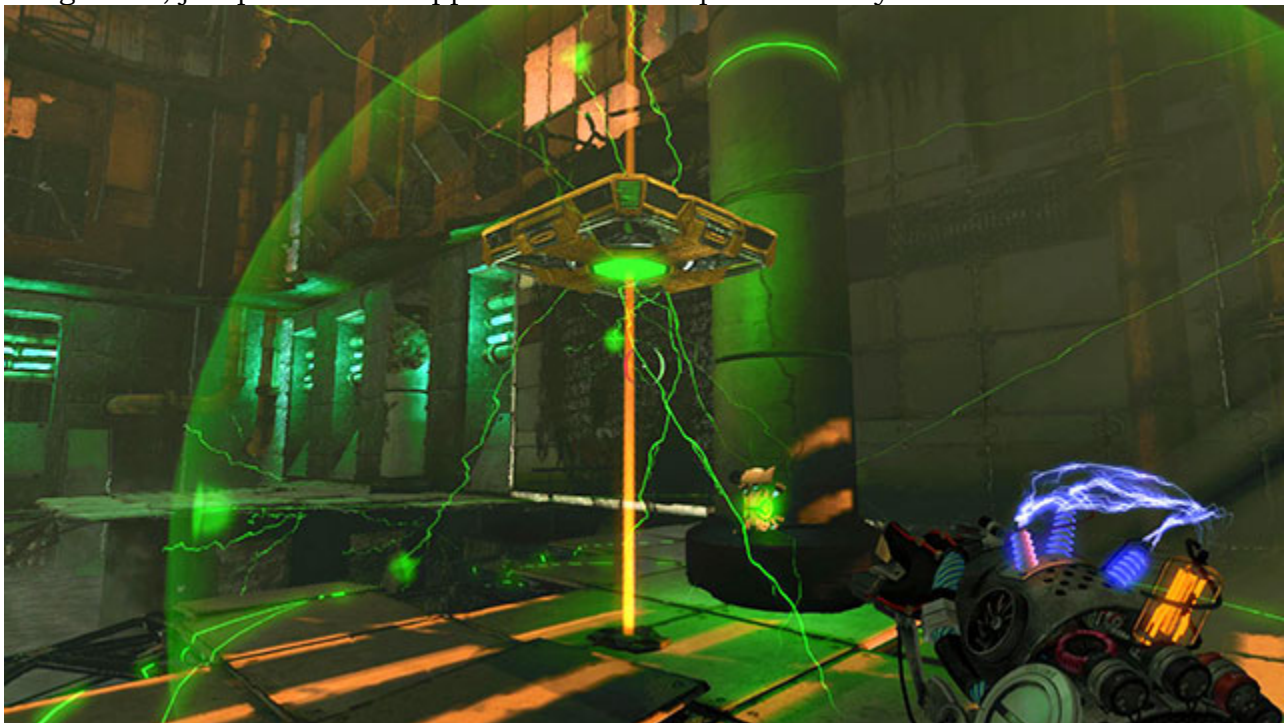
Newton pulls and pushes

When platform is over the edge of floor, jump on it and then set up **red** Newton on the floor behind it to be pushed.



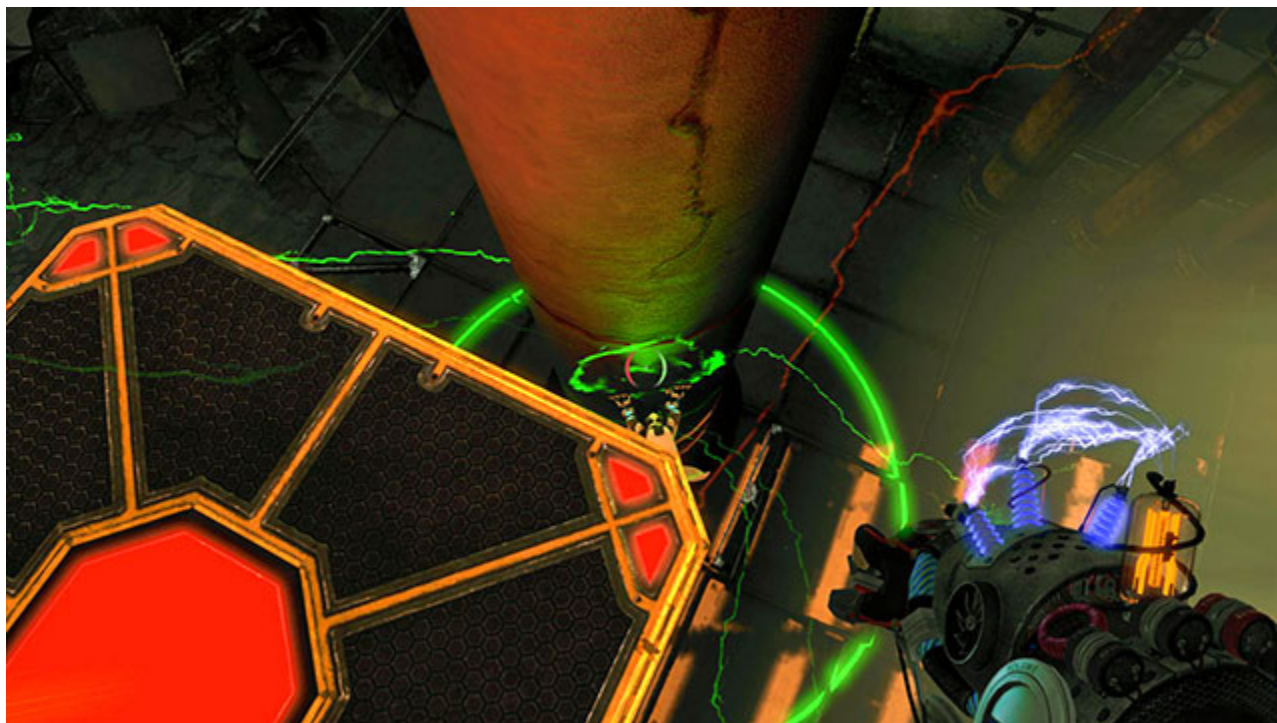
Don't worry if you're stuck over an abyss. There is always a place for Newton

Turn around and place **green** Newton on the floor on the other side. When platform is over the ground, jump down and approach a vertical platform on your left.



You can also set up red Newton over a platform to push it

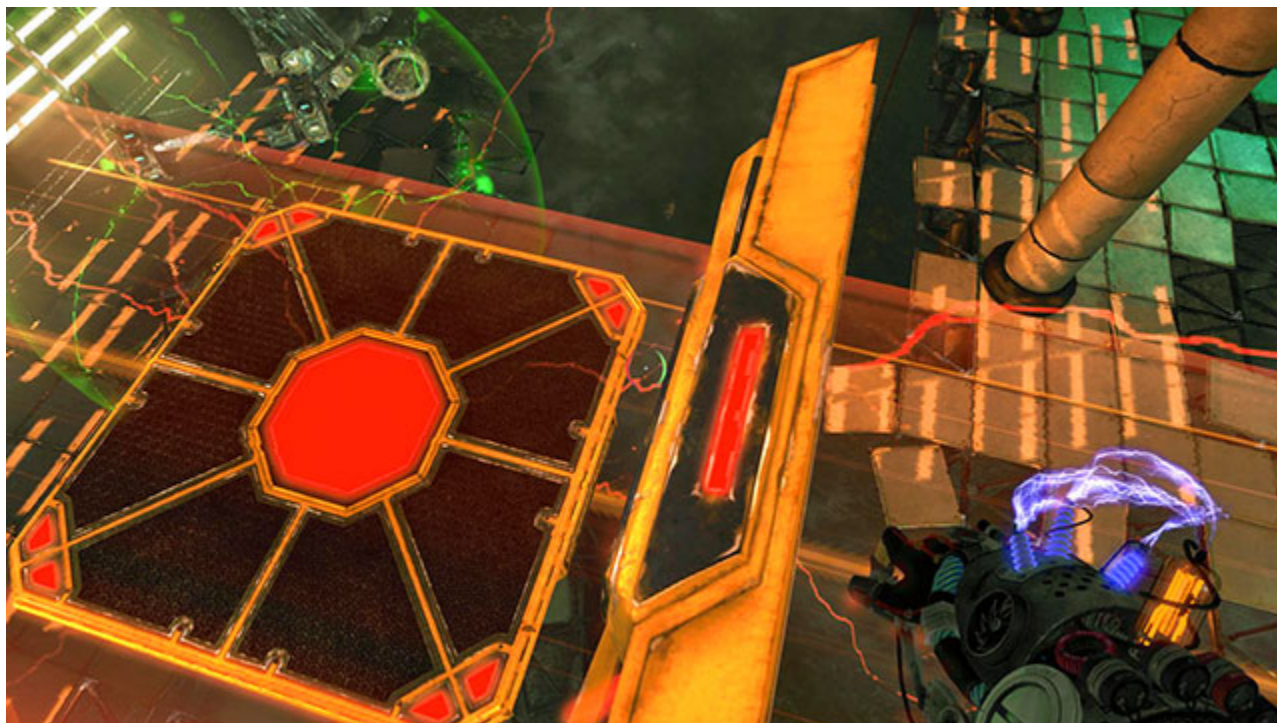
Set up **green** Newton on the ground under the platform or on the lower part of column. Change the platform's charge on **green** and jump on it.



When you get on the platform, change it to **red** and push out, setting up **green** Newton on the column under the platform, like on the screen above.



When you stop, jump on the floor on right from the column. Then aim at the hypercube in the middle and change its bottom wall charge on **green** and the wall in front of the platform and the platform itself on **red** (screen above).



You can also stay on the platform and change its and wall's charge to green

Jump on the platform and then push away using **green** Newton. Wait until it gets in hypercube's magnetic field and touches its wall. Stand on side of this wall and charge it with **green**.



When the side wall approaches the hypercube, jump onto the top wall and charge it with **red**. When it stops, jump on the metal construction (screen above).

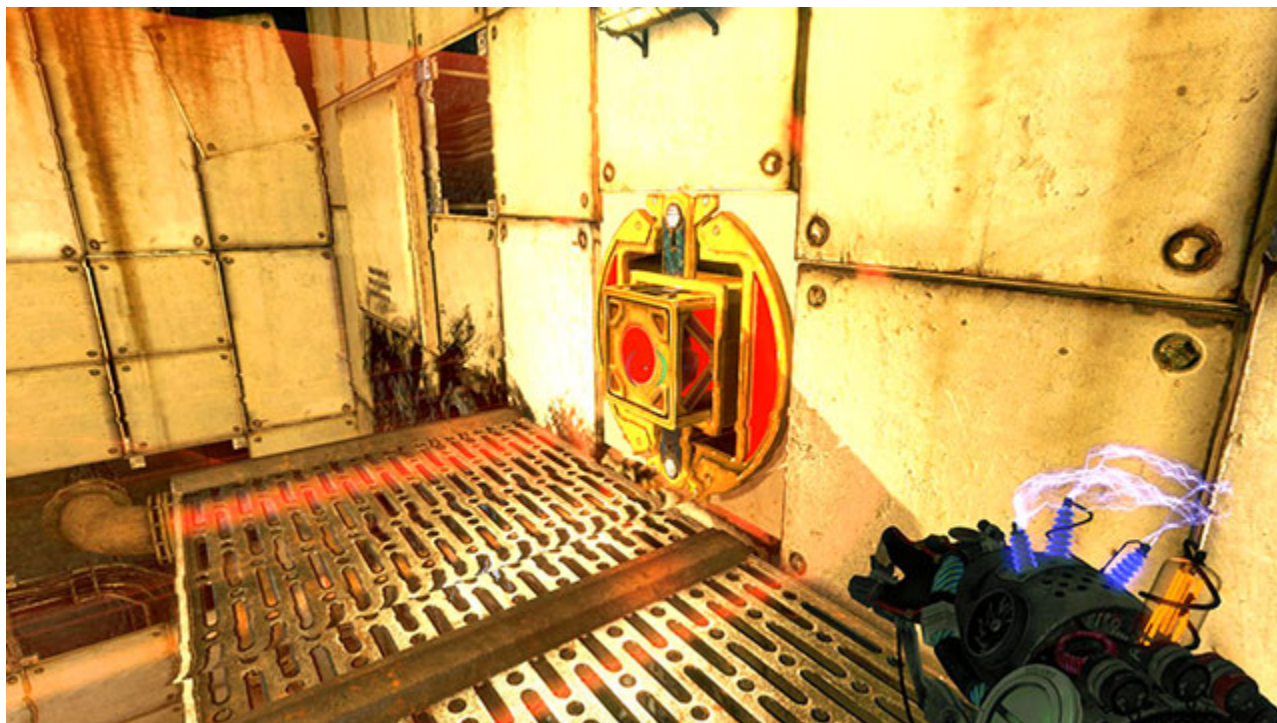


Lonely cube

Follow the path until you find the module with cube. Take it and go along the wall.



After a while you reach a small hole. But you can't jump with big cube. Leave it and jump on the other side. Turn around, charge the cube with **red** and set up **red** Newton on wall over hole, like on the screen above. Do so until the cube is on the other side.



Here you place the cube

Move along the wall until you get to the stairs. Go up and you find a hollow magnetic engine. Place a cube in it and then charge it with **red**. Do the same with its platform.

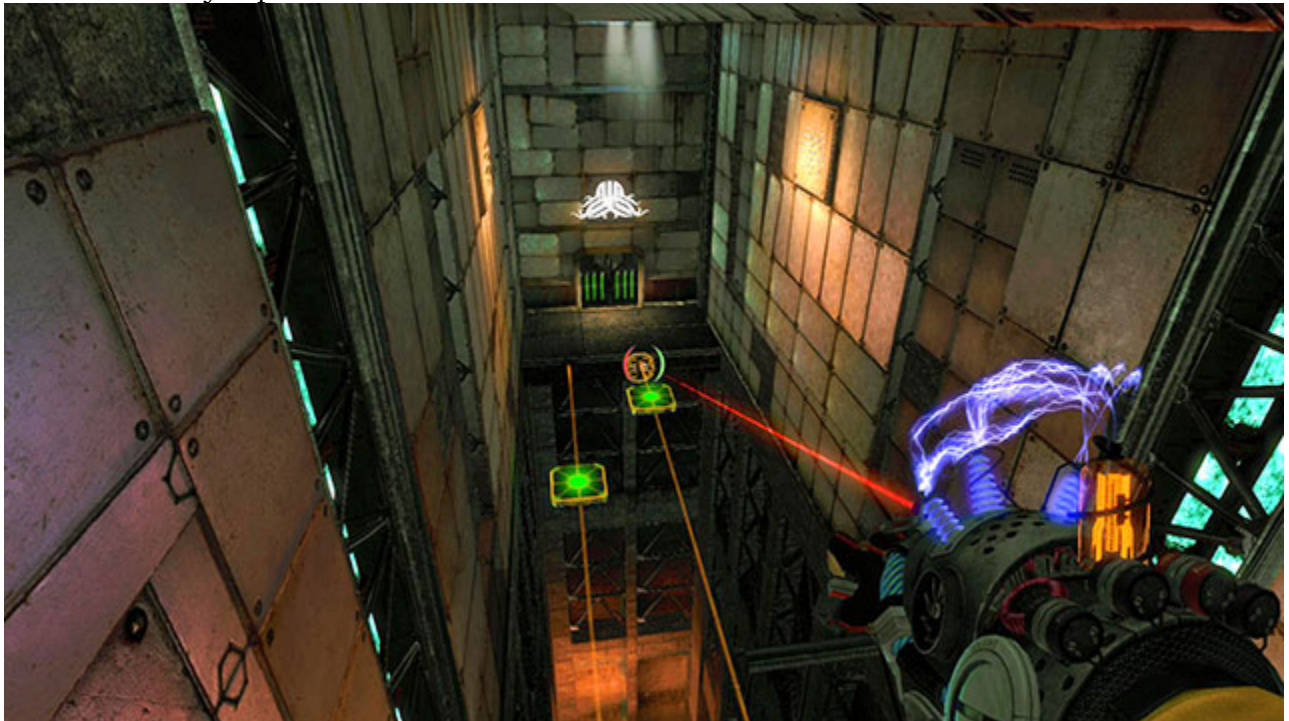


Stairs shouldn't fall

Jump onto platform and change it on **green**. When you get on the other side, jump onto a metal platform and walk behind a wall with window.

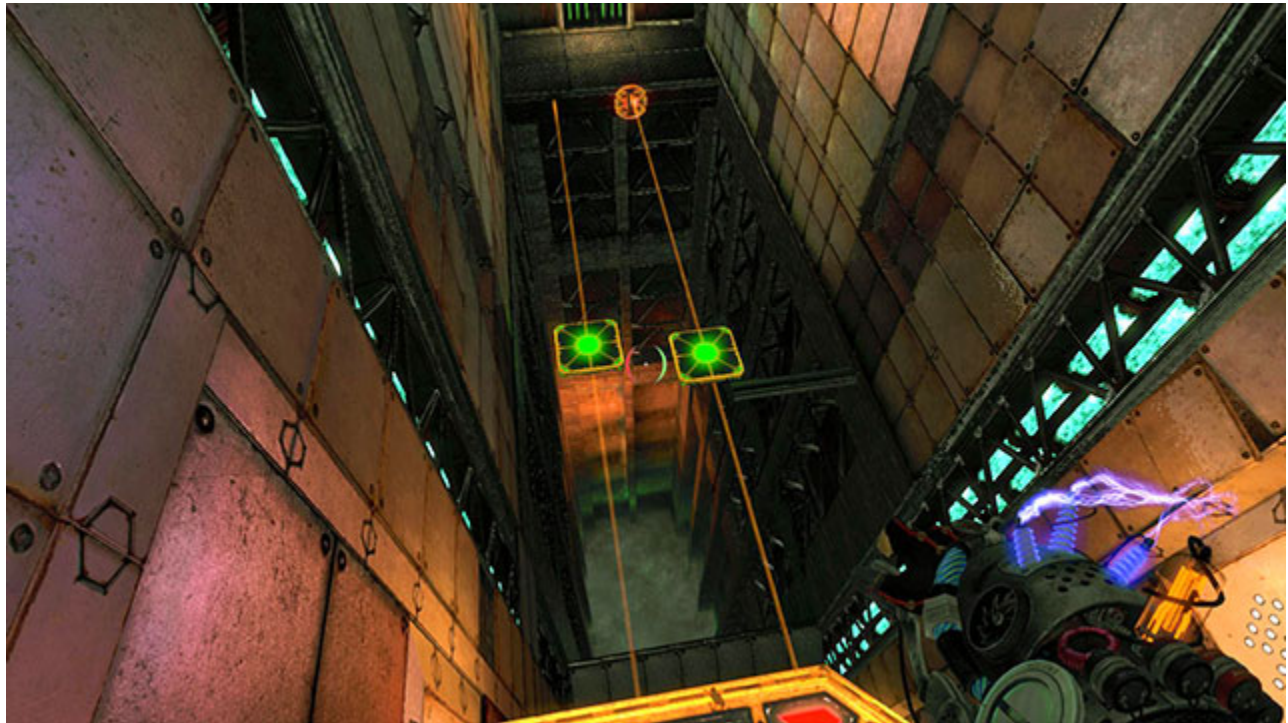


Here you find a vertical platform without a magnetic engine. Charge it with **red**, jump on it and start setting up **red** Newton on the wall in front of you (screen above). Do so until you ride to the very top.



You can see exit door

When you stop, look down and you see two horizontal platforms. Charge them with **green** charges, while the engine of the right one with **red**.



Be ready for fast clicking

Wait until the right platform stops and even with the left. Now you have to act quickly. Set up **green** Newton on the wall next to the left platform. You have to pull it so it's below the right platform. Unfortunately, setting Newton on the bottom disappears red Newton which was keeping your platform. Because of that, your platform starts descending slowly.



Try not to set up charges too fast

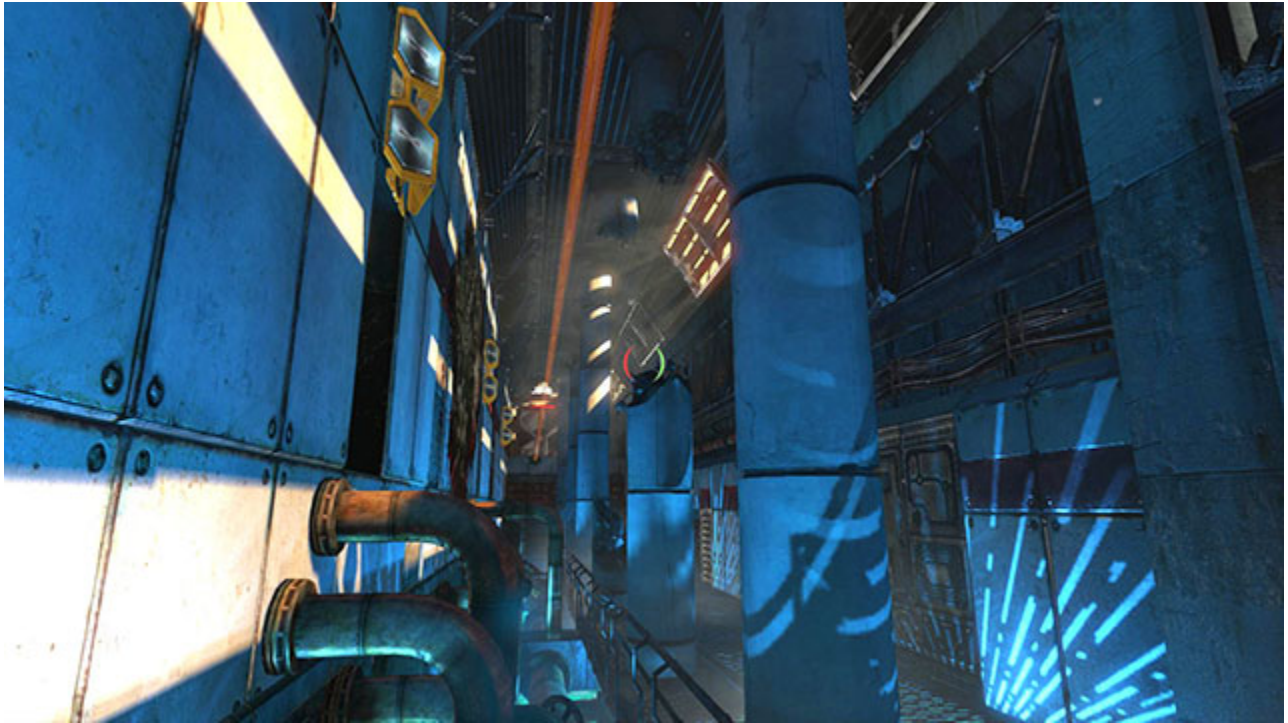
When it happens, change your platform to **red**. It pushes the left platform in your direction. Set up next **green** Newtons on the wall next to the platform until you can jump on it.



Last meters

When you're on the left platform, charge it with **red** and then push away using **green** Newton on the next wall. When you stop on the other side, jump on the ground and go through the door.

Long Shot



Blue sewers

It's one of the easiest levels in this game although it requires a bit of agility.



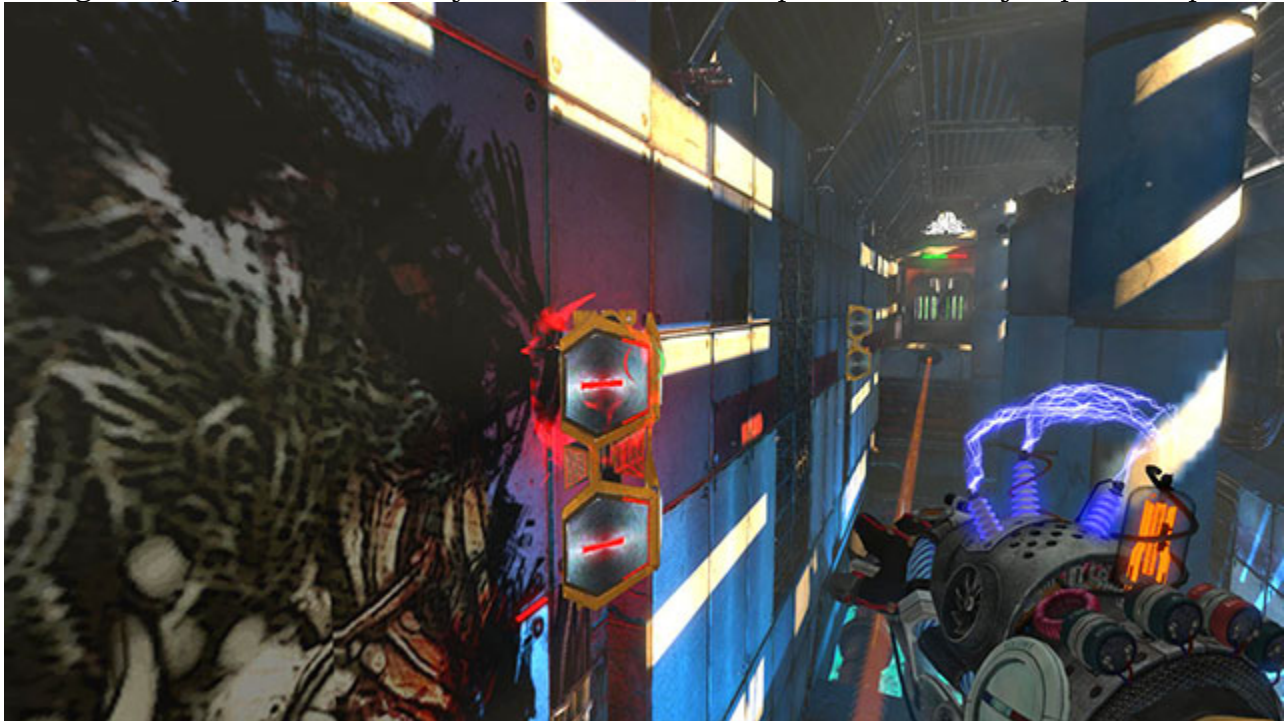
This platform is the only possible way

Approach the panel and platform in front of the entrance. Launch the panel what triggers a short cut scene. As you can see, the door on the other side has timer so you have to hurry.



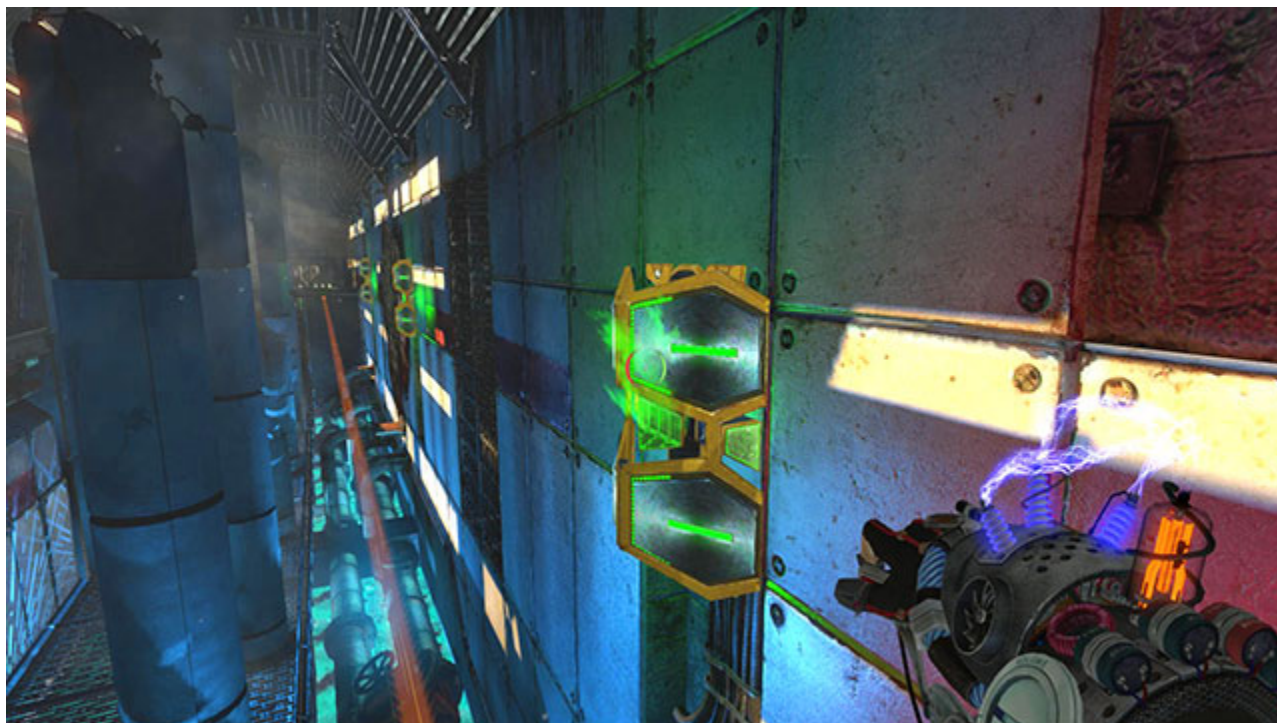
You have only several seconds

Charge the platform in front of you with **red**. Activate panel and then jump on the platform.



First red and then green

You move by charging modules on the wall. Charge the first one with **red** and when you just even with it, change it to **green**.



You shouldn't have problems if you choose good moment for change of a charge

Do the same with second and third module. When pass one, change the next one on **red** and when you even to it, on **green**. Jump behind the door immediately when you get on the other side.



The second part of location

Now you're in the next room. Approach two modules with cubes on left.



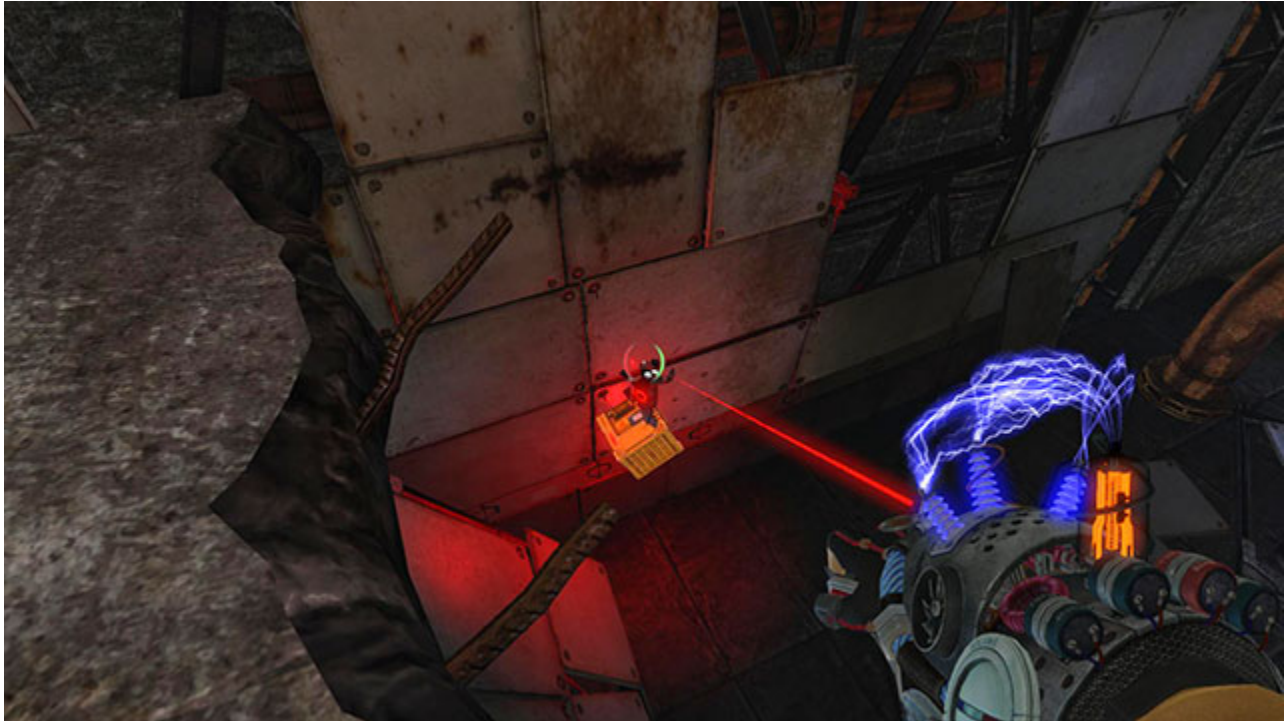
2 of 2 cubes

Pick up cubes and then approach the collapsed floor.



You can try to catch cubes in flight, but it's not simple

Place cubes, one on another, on the marks in front of the collapsed floor. Charge the bottom one with **red** and upper one with **green**.



Now you have to make another jump. Cubes are down, but you can use Newton. Set up **red** Newtons to pull red cube. First on the floor, then along the wall on left.



Cube may land in various places

Do the same with green cube. The only difference is that it could have landed a bit further. Pul it with **green** Newton until you have both of them.



Second jump

Now you have to just place two cubes again one on another, charge the bottom one with **red**, jump on upper one and charge it with **green**. When you get on the very top, go through the door.

Friendly Fire



New module, but this one won't help you.

In this location you find the first enemy: **stationary tower**. It attacks you when it can see you, so when you're in it's line of sight (about 180 degrees in front of it). When you're behind, you should be relatively safe.



The tower is on the left, behind a broken window. Reinforced glass and other obstacles will defend you against fire. But if you go to the open space, you'll be targeted. If you hear any "beep", just hide.



Begin from getting a cube in front of entrance. Unfortunately, it's in tower's range so you have to get it indirectly. Charge the cube with **red** and set up **red** Newtons until it gets behind a glass.



During the flight you'll hear a "beeeep"

Place cube on the launcher. Change the module to **red**, jump on the cube and change it on **green**.



You land on the metal footbridge. You have to jump down, on the floor (screen above). Remember – this fall won't hurt you.

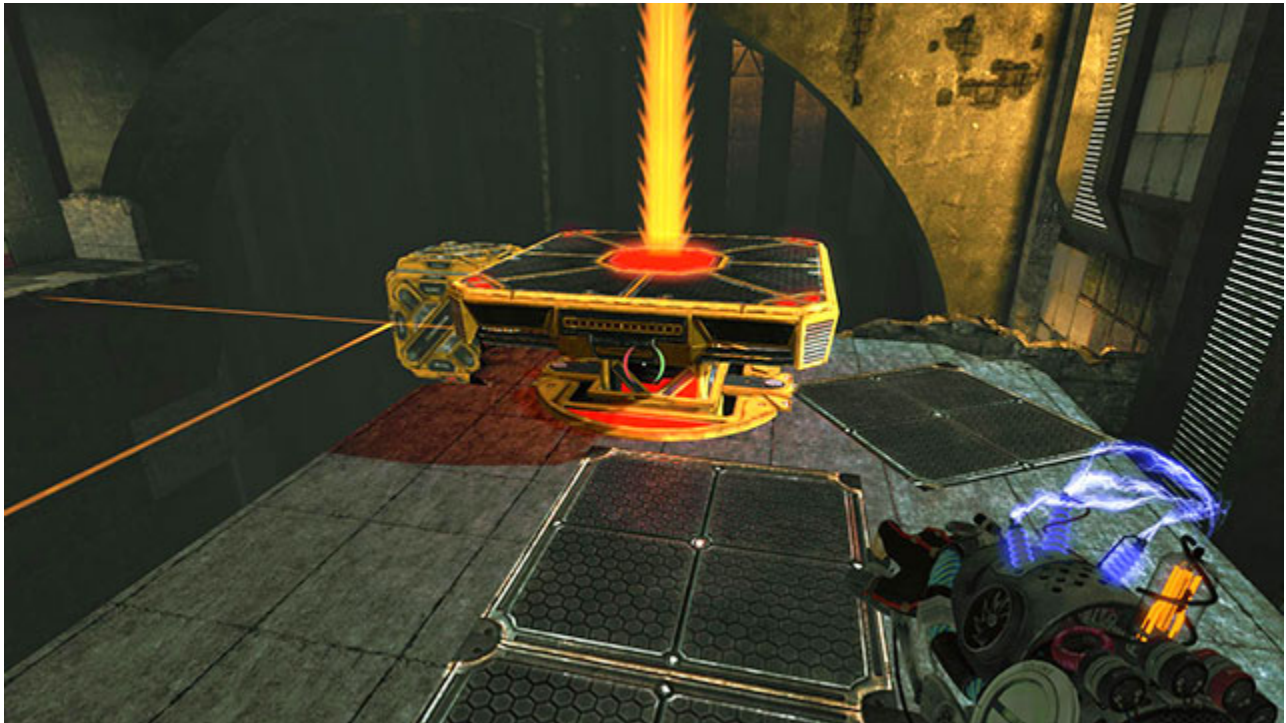


When you are there, change the magnetic engine on the other side to **red**. Approach the abyss and you'll see a yellow cube on a small surface. Fire with **red** at the cube and do the same with the bottom wall of hypercube behind it. Jump on platform and change its charge to **red** (screen above).



In rare cases, cube may fall into abyss

When you stop on the other side, look under the horizontal platform. You should find a mentioned cube there. Pick it up and go upstairs.



Platform, which likes to "turn off"

Here, you find a platform and empty magnetic engine. Place a cube in the engine, charge it with **red** and do the same with platform. When it stops, jump on it and charge it with **green**.



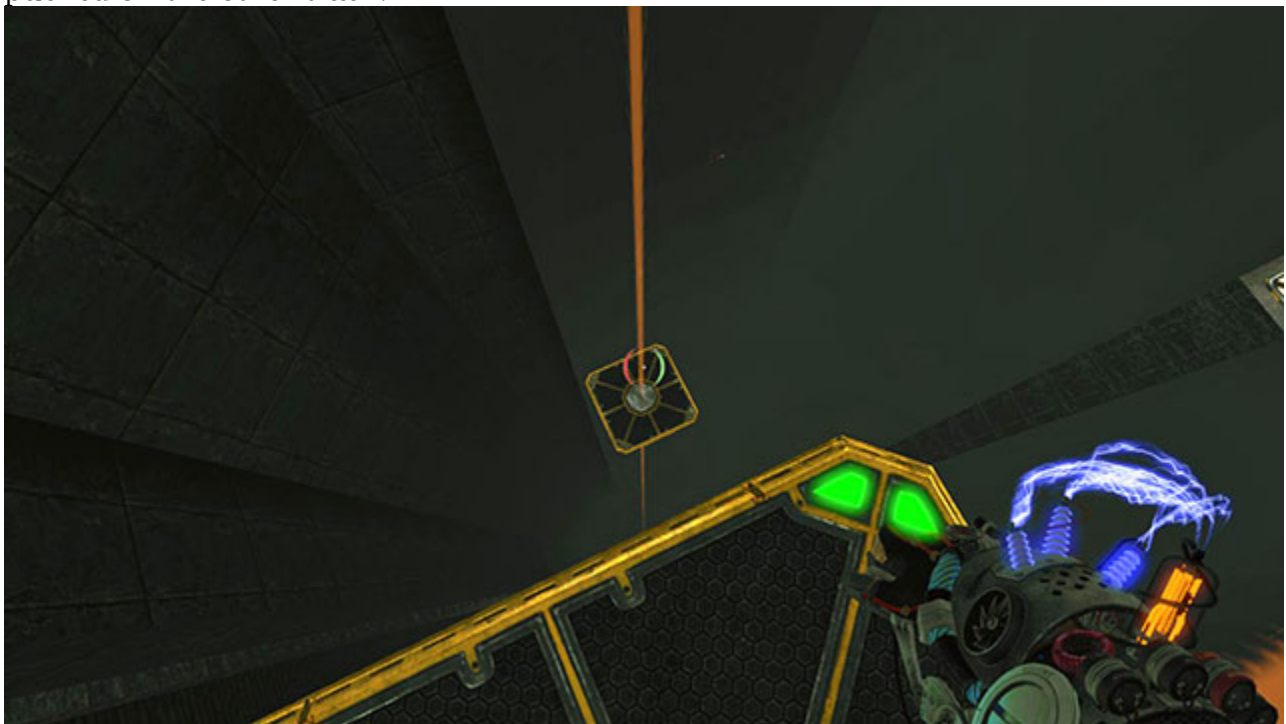
Revenge time

Up, you find another launcher and an explosive cube. Place cube on the launcher, change the module to **red**, cube to **green** and watch an explosion.



Wait until platform evens with the right side of wall

Jump down when the tower is done and then enter the horizontal platform. Change it to **green** and wait until you get in front of one of hypercube's walls. Change it to **red** to be pushed on the other track.

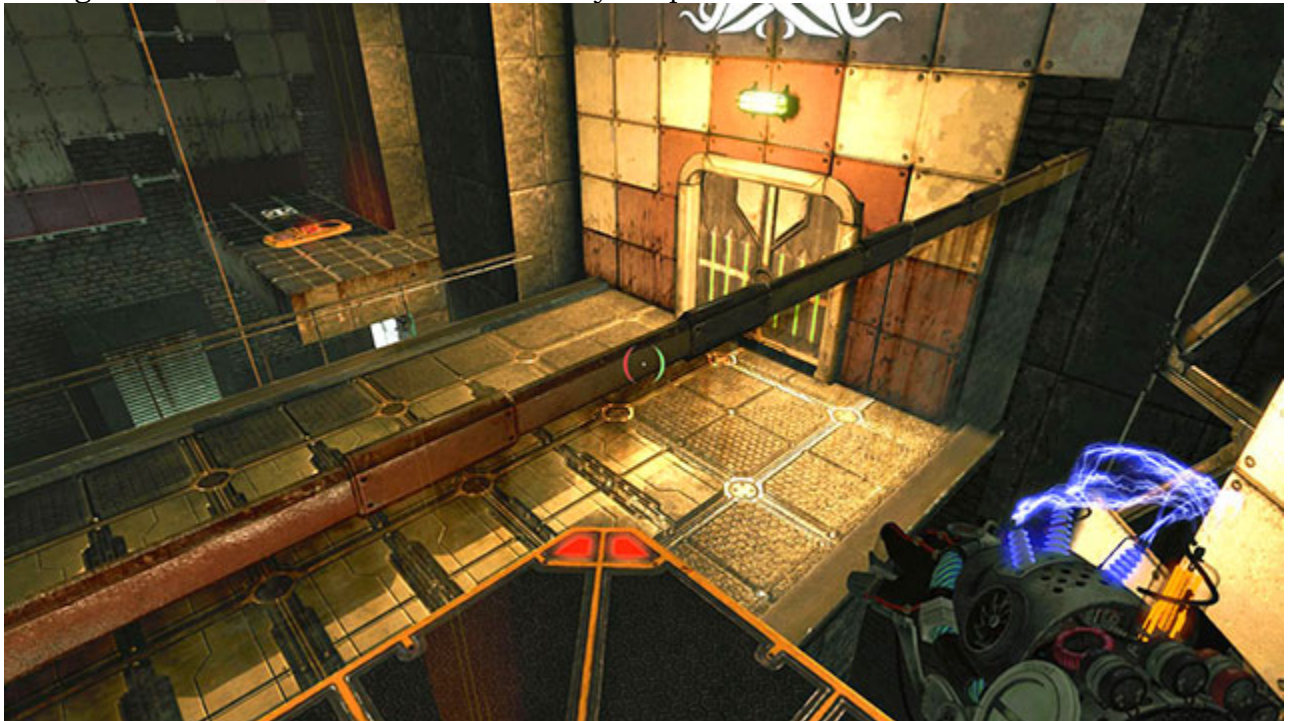


When the platform stops, look down. You'll see inactive platfor. Jump on it.



Remember about zoom (Q)

Land and then aim at the ceiling. Where the orange beam ends, you'll see a magnetic engine. Charge it with **red** and do the same with your platform.



Last one jump and exit

After a while you're on the very top. Jump over a reinforced glass and go through the door.

Overdrive



Three platforms which you have to descend

This level may be a bit troublesome.



Begin from picking up a cube behind a broken elevator.



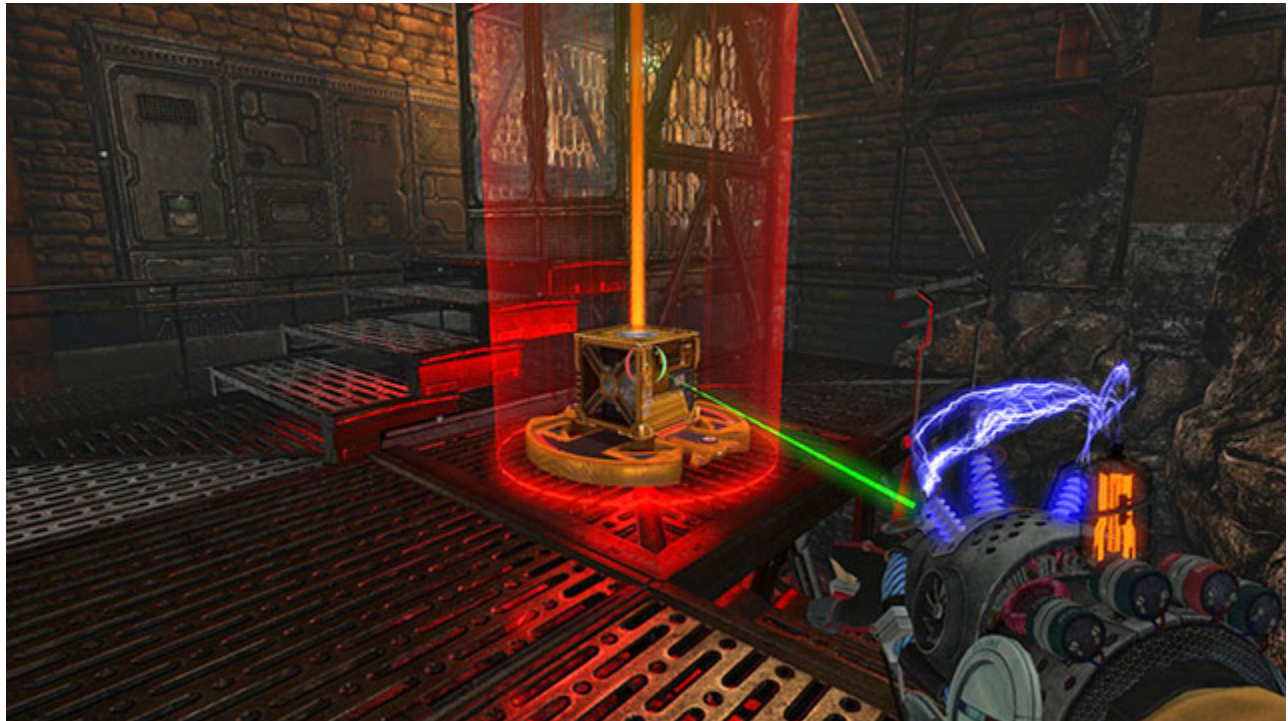
The beginning

Place the cube on the module next to the elevator. Charge it with **red** and then look up.



Sometimes you can descend two platforms at once

You will see three vertical platforms. You have to descend all of them. To do so, they have to fall into a field of magnetic engine which is on the ground. First, charge all three platforms with **green**.

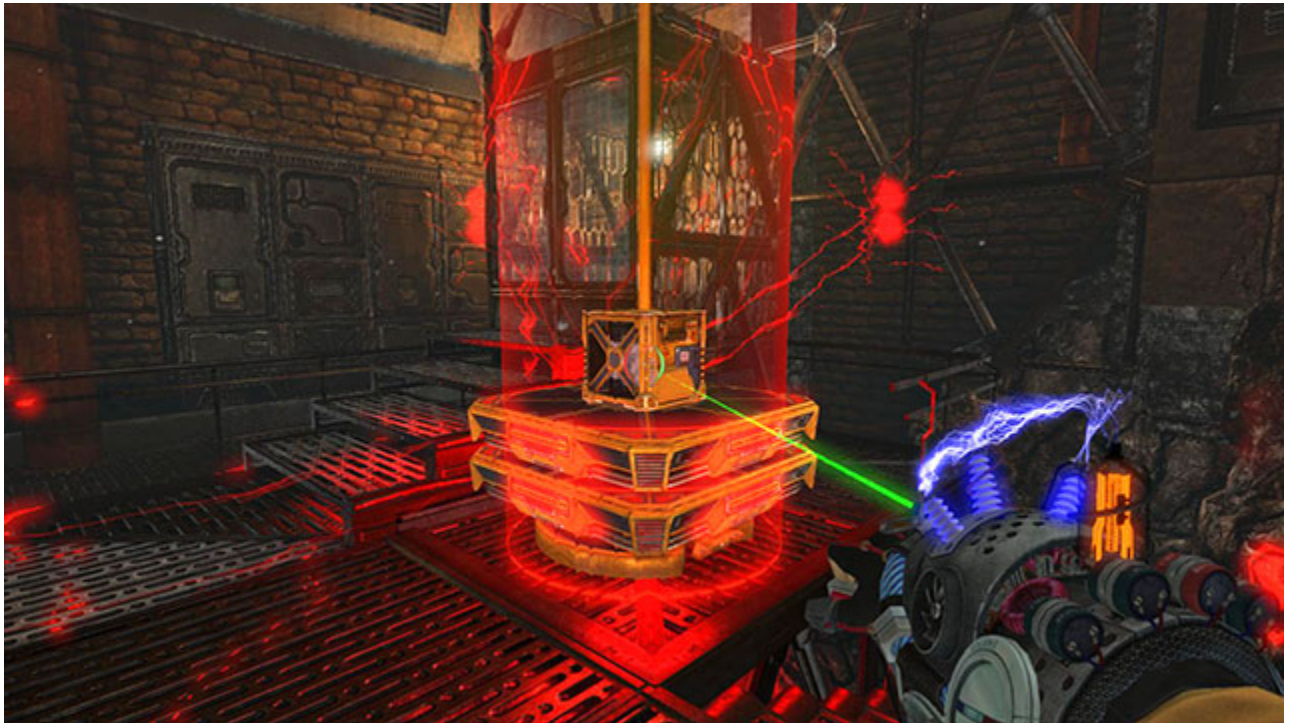


This action may require a bit of practice

You do the same thing for every platform. Place a cube on the module and change it to the **green**. This fires the cube and attaches to the platform. When it happens, platform starts lowering. When it falls just over the magnetic field of an engine, change platform to **red**. Thanks to that, it will be pulled with cube by the engine.

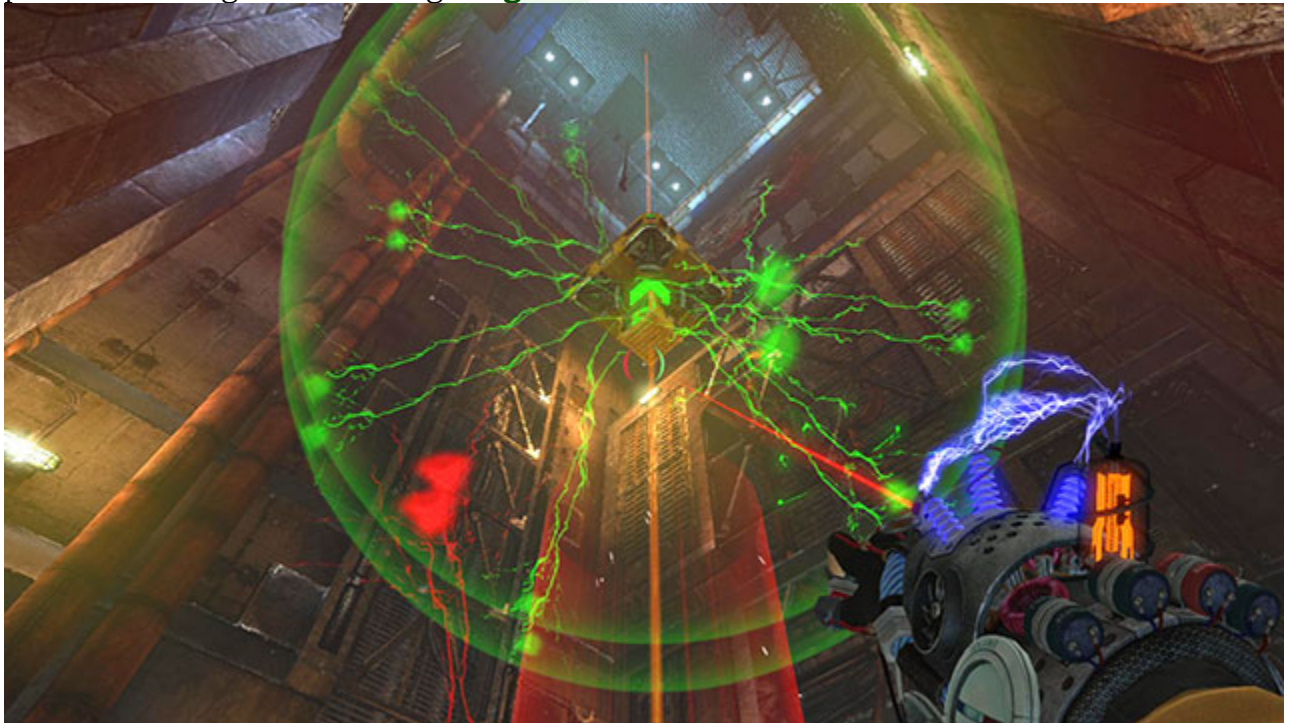


When the first module is on the ground, take a cube and place it on the vertical platform (screen above). Change the cube again to **green** wait until it pulls another platform and, when it's over the magnetic field of engine, change it to **red**.



Two platforms done

When you descend another platform, pick up yellow cube and then place it on the other platform. Change cube's charge to **green**.



Change of charge

Cube will fly to the last platform and start lowering it. As previously – when it gets to the magnetic field, change the platform's charge to **red**.



All platforms done

When you descend all three platform, place a cube on them and jump on it. Turn to the wall when you see an entrance and then fire a **green** charge. Rebound and land on the destroyed, metal footbridge.



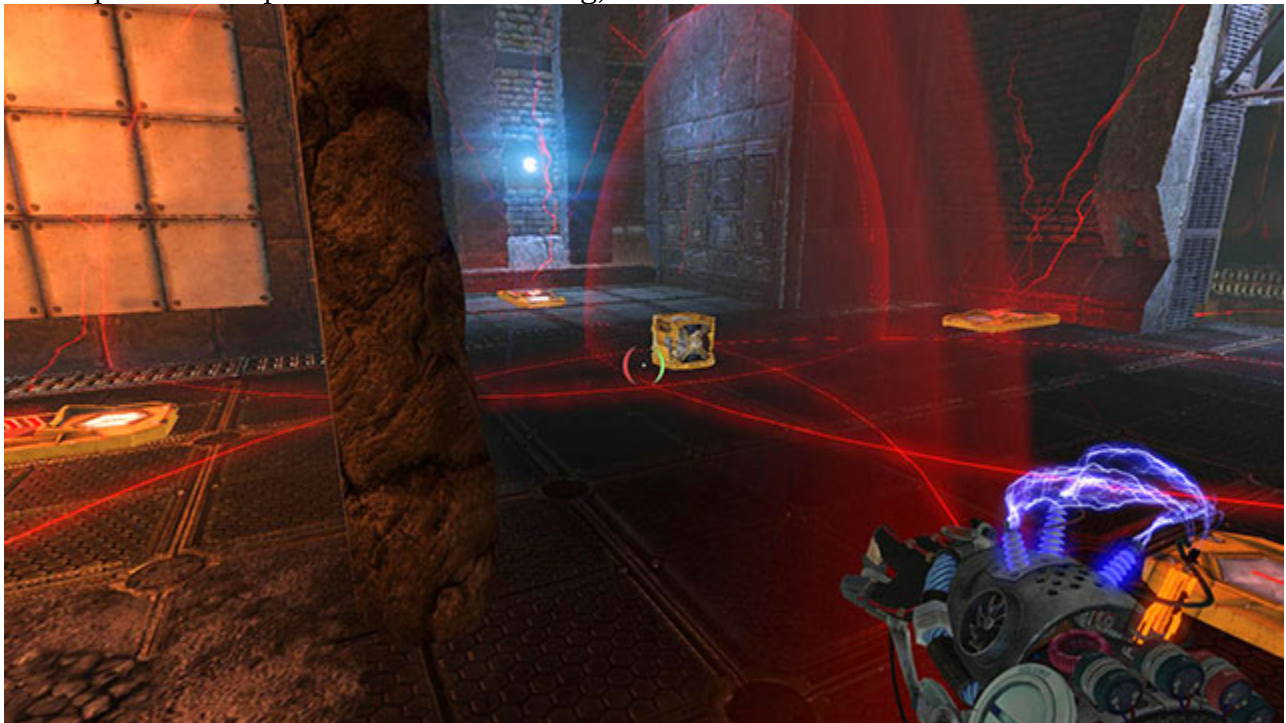
Second room is much simpler

You're in the next room. Turn left.



Respawning module

Pick up cube and place it on the marking, in the middle of the room.



Charge all launchers with **red**, like on the screen above. Jump on the cube and change it to **green**.



Exit

When you fly up jump on the metal platform and then go through nearby door.

Ruptured



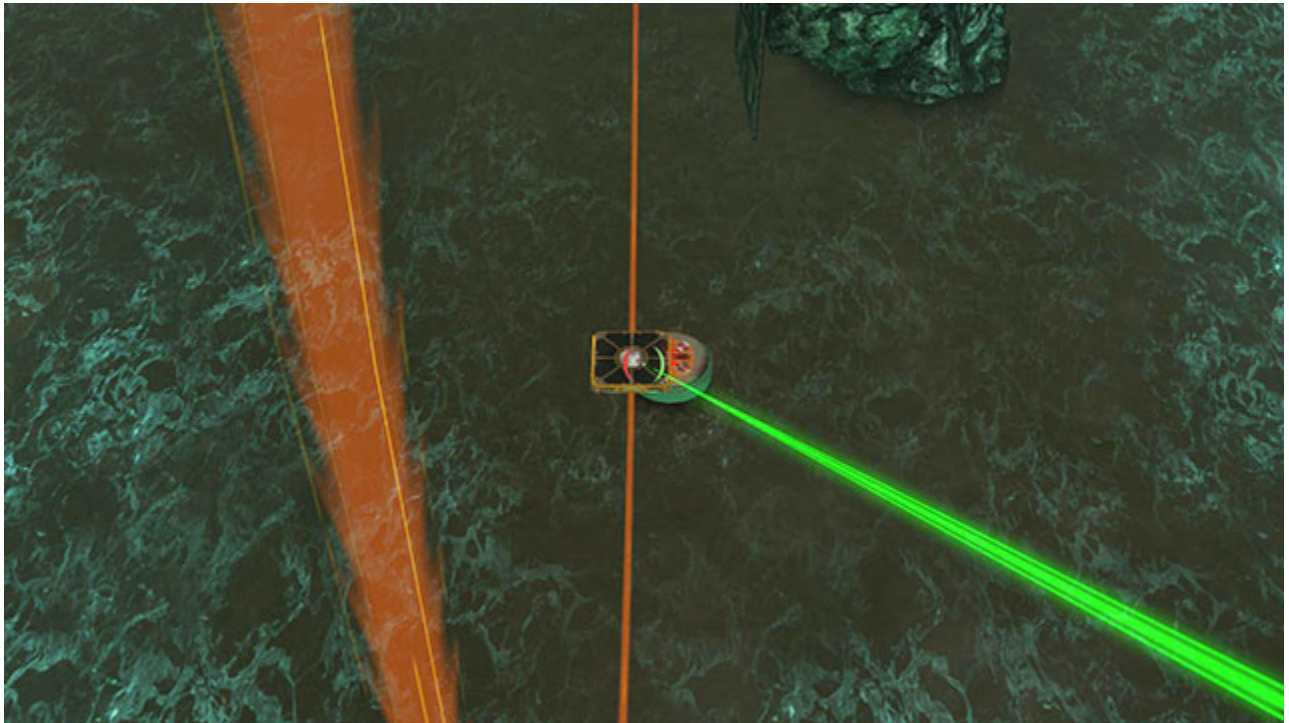
Almost like in fun fair

This rather big level, bases mostly on circling platforms. They are moving until something propels them.

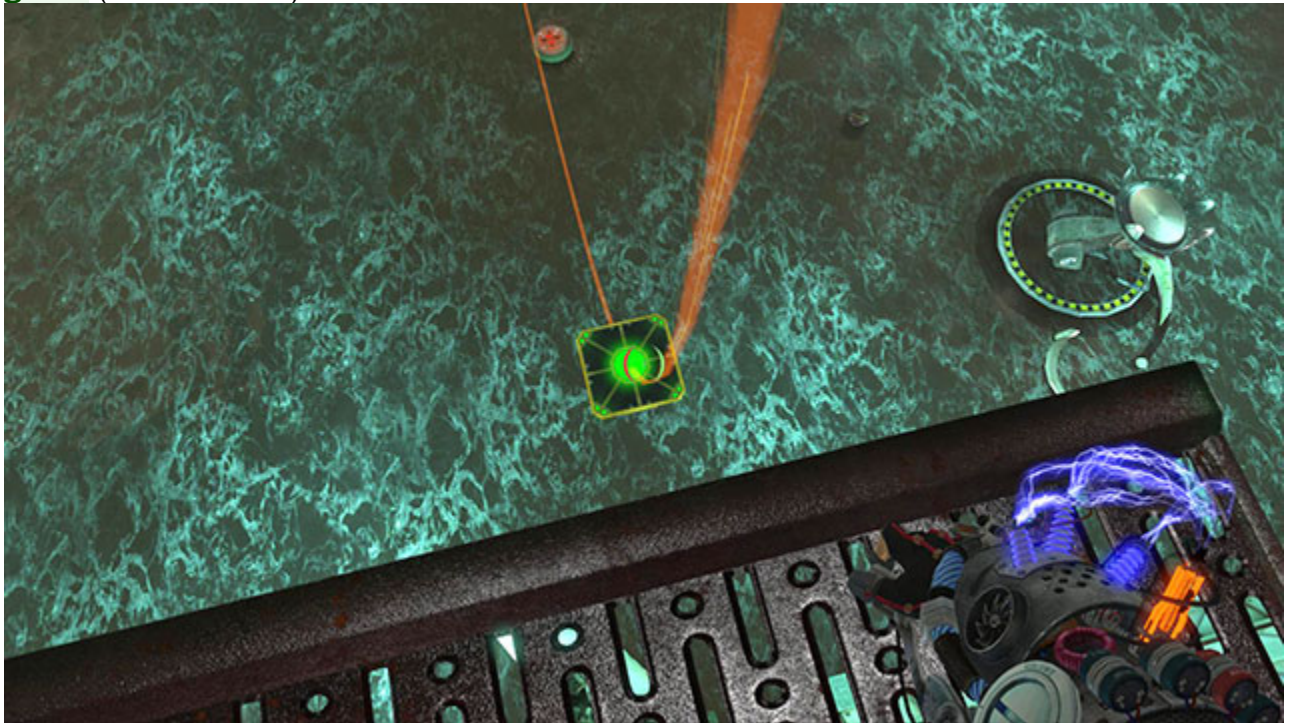


Remember that with Newton you can push or pull, whatever suits you

Begin from charging the vertical platform on right from entrance with **red**. Jump on module and start climbing up by setting up **red Newtons on the wall**.



When you get to the concrete footbridge, jump on it and walk to its end. Look down and you see the first platform. Charge propel module under it with **red** and the platform itself with **green** (screen above).



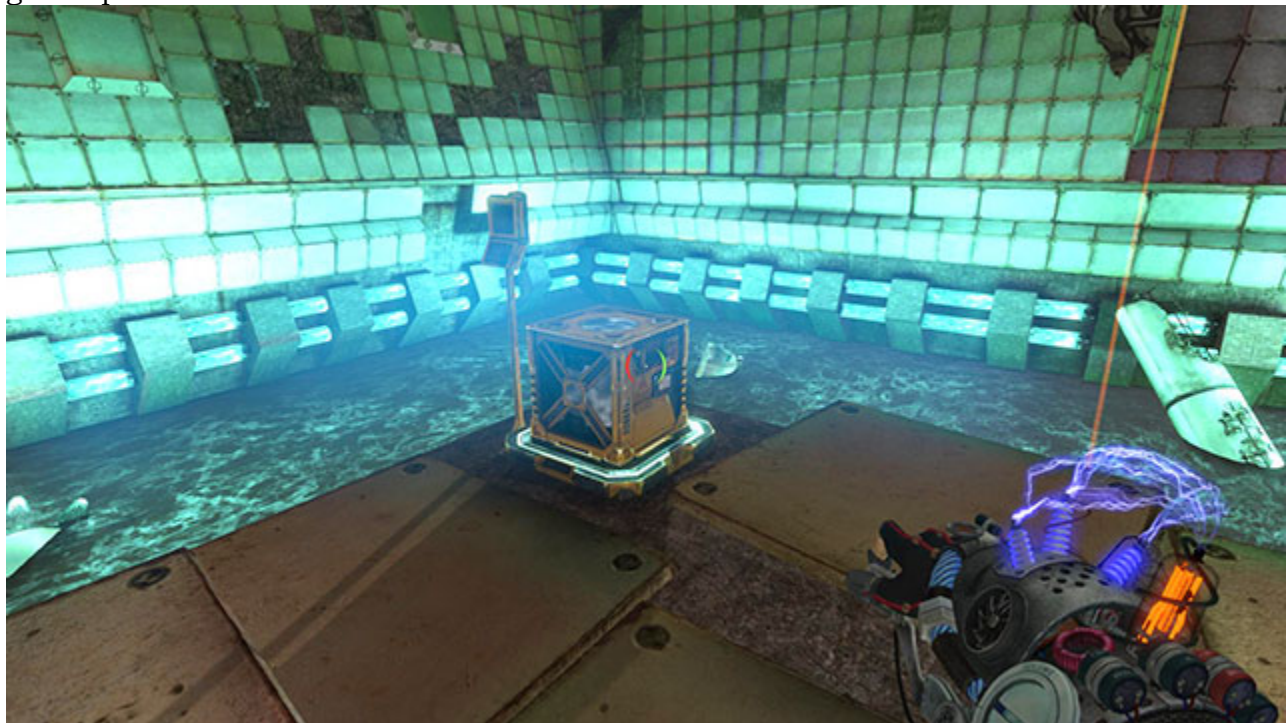
Platform should ride up after first shot

Jump on the platform when it gets under you and wait until it slows and starts returning to the module.

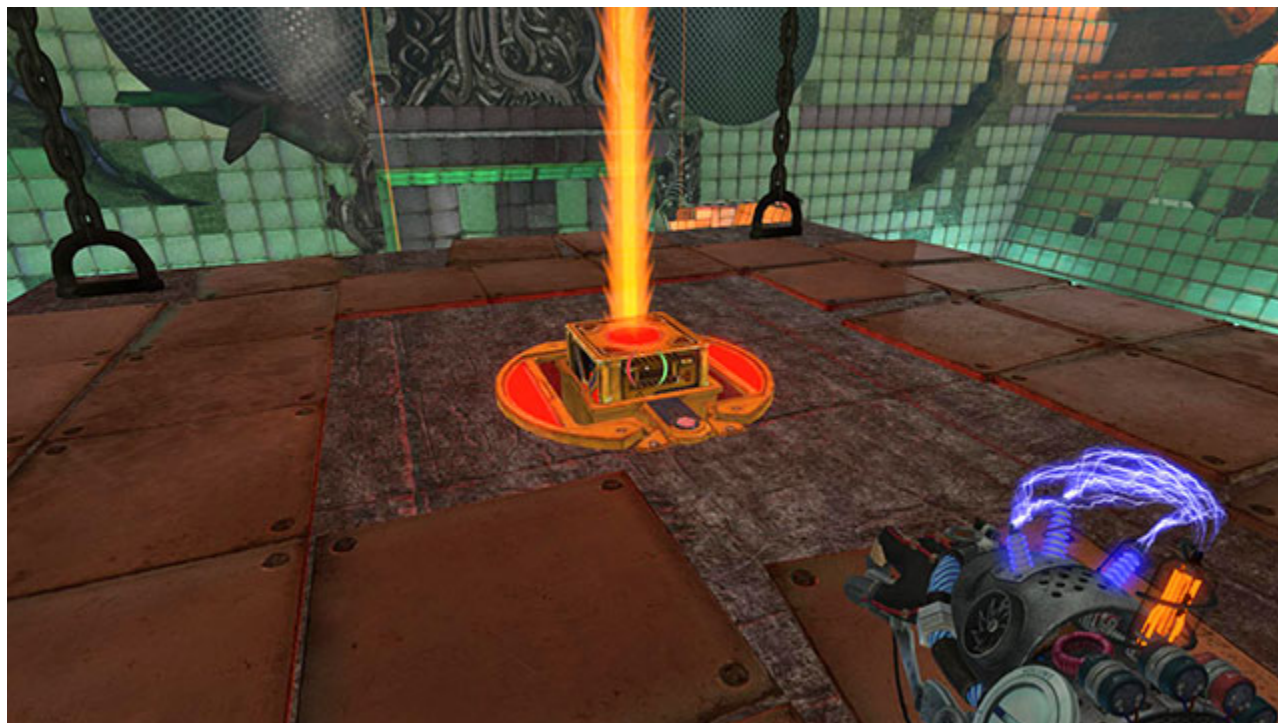


It's easier to change platform's charge

The whole thing lies in changing the charge of platform or module in the very best moment. When platform starts returning to the module, change its charge to **red**. Wait until platform is over the module and accelerates a bit and change it again to **green**. This pushes it away and gives speed.

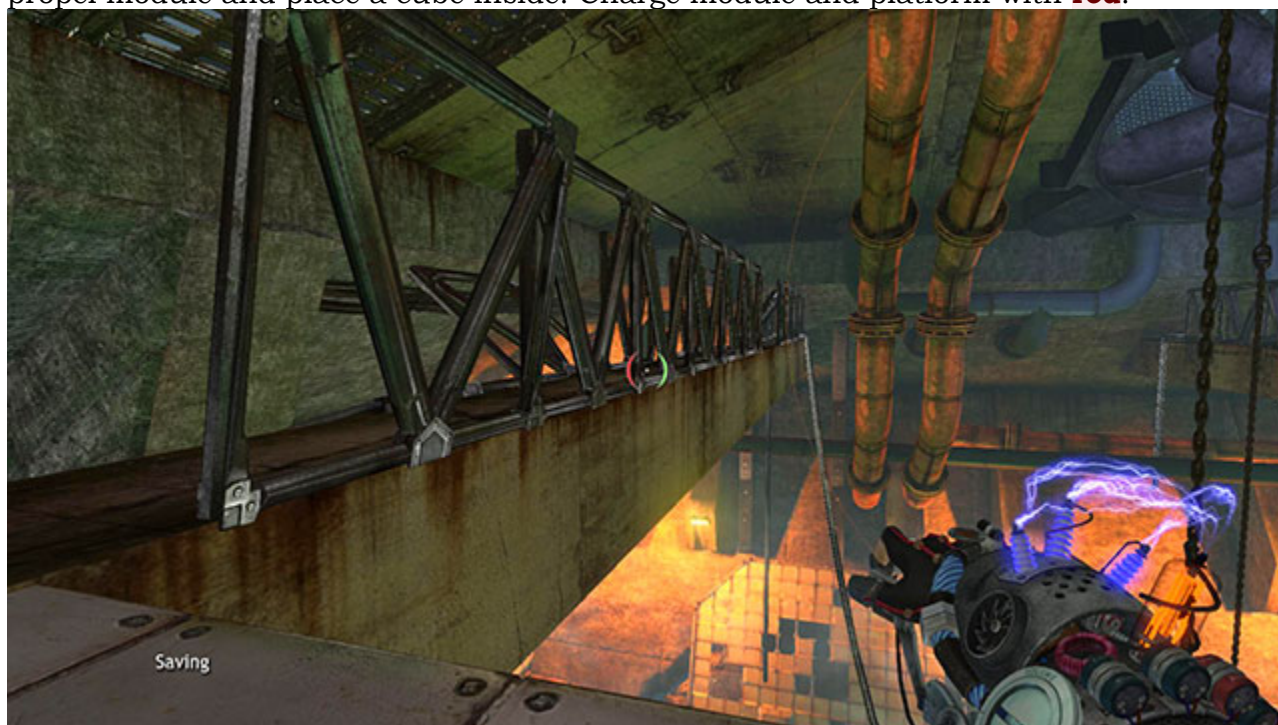


Your first task is to land on the lower part of floor, which is seen on the screen above. Speed up your platform until it gets to proper altitude. Jump on the floor and pick up cube. Wait for the platform and jump on it. Then swing it in the same way. Now you have to return on the upper platform.



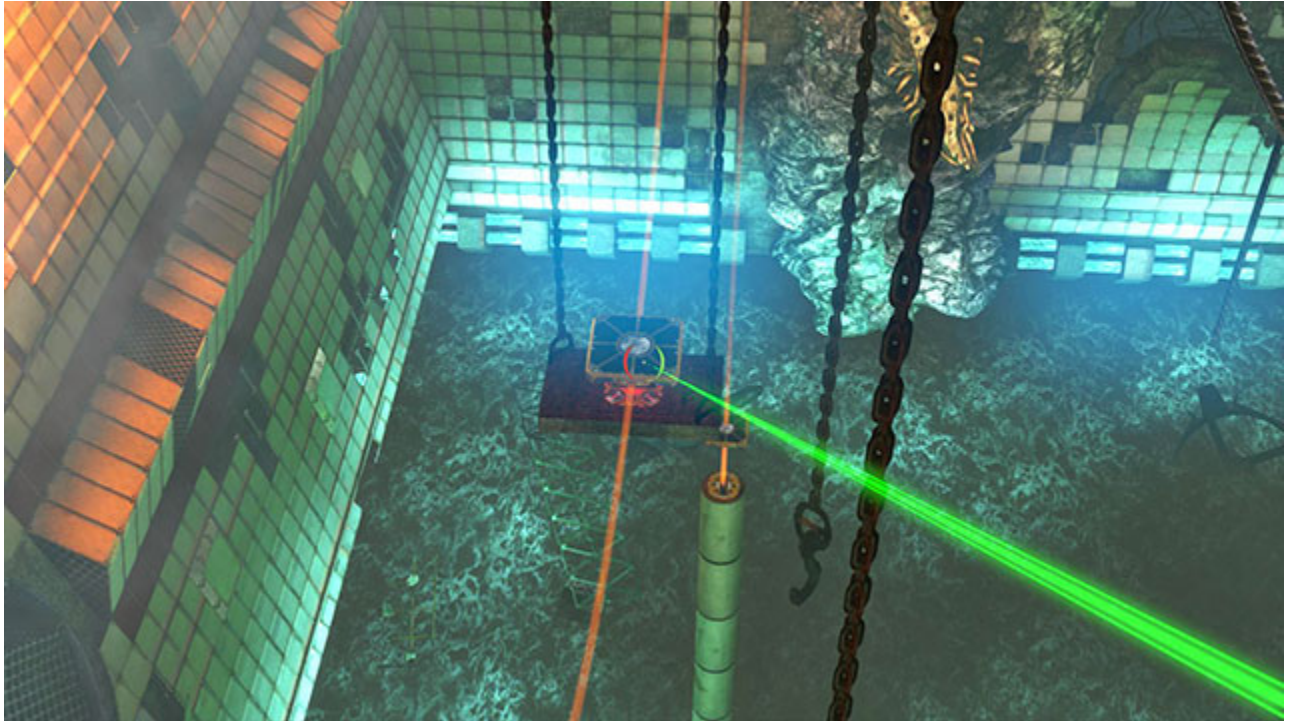
Remember about cube

When you get on the proper altitude, jump on the higher construction. Approach the empty propel module and place a cube inside. Charge module and platform with **red**.

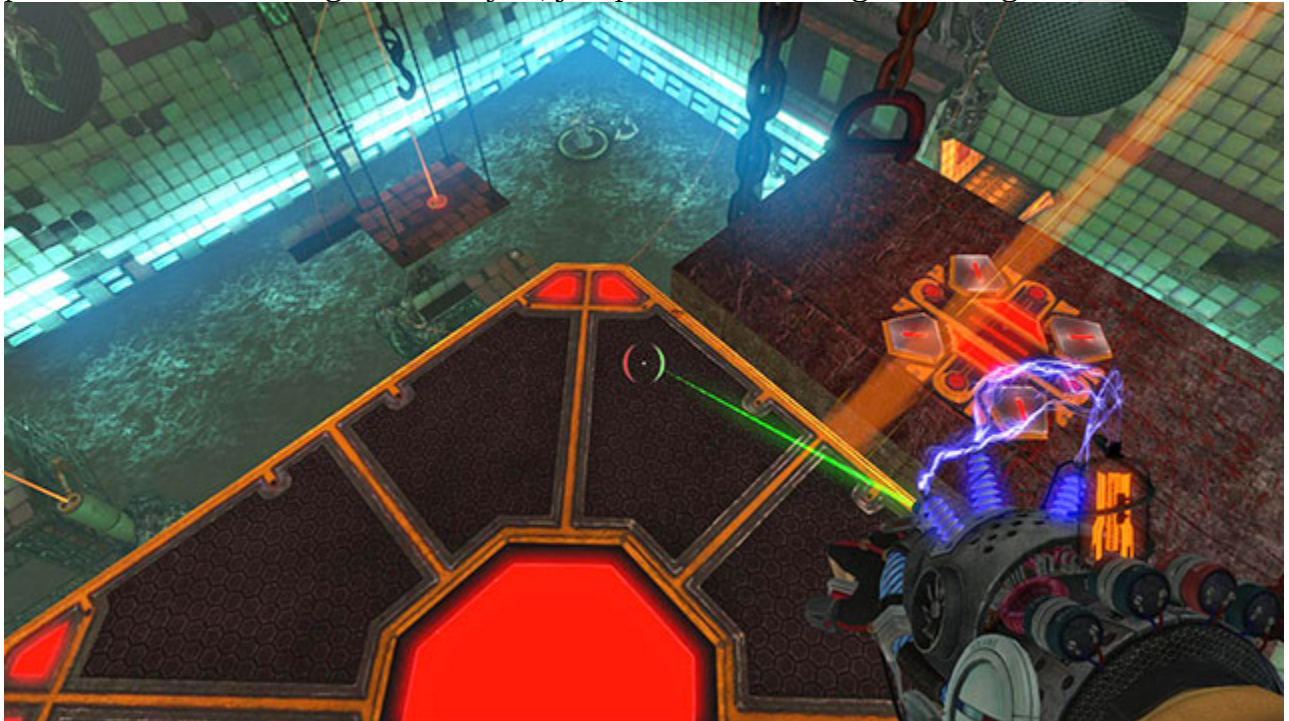


Walk under the ceiling

Jump on the platform and change it to Wskocz **green**. When you get to the very top, jump on the concrete thing and go right to the very end.

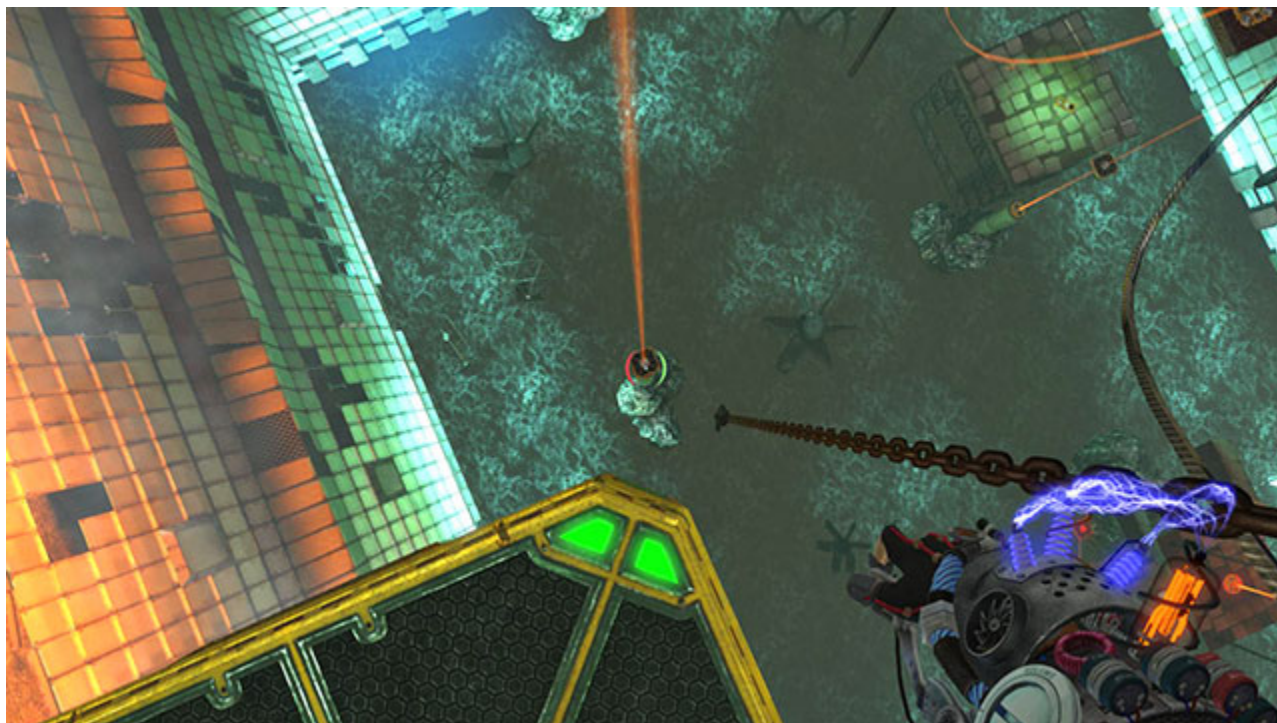


Look down. You'll notice another platform. Fire at the engine with **red** and with **green** at the platform. Wait until it gets under you, jump on it and change its charge to **red**.

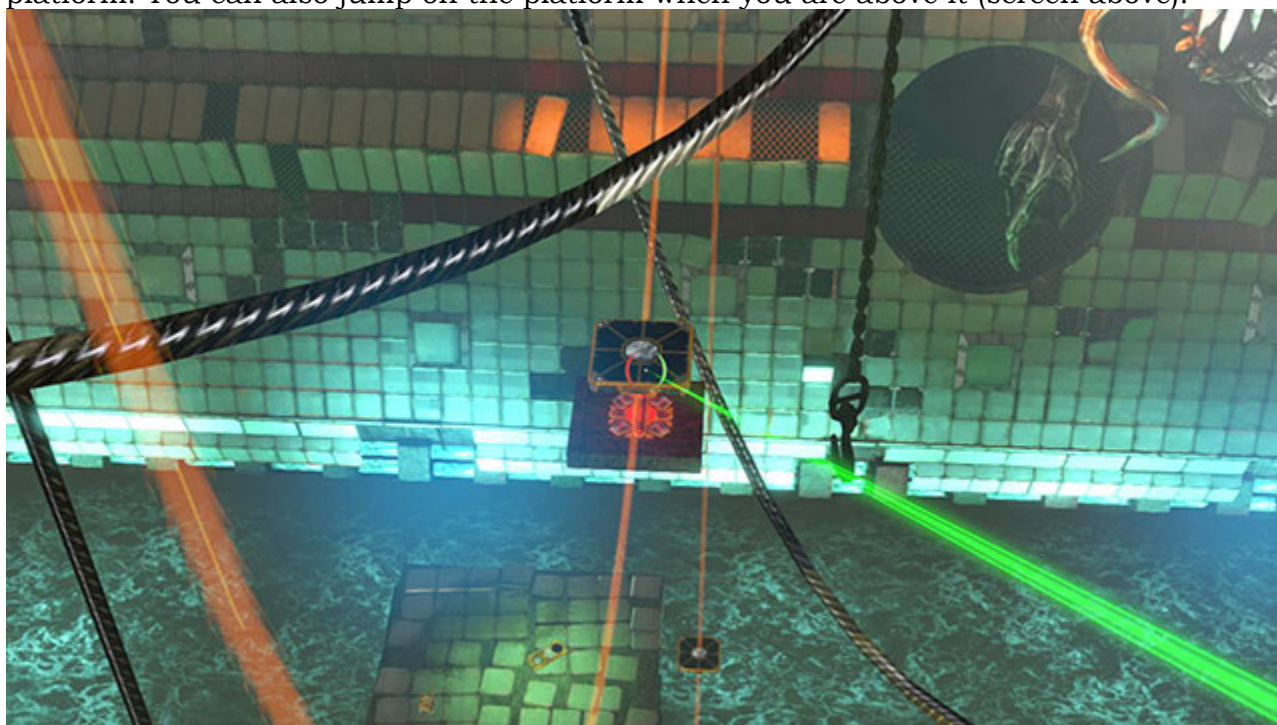


Change the charge when the platform accelerates

When the platform gets over the module, change its charge to **green**.

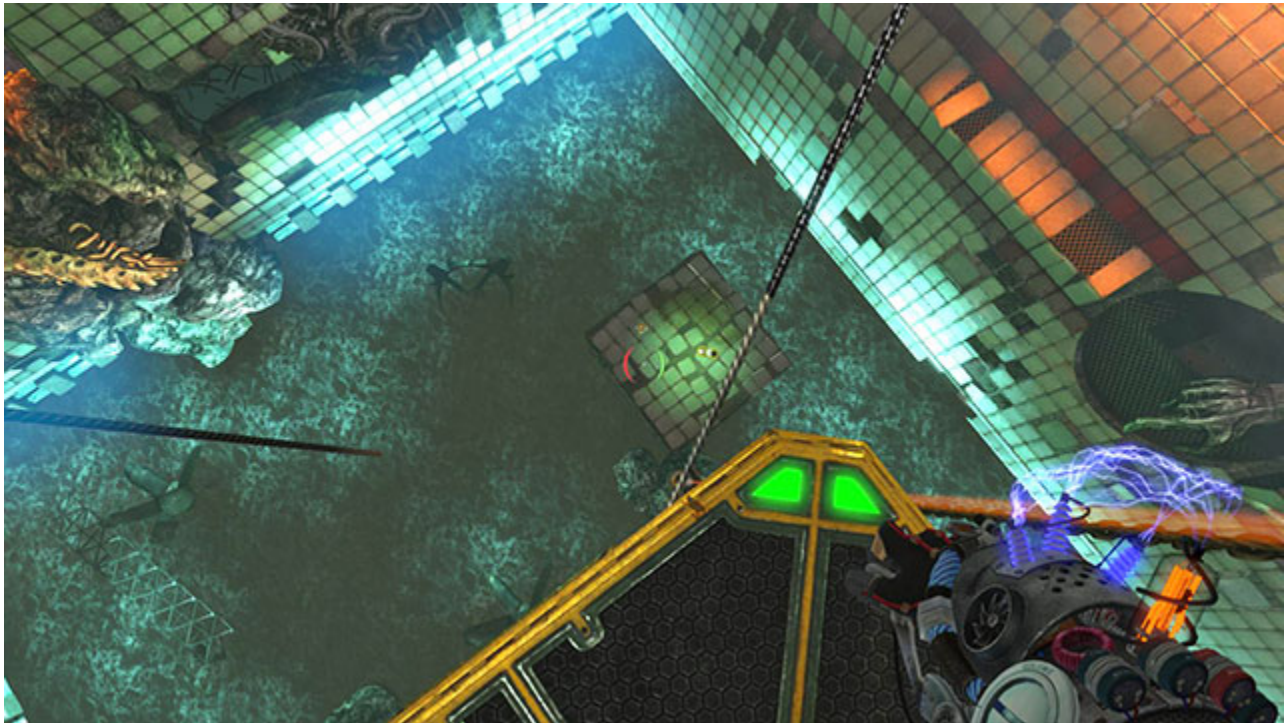


When only platform accelerates, look down. You'll see a discharged platform over water. Wait until you get at proper angle and then fire **red** charge at the propel module and **green** at the platform. You can also jump on the platform when you are above it (screen above).



The last rollercoaster

Whatever you have chosen, you have to reach the very top with this platform. If you jumped on the platform, and it's discharged, lean out a bit and fire at engine with **red** while at platform with **green**. When you stop at top, fire at the platform which is perpendicular to the previous one. Fire at module with **red**, and with **green** at the platform. Wait until it moves closer to you and jump on it.



Speed up platform, by changing its charges and jump when you are over a part of floor (screen above).



The last attraction

When you get down, pick up cube and place it on the launcher. Change the module to **red**, jump on the cube and fire **green** charge.



Be careful on the rocks

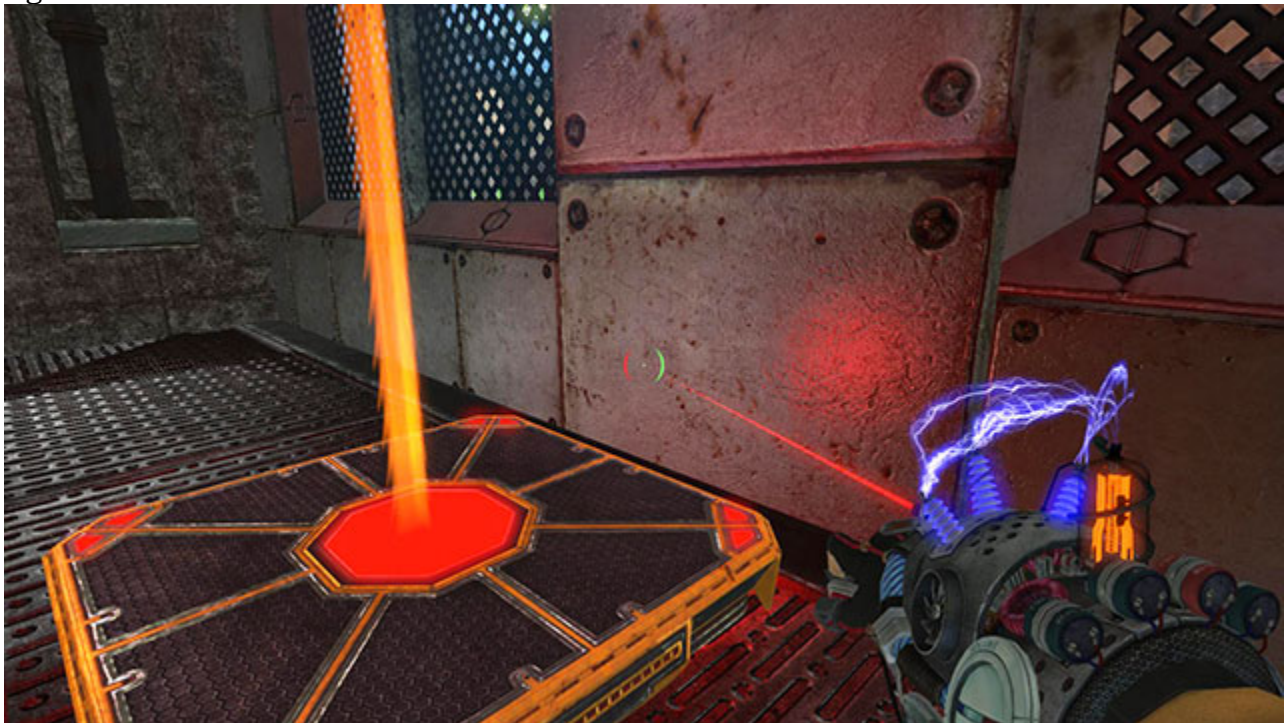
Go through the door when you land on the other side of location.

Intersection



Watch out for the abyss with toxic mix

In the next level go through the corridor until you get to the door. Go through it and turn right.

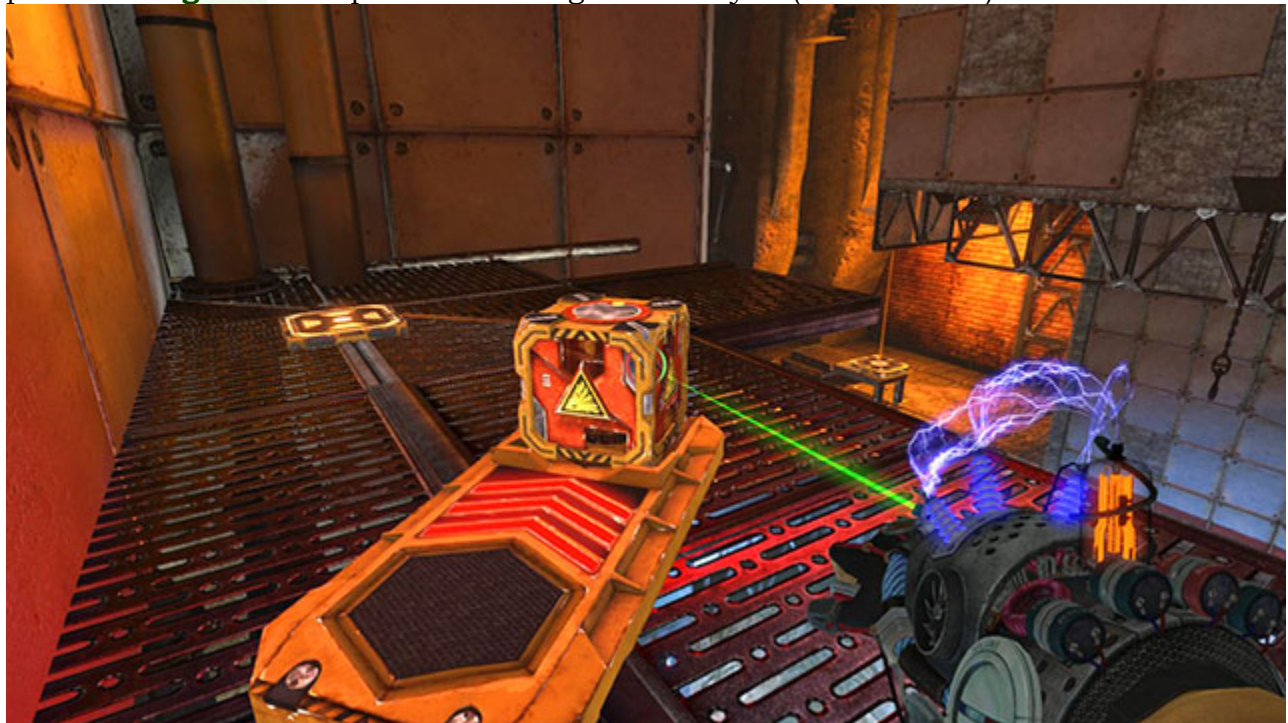


Useful Newton once again

Here you find a vertical platform. Jump on it, change to **red** and start climbing using **red** Newton on the wall.

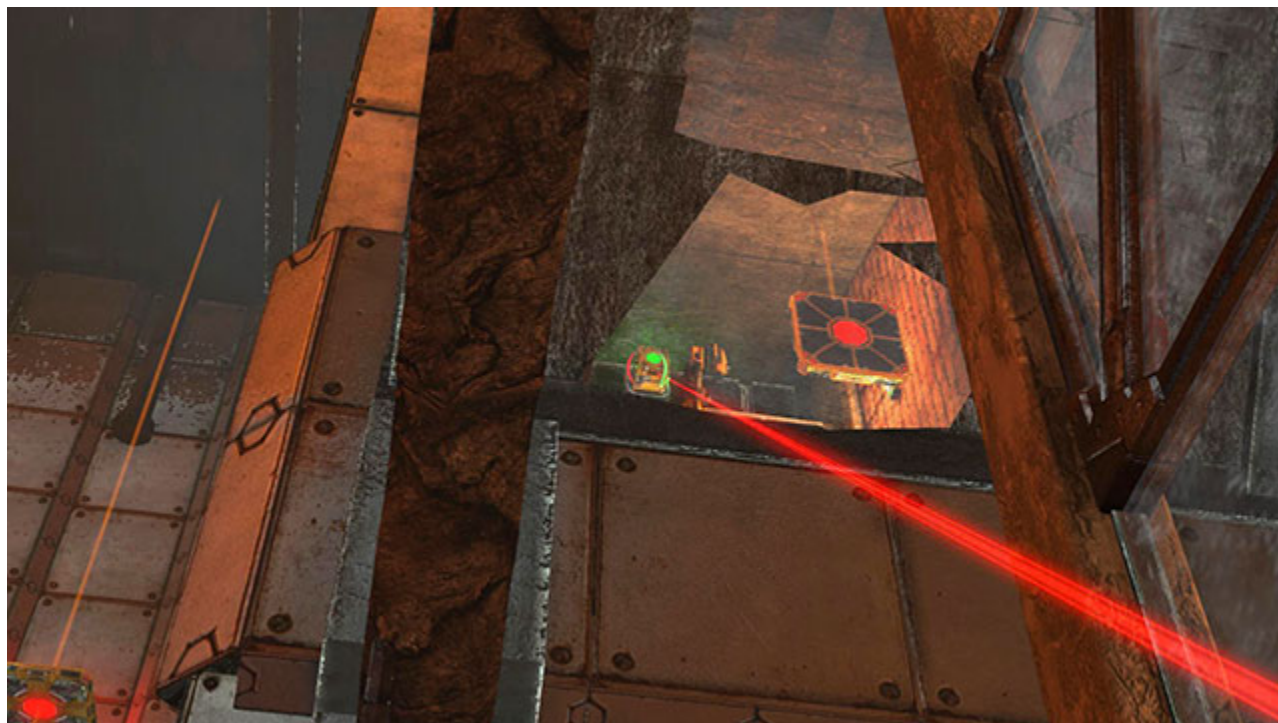


Stop the platform few meters before the next one. Change charge of its engine on **red** and the platform on **green**. Jump on it when it gets under you (screen above).



You have to fly on explosive cube, yes.

When platform stops, jump onto the metal footbridge with launcher. Pick up nearby explosive cube and place on the module. Change the launcher's charge to **red** jump onto cube and fire **green**. Your character should fall before the cube explodes, but you can jump by yourself when you get to the other side.

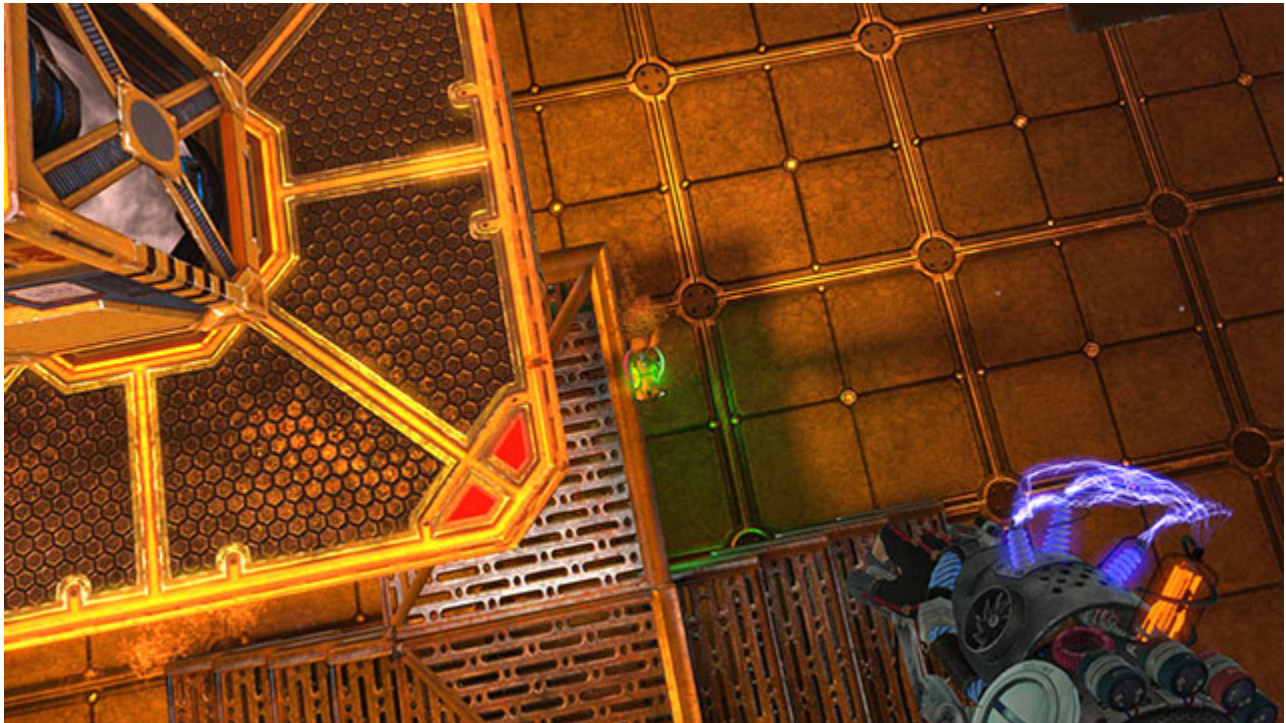


When you land, go to the reinforced glass with a tower behind it. Look up, you'll see a mirror. Aim at the reflection of the platform and fire with **red** and do the same with the reflection of the cube (screen above). Platform should pull them. If that doesn't happen, set up **red** Newton to pull the cube into the platform.



You can also run to the cube and pick it up, but it's risky

Push the platform by setting up **green** Newton until it rides behind the pane. Discharge it with **red** and then pull to you using **red** Newton.



Bouncing with Newton

Pick up cube and take it to the vertical platform behind you. Jump on it with cube and change the platform to **green**. Set up **green** Newton behind the platform to move it.



When the platform is on the proper altitude, start climbing by setting up **red** Newton on the nearby wall (screen above).



A little bounce is required

When you get on the top, pick up cube and approach an edge on right. You'll see a horizontal platform. Jump on it and start pulling it with **red** on side walls. When you get to the end, push away with **green** Newton and pull again setting up **red** Newton on the opposite wall.



If you lose cube, it respawns behind the tower

When platform stops on wall, walk on the cube and charge it with **green**. Go through the door when you get on the top.

Proving Grounds



One of more demanding chambers

A short cut scene begins when you get to the new location. After that go to the middle of chamber.



1 of 2 cubes

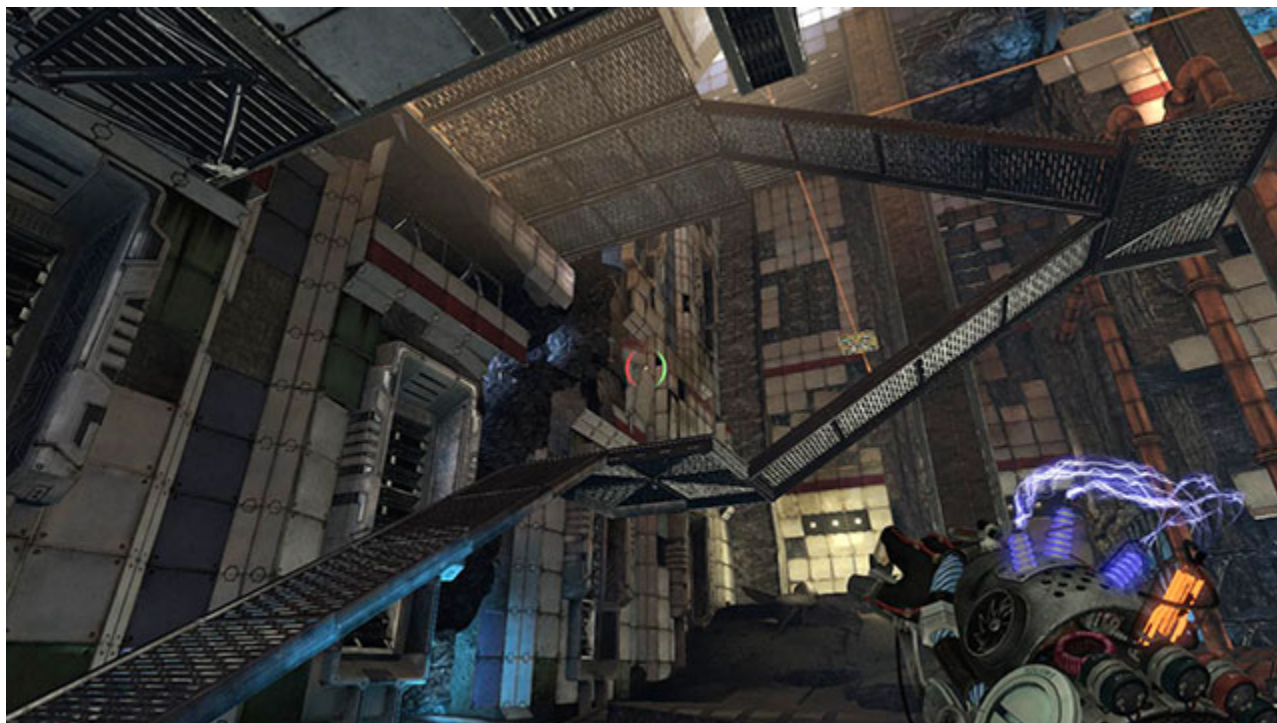
Pick up cube and move it to the four launchers on the left side.



Your first task is to destroy 3 generators in this room. Two of them can be turned off by using only one cube. Begin from place the yellow cube on the launcher closest to the door. Then charge this module and the launcher in front of it with **red** and change the cube's charge to **green**.



When you destroy the first generator, pick up cube and place it on the catapult which is closest to the hypercube (screen above). Then charge two opposite modules with **red** and cube with **green**.



Up you find another checkpoint

When you destroy second generator, regain your cube and go to the top of footbridge on the other side of this room.

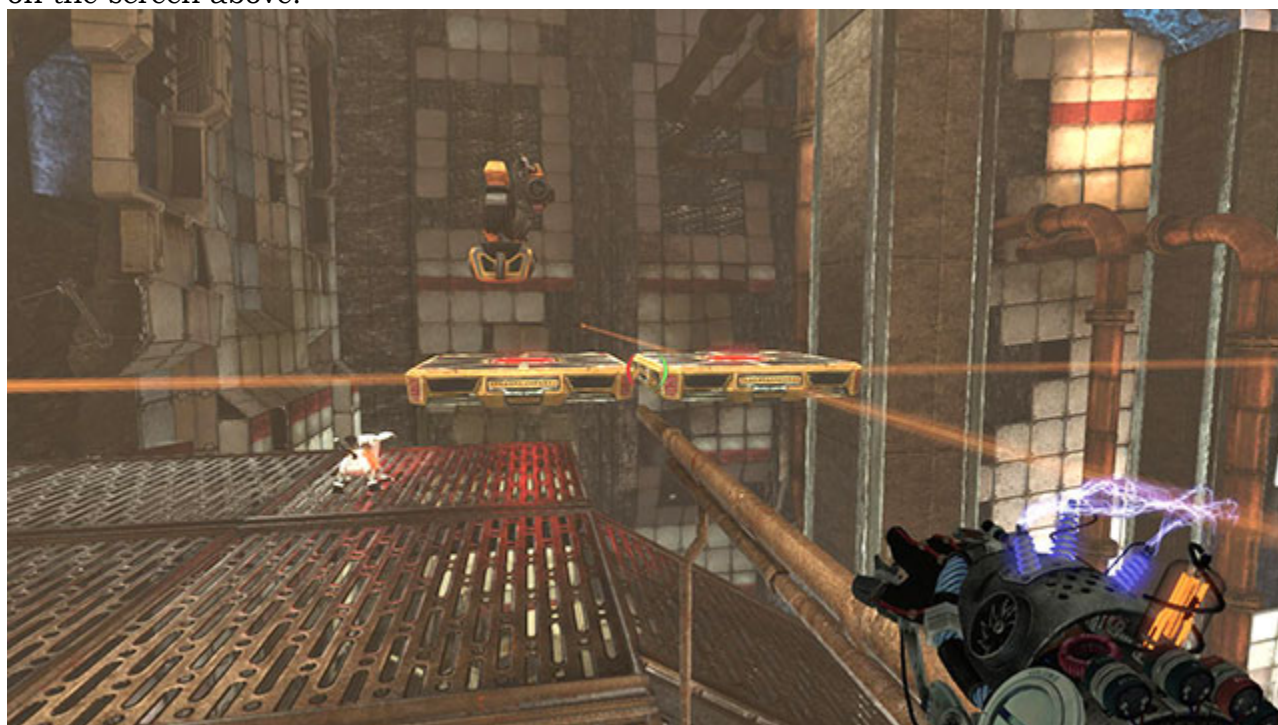


This module is connected with the platform of guard tower

Here you find two empty magnetic engines. Place the cube in this on right and then change its charge to **red**. Turn around and fire at the platform with tower. Change its charge to **red**.



Place **red** next to the stairs and wait for the platform to reach it. When it happens, pick out the cube out of module and then make sure that Newton keeps the platform in the place, like on the screen above.

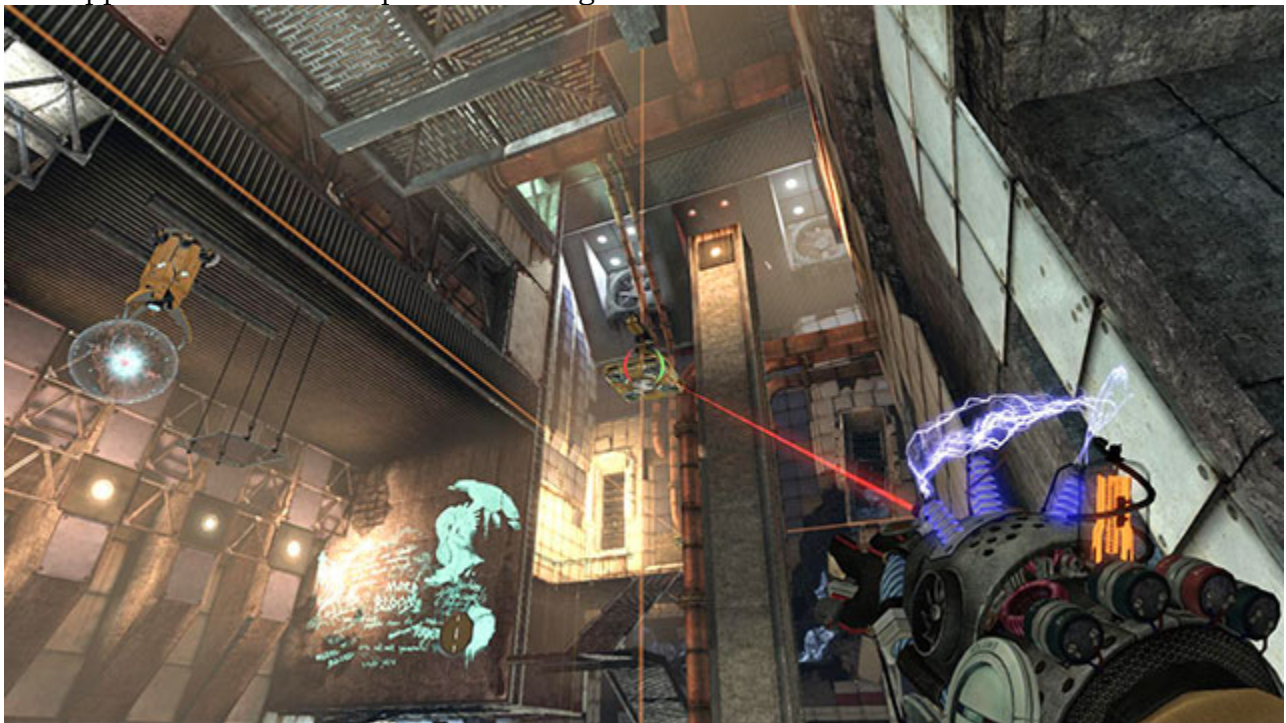


Place cube in the other engine and change module's and platform's charge to **red**. When the platform approaches the tower, you have to take out cube and return to the middle of room. Tower will be blocked. Now you have to care about the other one.



Module connected to the other tower

When you are down again, put the cube to the module on the ground. Change it to the **red** and approach the vertical platform on right.



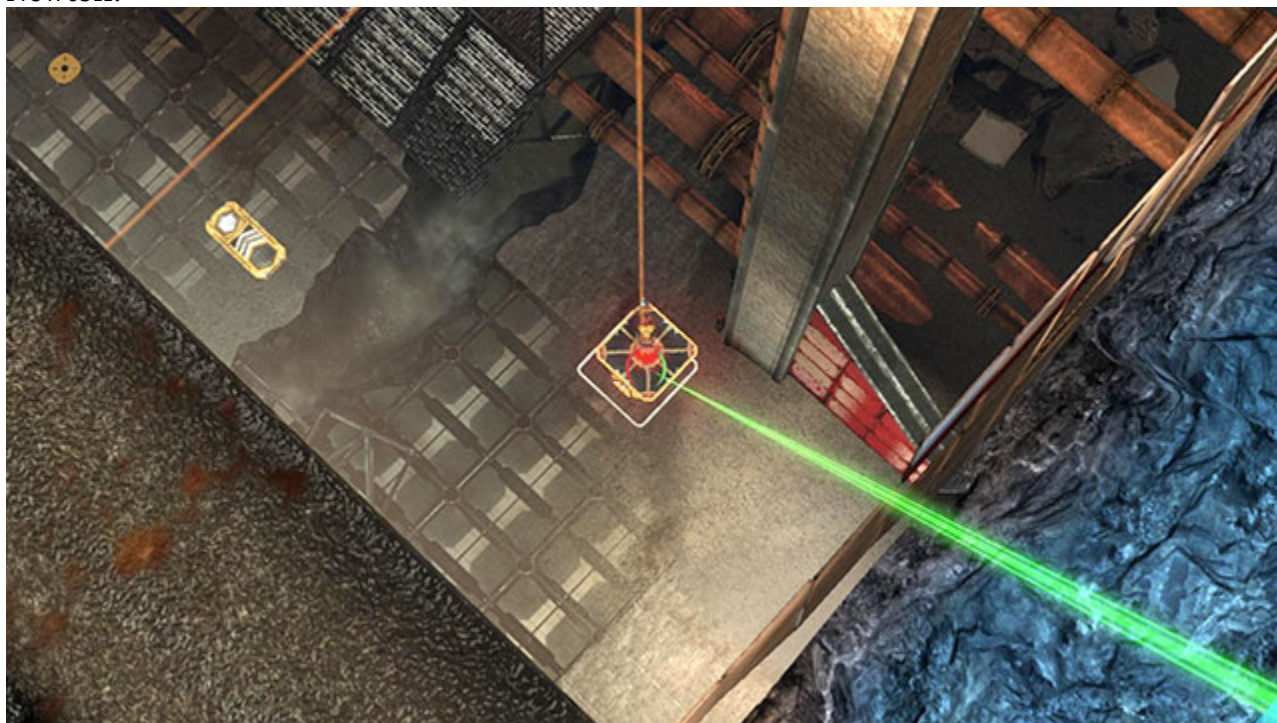
Tower may fire a bit at you

Pull the platform by changing its and module's charge to **red**. Jump on it and fire **green**. When the platform rises on few meters, fire quickly **red** at the platform of second tower.



Another climbing

When you stop, jump on the another platform, change it to **red** and start climbing using **red** Newton.

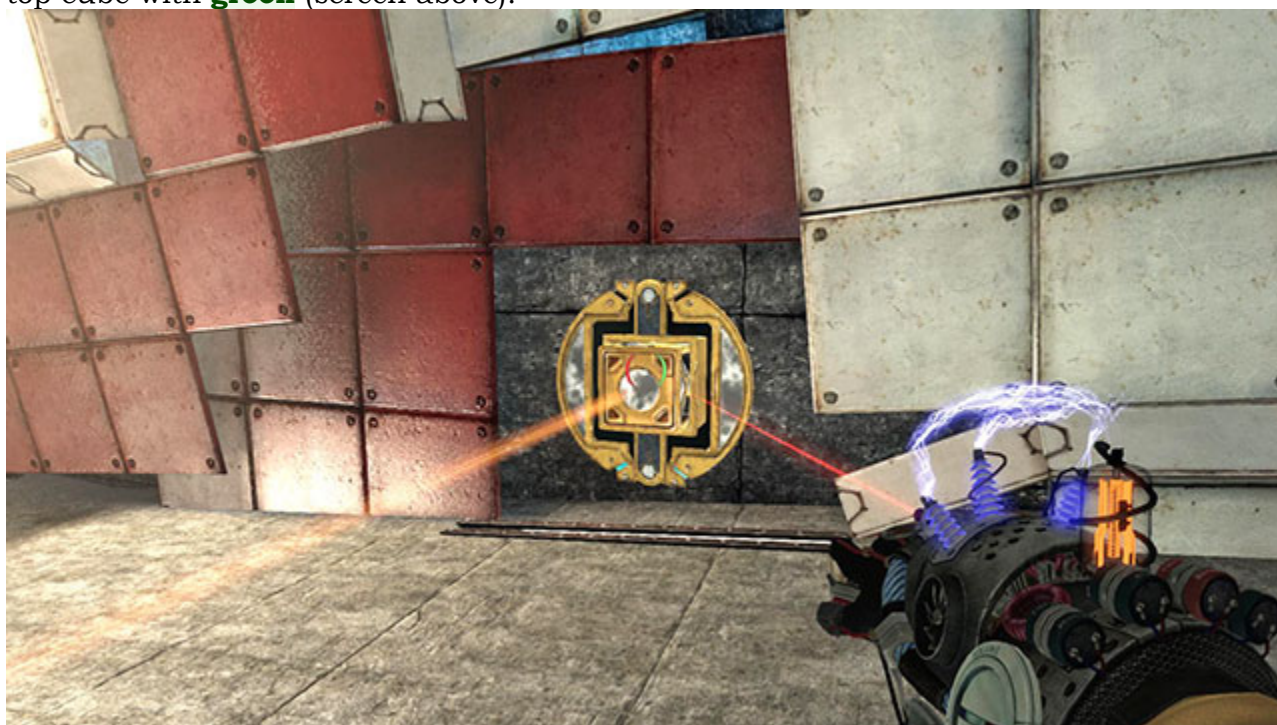


You aim at tower, tower aims at you.

On the top you find another cube. Lean out at aim at the tower before you return to the ground floor. Fire at it with **green**, collect cube and jump on the very bottom.



Take out the first cube from module and place both, one on another, on the marking between the launchers. Then change the charge of all launchers and bottom cube on **red**. Fire at the top cube with **green** (screen above).



One of unlocked modules

After destroying the last generator, place cubes in uncovered magnetic engines. Change them to **red** and approach the hypercube.



Unlocking the passage

Change the charge of side wall to **red** and the opposite wall to **green**. Approach the unlocked room.



Walls have to stop just on the buttons

Then change the charges of side walls, so the outer ones are **green** and inner ones **red**. This launches two buttons in this room and uncovers the last platform.



Newton in action

Jump on the platform and change it to **red** and then start pushing away with **green** Newton.



The best hid exit door in this game

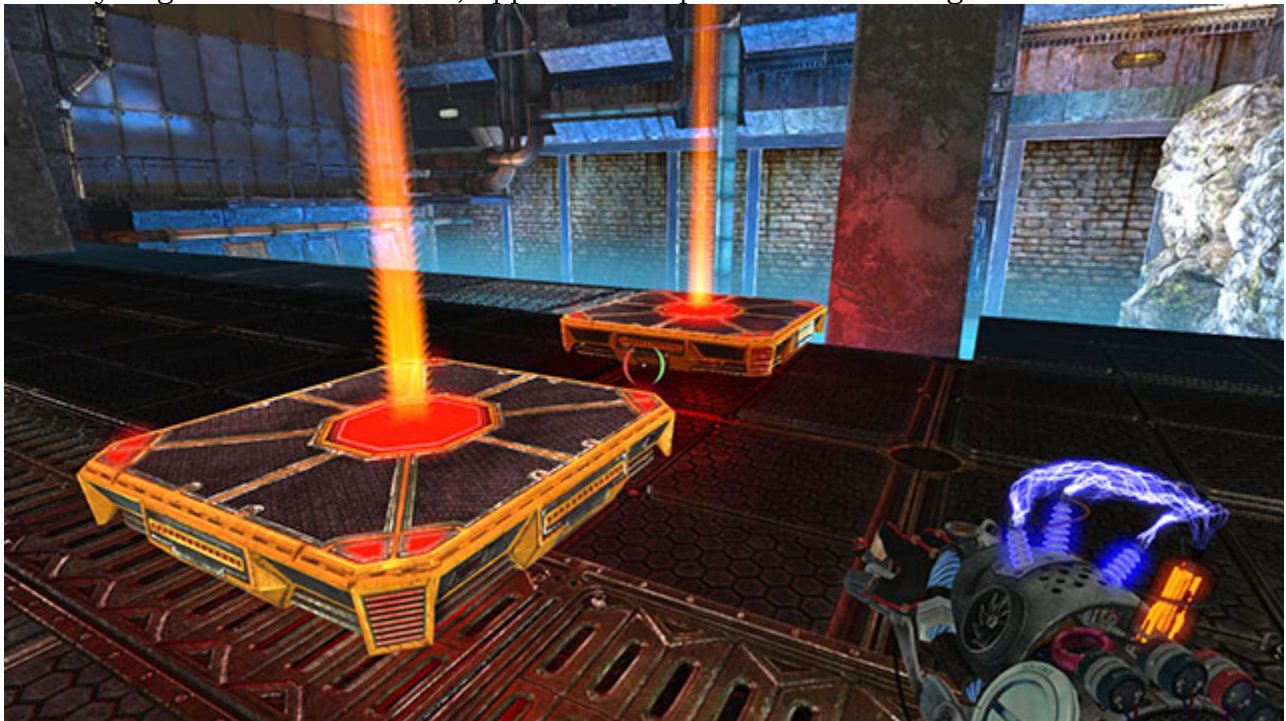
At the very bottom you find exit door. Go through it to the next level.

Crossroads



This level provides a bit annoying fun with platforms

When you get to the main room, approach two platforms on the right.



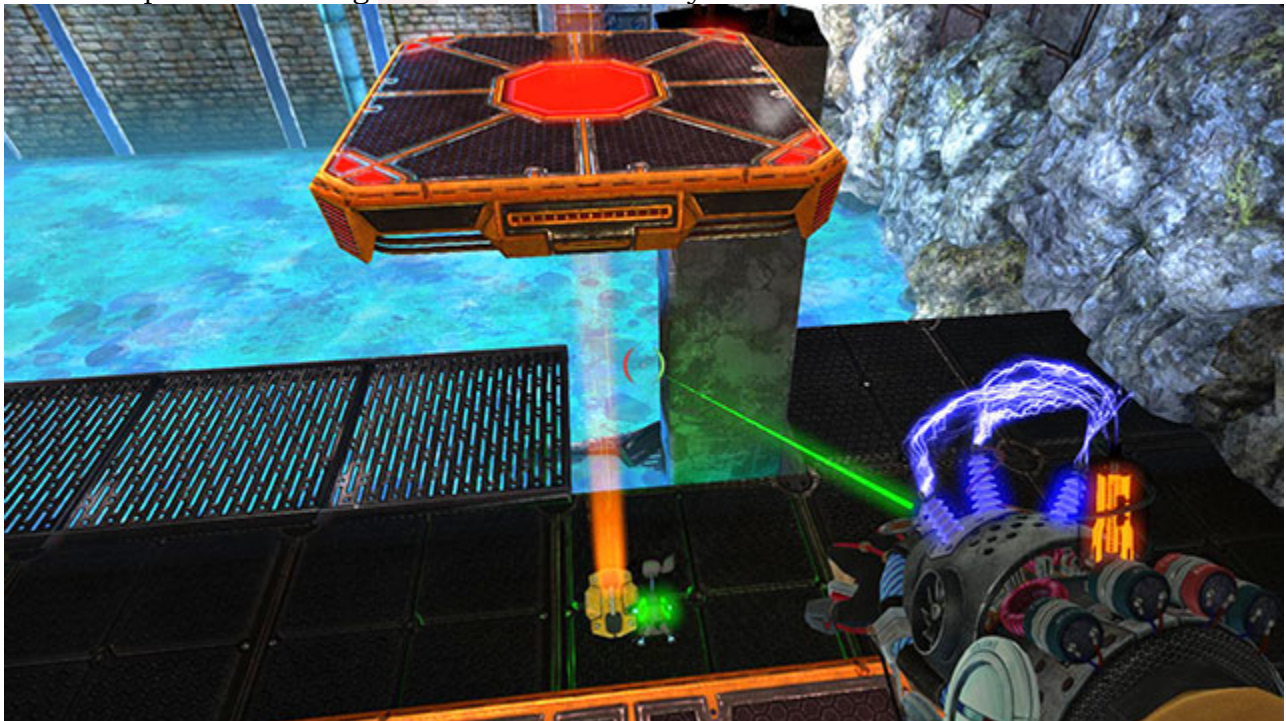
First two platforms

Change their charges to **red** and then jump on the first one. Turn around and fire **green** at the bottom wall of hypercube.

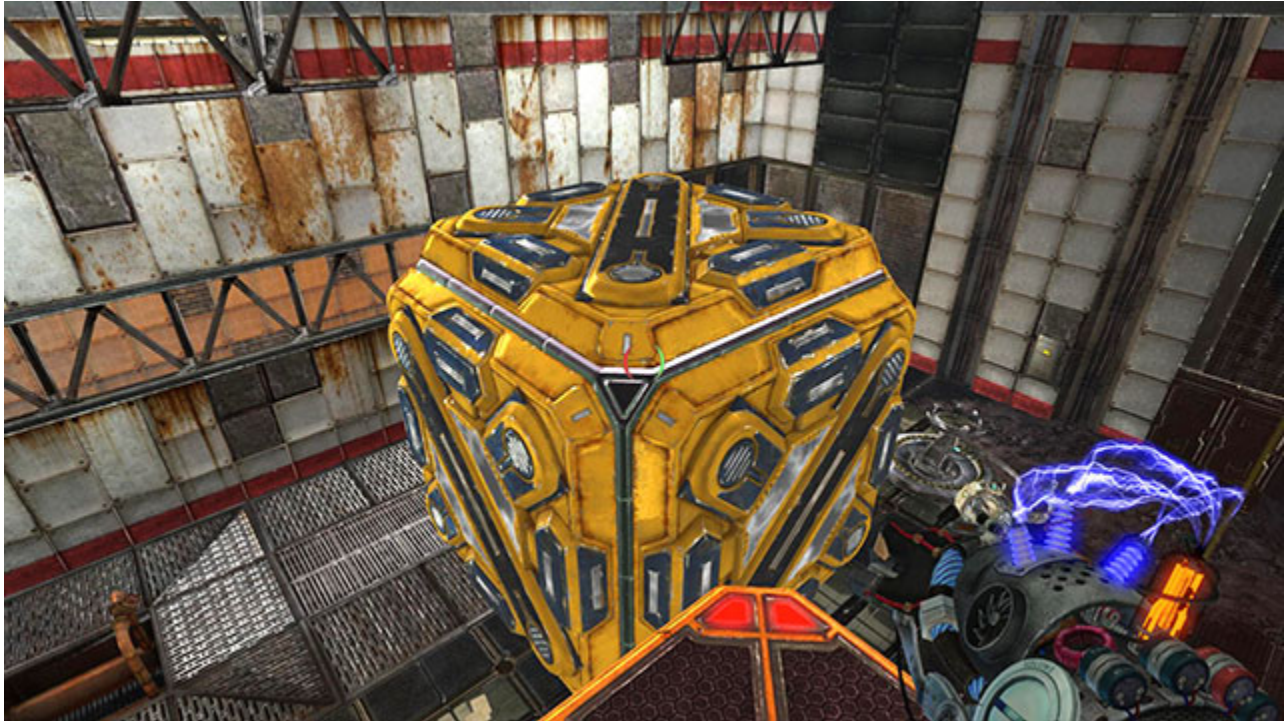


This column is too short for your purpose

Pull both platforms using **red** Newton on destroyed column.



When you get to the end of column, set up **green** Newton under the second platform and change quickly its charge to **green** (screen above). Platform descends and you stay on the platform. Change Newton's charge to **red**. Start lifting the second platform up and up, placing another **red** Newtons on the column.



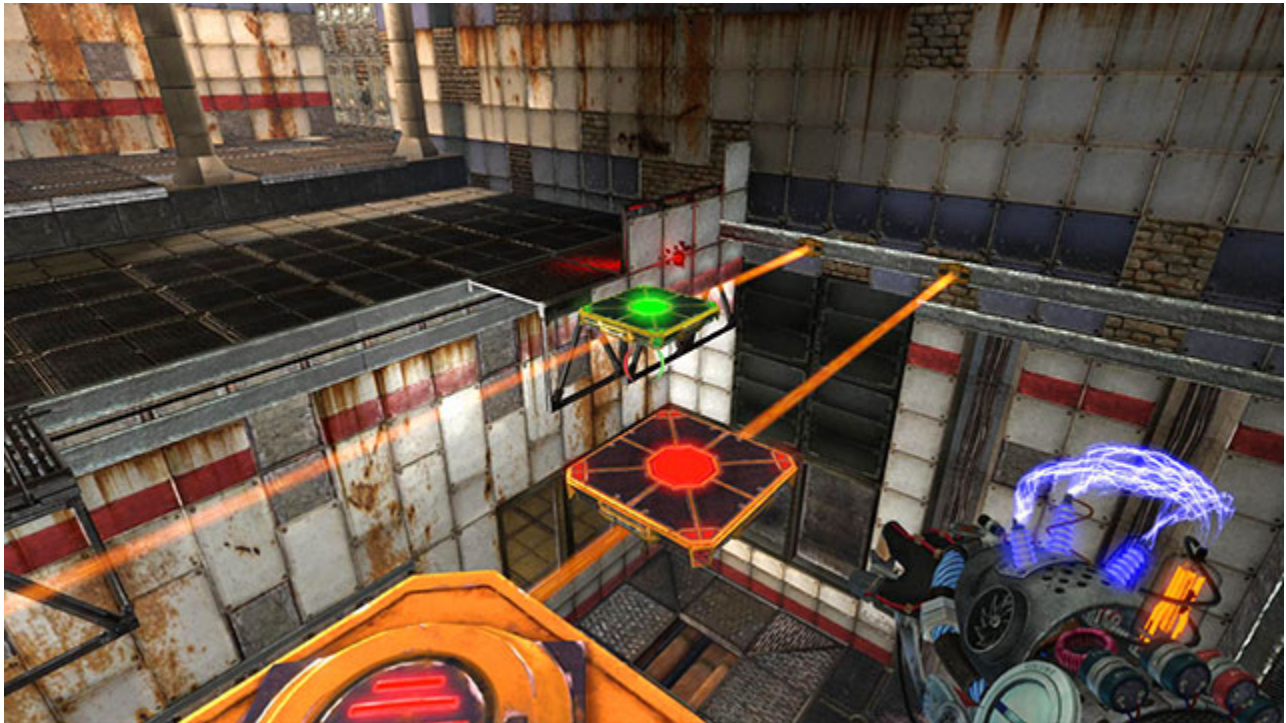
You use only top wall of this hypercube

When you achieve a maximum altitude, jump on the top wall of hypercube and fire at two platforms on the other side.

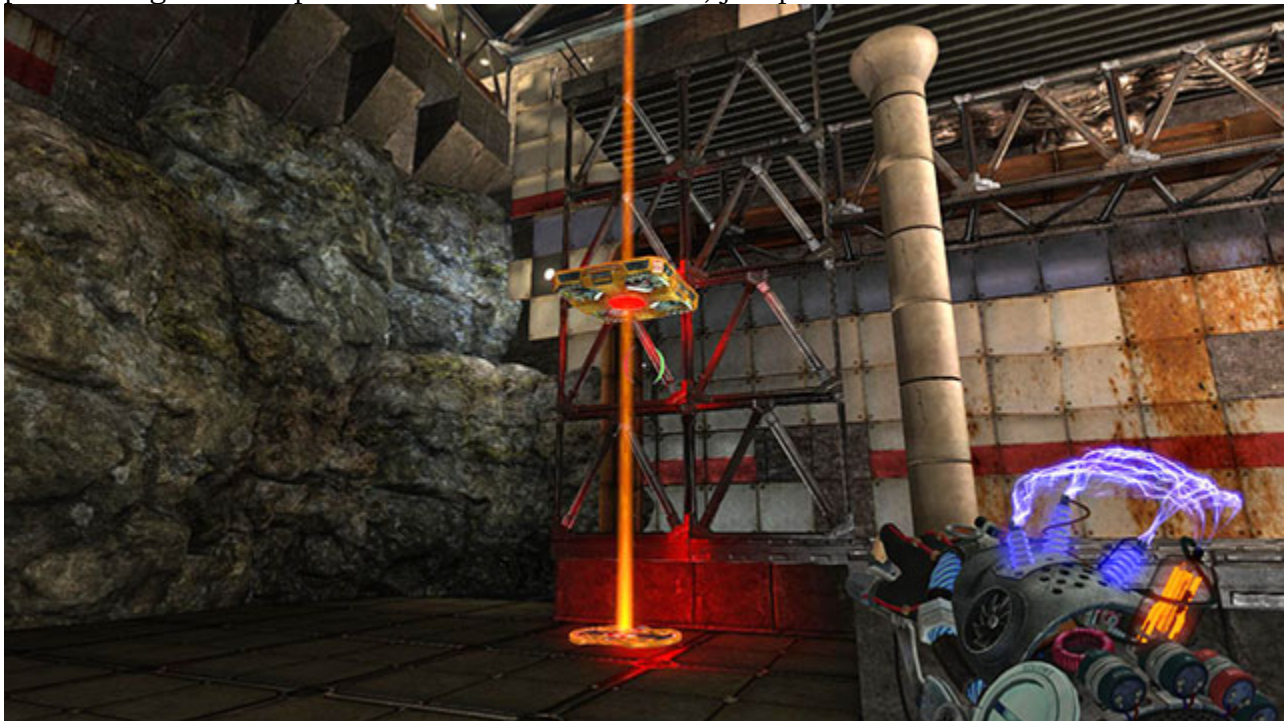


Notice that the wall on left is veeery small

Change the charge of platform to **red** and set up **green** Newton on the wall behind it. Then fire **green** on platform on left.



Place **red** Newton on the wall behind the green platform and then on wall on left. When platforms get to the position on the screen above, jump on the other side.



The only normal platform

Approach the vertical platform and then change its and module's charge to **red**. Jump on it and go up by firing the **green** charge.



Computer which opens a way out

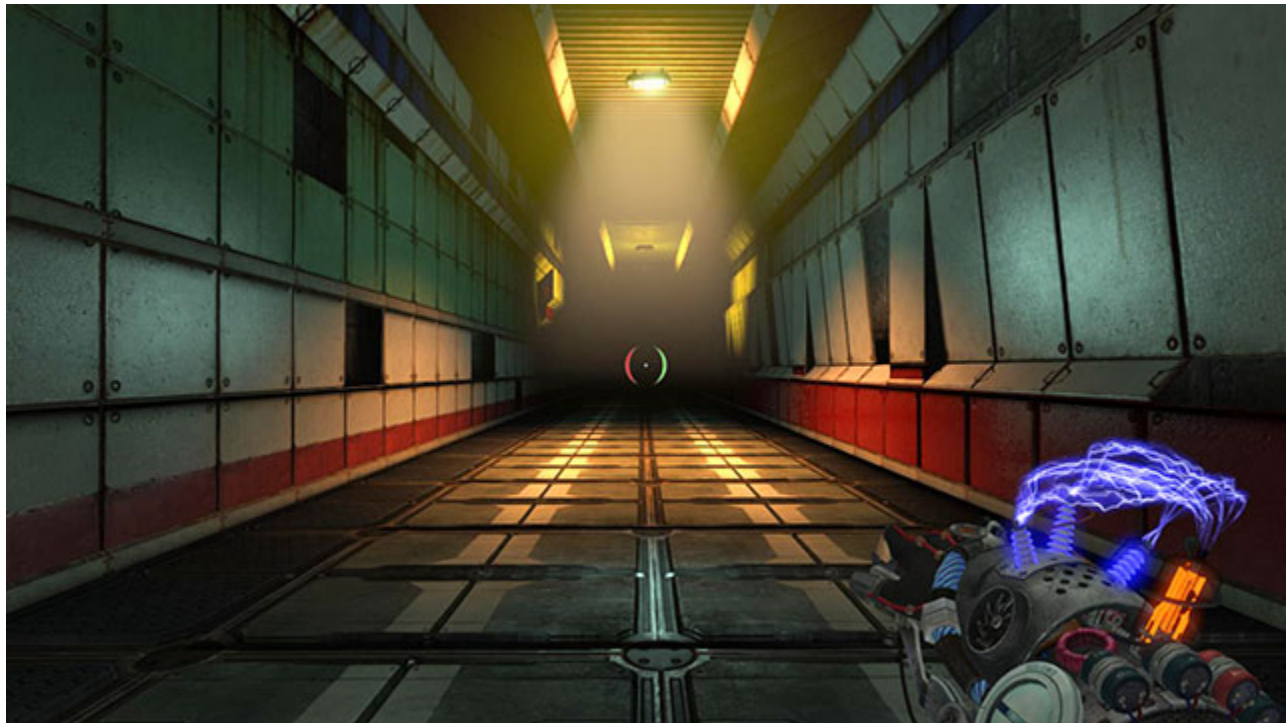
Enter the destroyed room and activate console. When the cut scene ends, pick up a yellow cube and return to the lower floor.



Make sure that the top wall of hypercube is up

Change launcher to **red** place a cube on it, jump on it and fire **green**. When you land, you have to just go through door to the next level.

Darkness



The darkness has come

This location is almost derived of riddles and requires only a bit of carefulness. From the very beginning move forward.



Another use of your metal friend

Just behind the first turn, the road won't be that stable. Light the path by placing Newton on the ground. Follow the path.



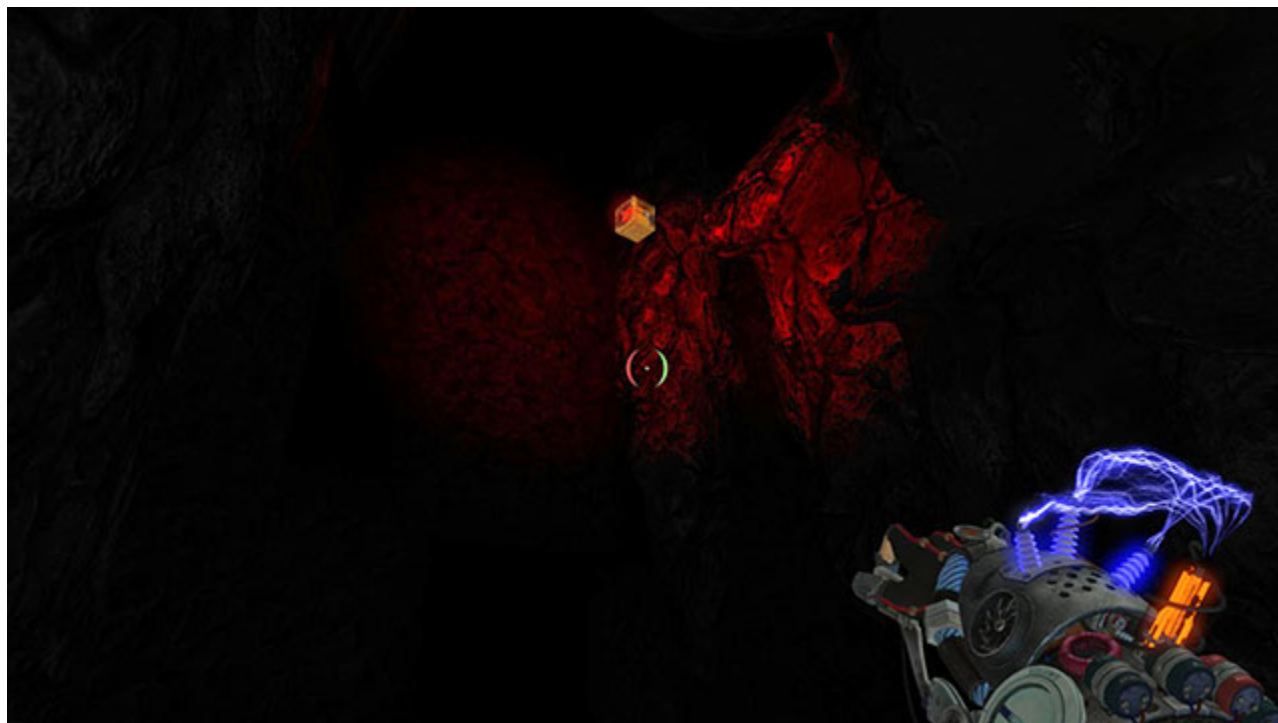
Path is a bit winding but short

In a moment, the road ends. Place Newton so you can see a part of other floor and small abyss. Jump on the other side and walk forward.



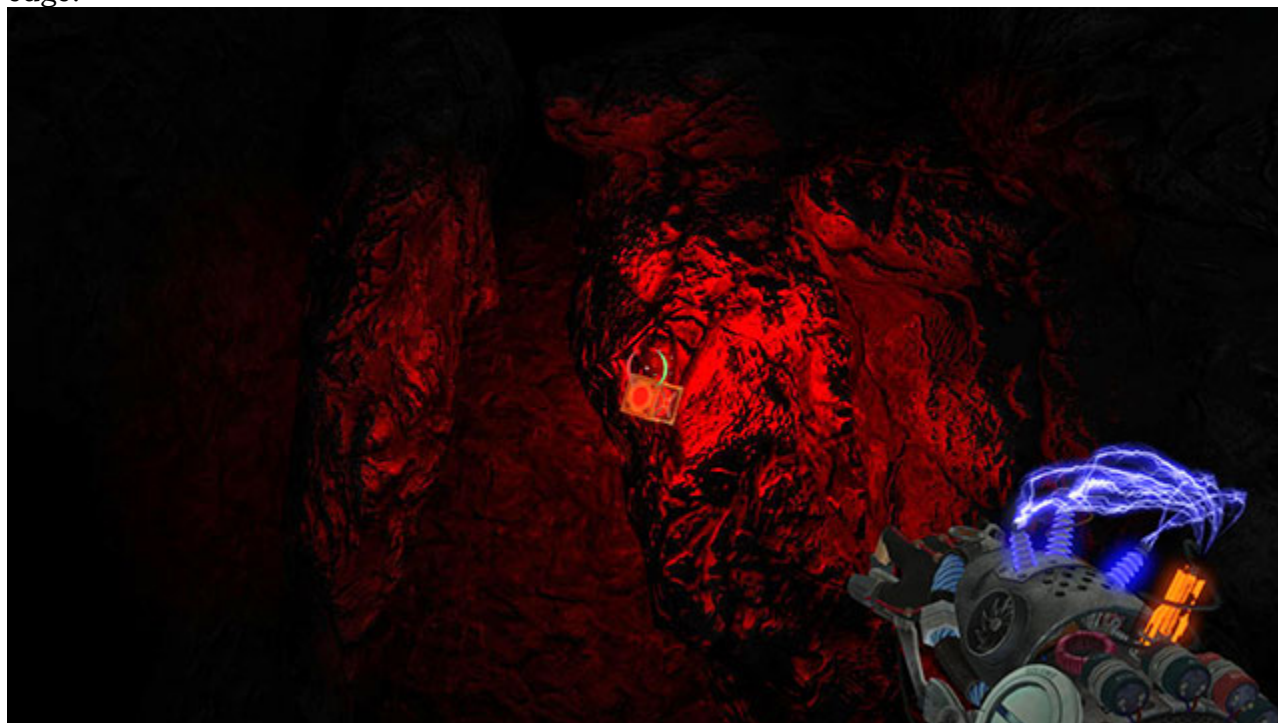
At the end of beam you find propel modules

After a while you run into lonely platform. Jump on it, change it to **red** and then pull it, placing **red** Newtons ahead. Alternately, you can also fire with **red** at magnetic engine at the end of the beam.

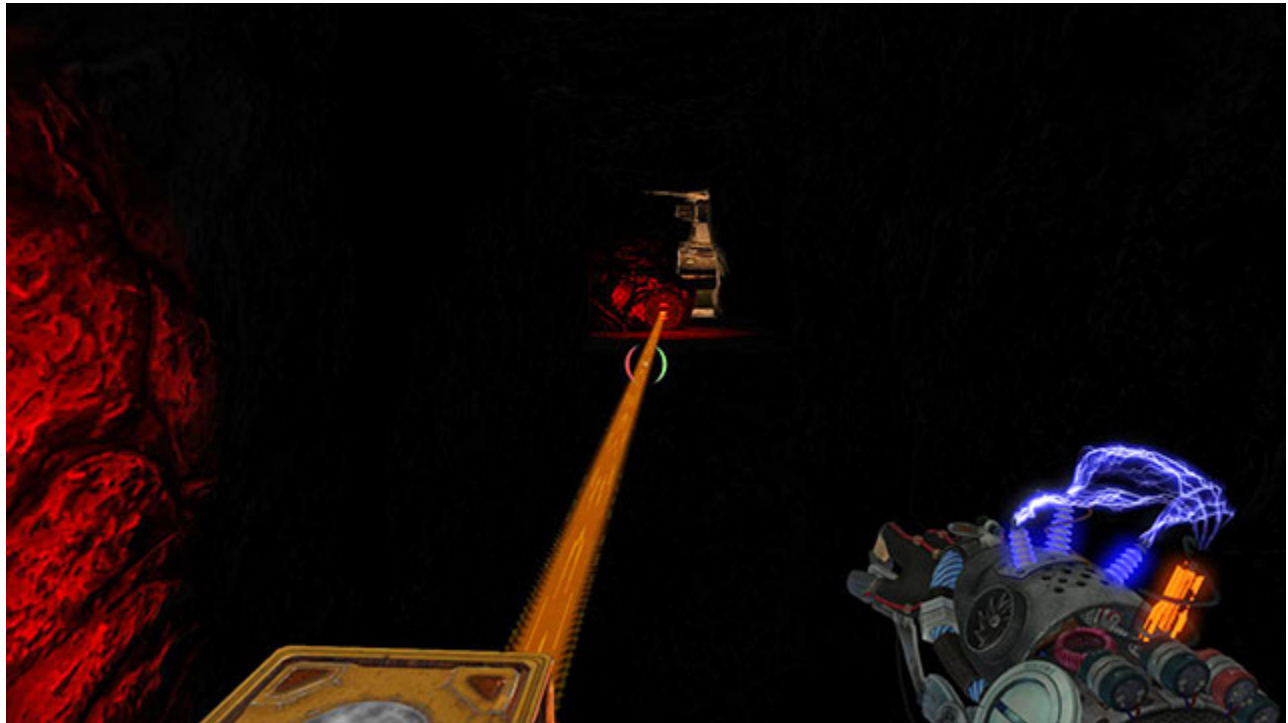


Limbo for cubes

When the platform stops, look left. You'll see a huge abyss and cubes falling in. Approach the edge.



Set up **red** Newton on one of rocks on the other side. Cube must fall through the magnetic field of it. When you see that cube changes its route, set up another **red Newton** a bit under it (screen above). When you pull the cube, set up another **red** on right until it gets into magnetic field of platform.



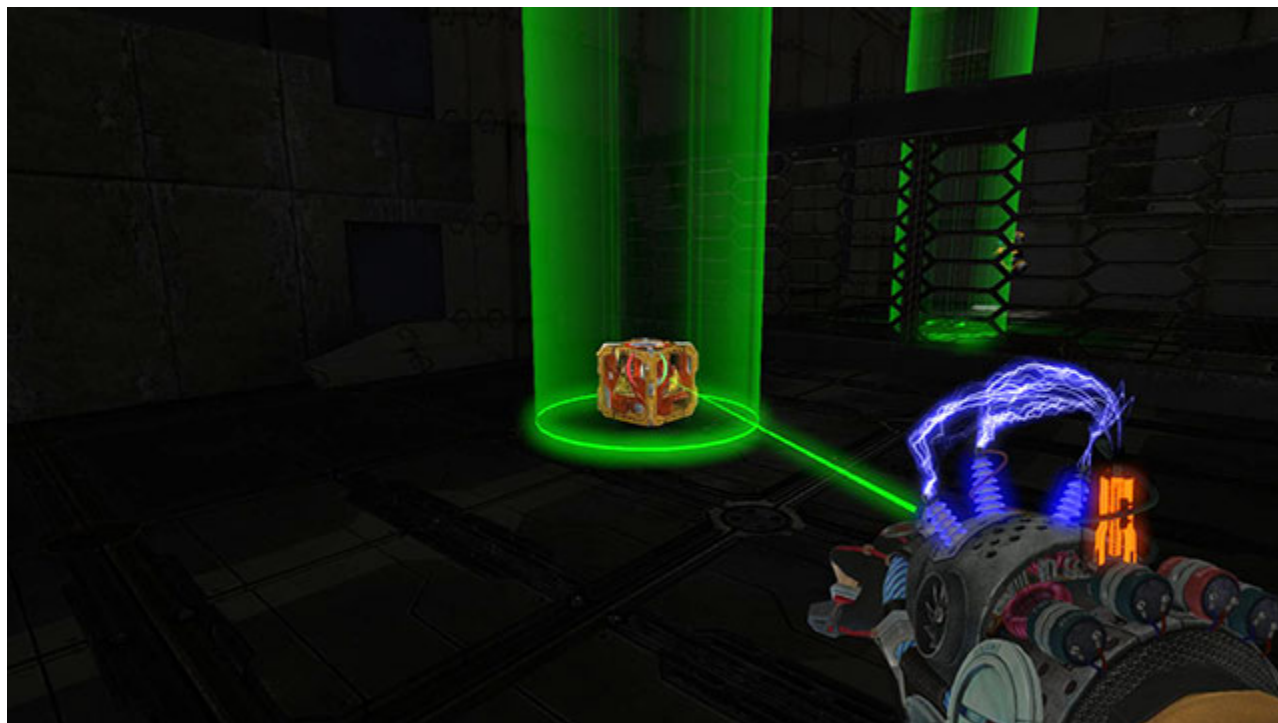
Beware, there is nothing beneath the beam

Platform pulls the cube. Pick it up and then jump on platform and fire **red** in the second module, which is on right.

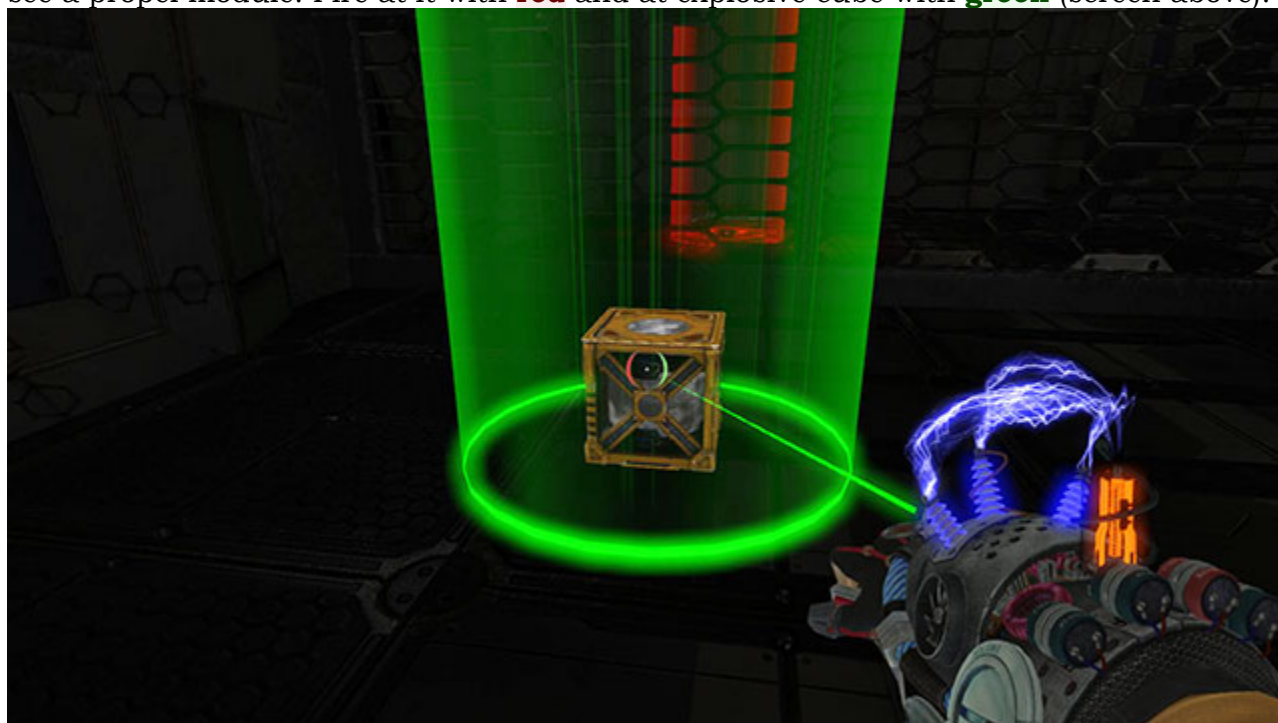


You can also jump up and pick up the cube personally. But you may be fired at.

Jump off the platform and move forward until you get to the a bit lit room. Put down the cube and look left. On the footbridge you notice an explosive cube. Charge it with **red** and place down carefully with usage of **red** Newtons.



Place the cube on the marking on the floor and then look on the wall over the entrance. You see a propel module. Fire at it with **red** and at explosive cube with **green** (screen above).



Don't try to jump on the cube before you destroy the cannon

When you destroy the tower, pick up yellow cube and place it on the marking. Jump on it and fire the **green**. When you get on the platform, go through the exit.

Reboot



Beginning may be disorienting

When you get to the main room, approach the hypercube in the middle.



Change the charge of the only visible wall to **red** and set up **red** Newton on the nearby column (screen above). When the wall lifts, jump inside and fire **green** at the bottom wall. Wait until it rides a bit down and jump down, on the metal footbridge.



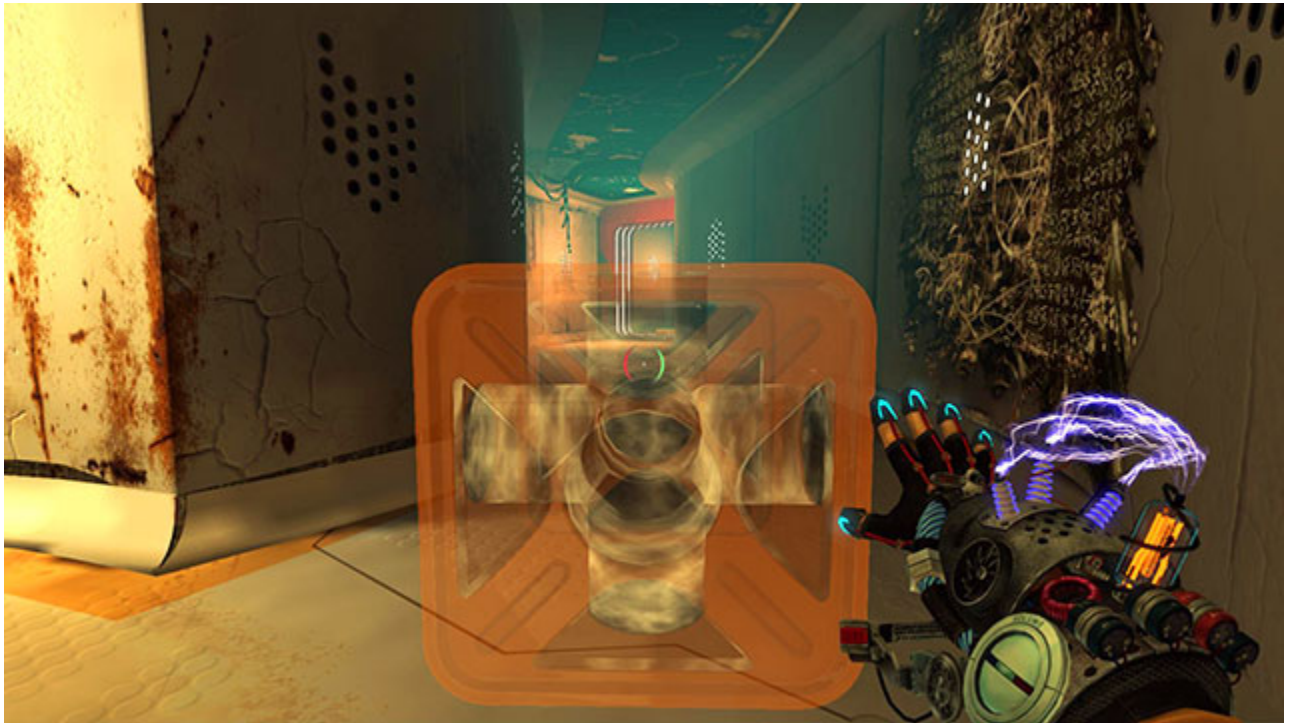
Key module

Change the module charge behind the hypercube to **green** and go upstairs.



IF you lose a cube, you'll have to return to the very bottom

Here you find a module with cube. Pick it up and jump on the bottom wall of hypercube. Fire a **red** charge at it.



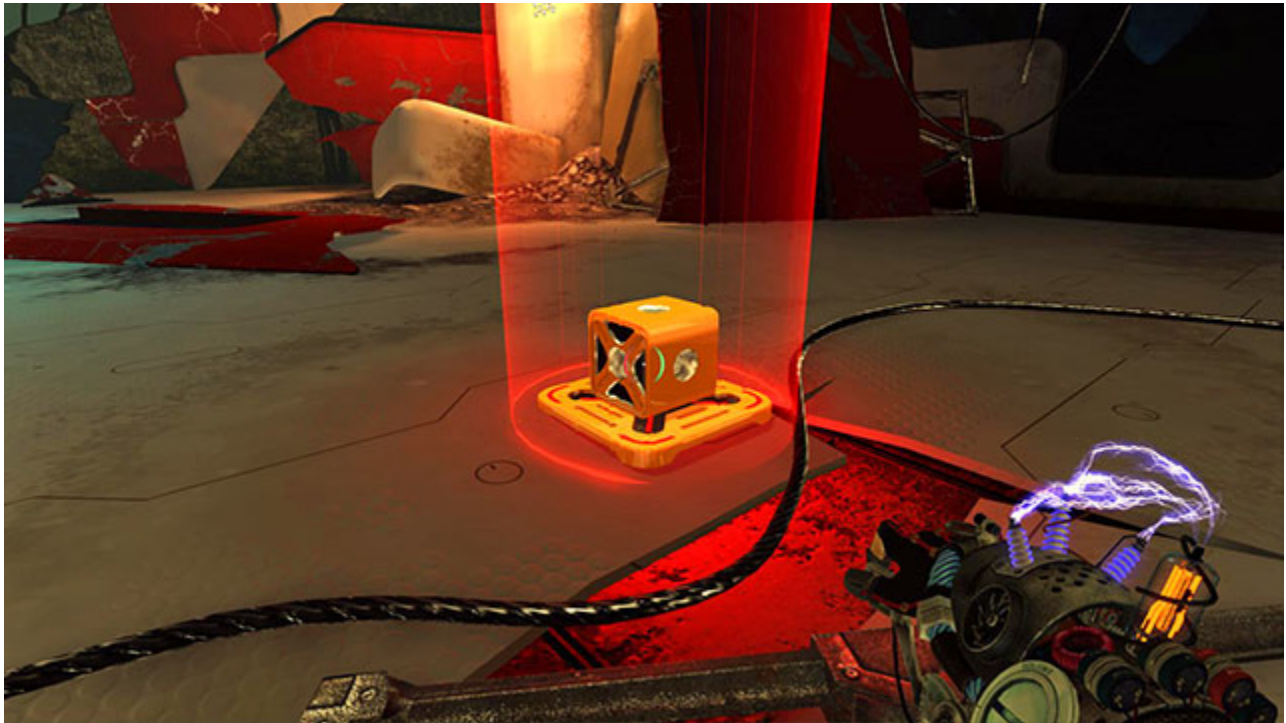
Corridor leading to the exit

But don't ride on the top – jump inside the room in the middle of corridor.



Almost like an elevator

At its end you find a shaft with platform. Jump on it with cube and change its charge to **red**. Begin climbing by setting up **red** Newtons on one of walls.



Look right from the entrance before you jump

When you get upstairs, approach the module behind the hypercube. Place a cube on it and then charge it with **red**. Jump on the cube and fire **green**.



When the cube gets on maximum altitude, fire at the module in the small chamber and fire **red** charge (screen above).



Weirdly placed platform

Land on the ground and fire **red** at the vertical platform under the shaft.

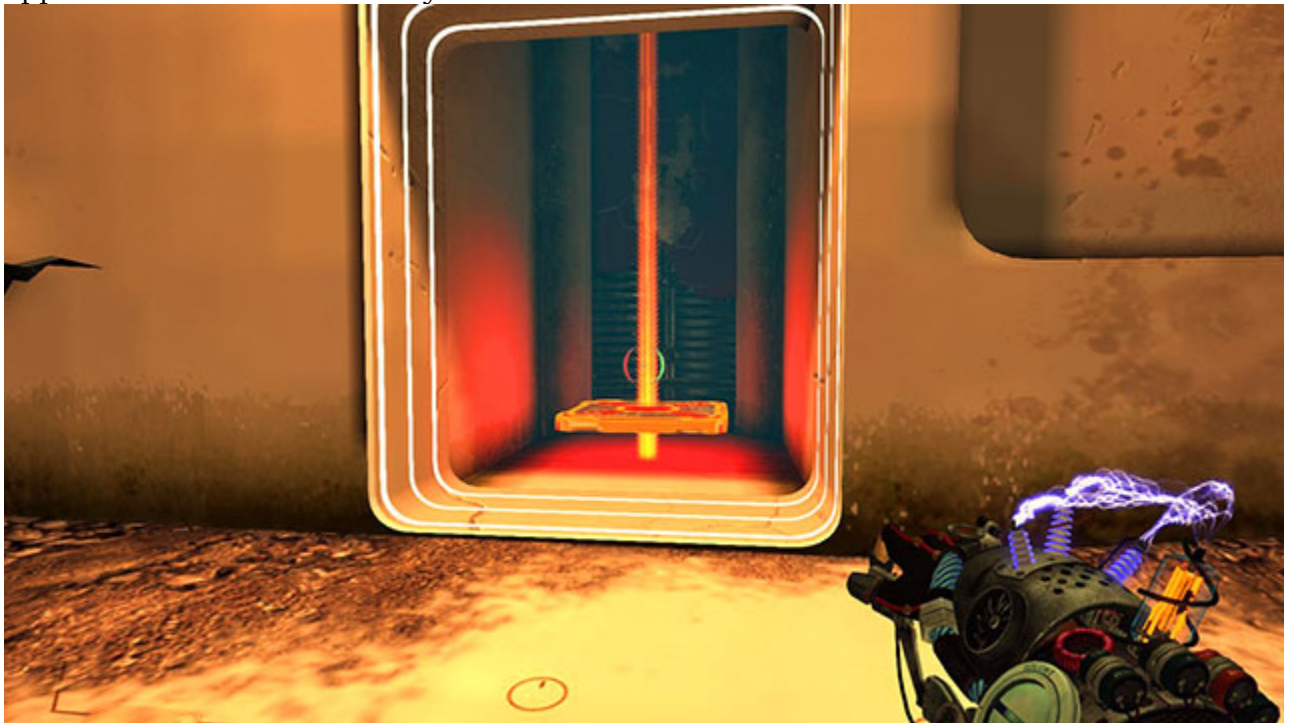


You can also jump on the wall until it rises and change the cube's charge

Place cube on the top wall of hypercube and fire **green**. Wait until the wall rises.



Move away to be able to aim at the yellow cube (screen above). Charge it with **red** and then approach an elevator behind you.



Elevator to the very top

Change platform to **red**. Jump on it and look up to see propel module. Charge it with **red** and then wait until you ride top.



The last door in Act II

Jump out of an elevator and walk forward up to the exit.

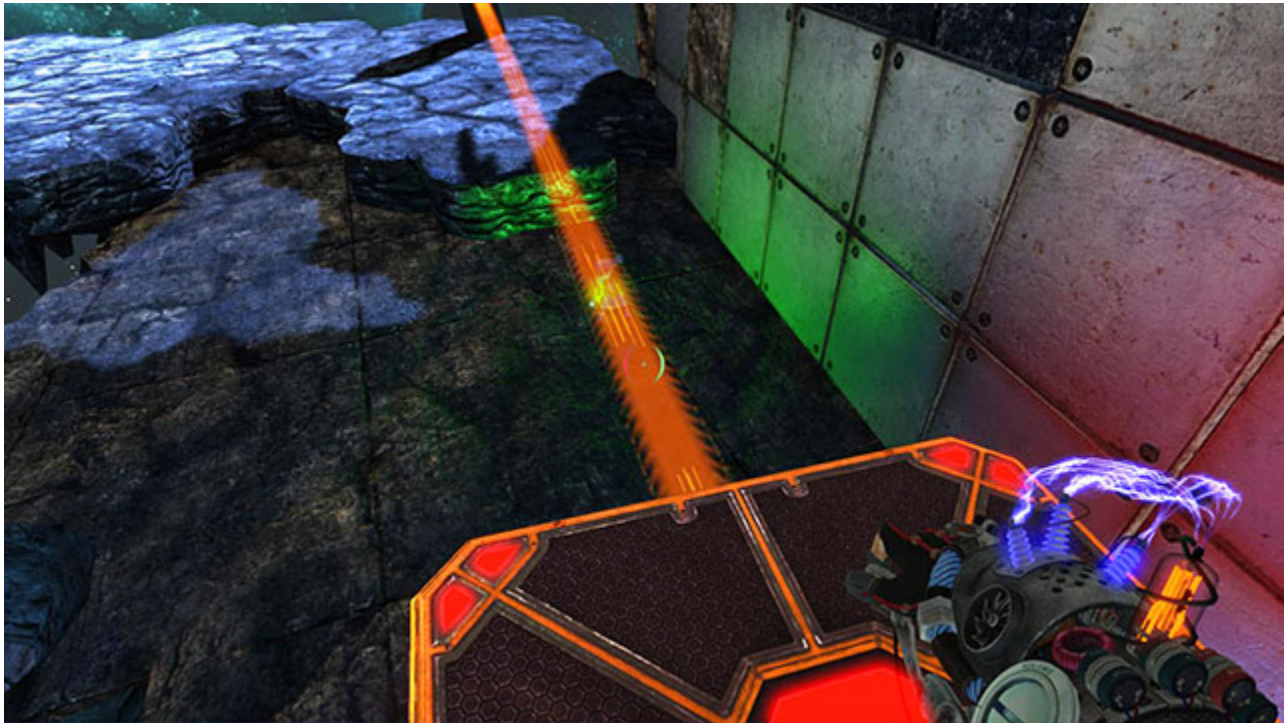
Walkthrough - Act III

The Outsider



Spaaaaaaaaace!

Welcome to the... space! Or something similar. Whatever it is, you have to be twice as cautious. All locations here are placed on different sizes flying constructions. This mean, that you may fall down in every second.



First journey

Move forward until you get to the discharged platform. Jump on it, fire it with **red** and start pushing away setting up **green** Newton on the wall.



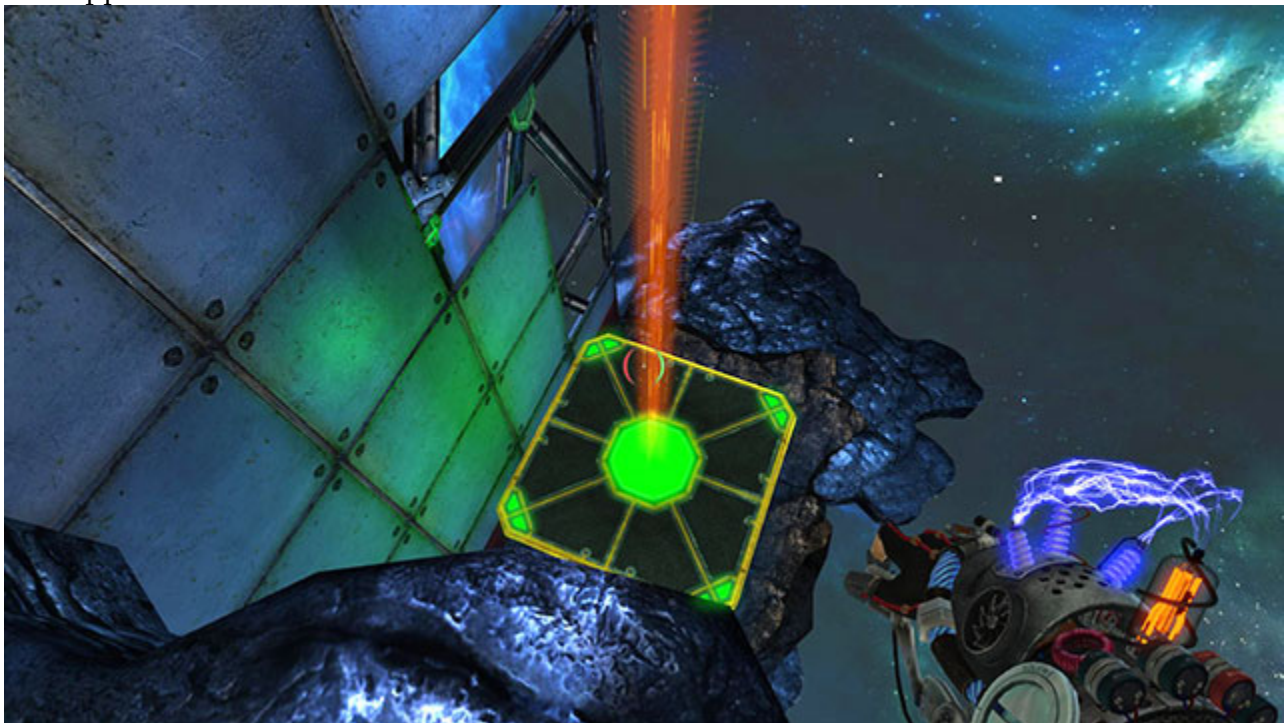
In this level you find a plenty of new things

When you get to the other side, go through door and it takes you to the main part of level. But before you start destroying a generator, prepare a bit.

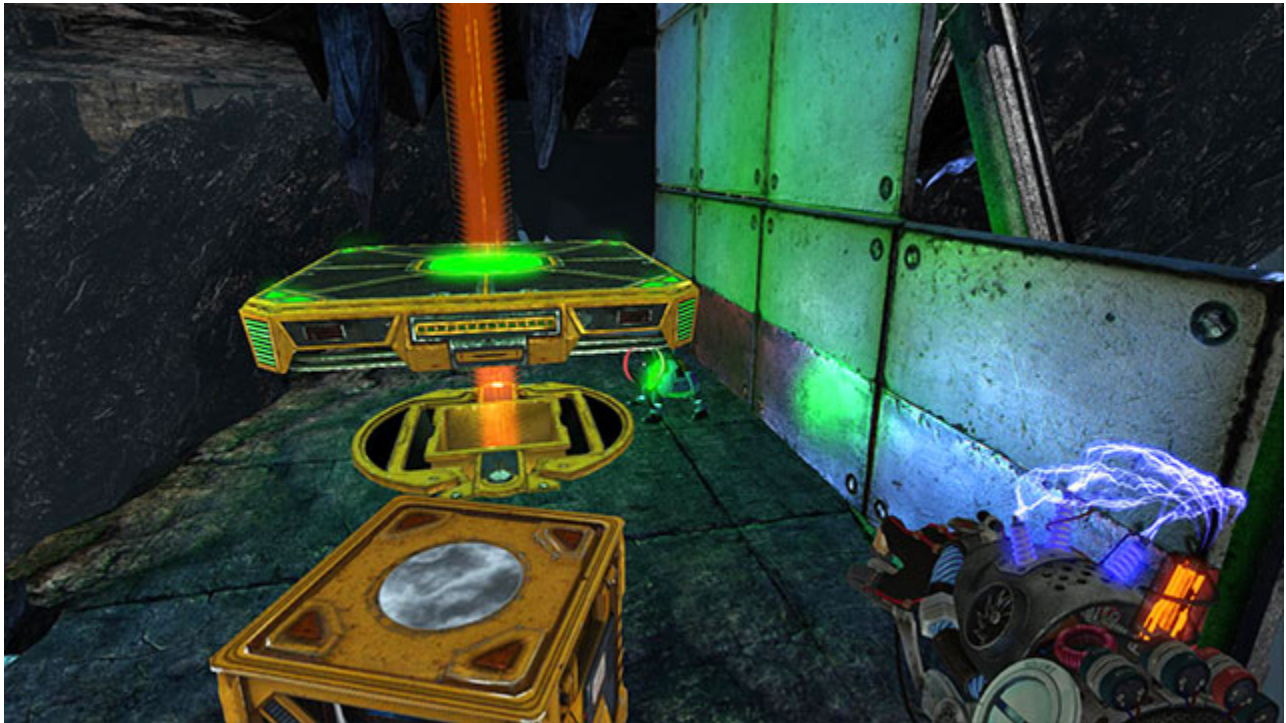


Exit and escape route

First, change the module and vertical platform next to the entrance to **red**. Then turn around and approach the vertical beam.

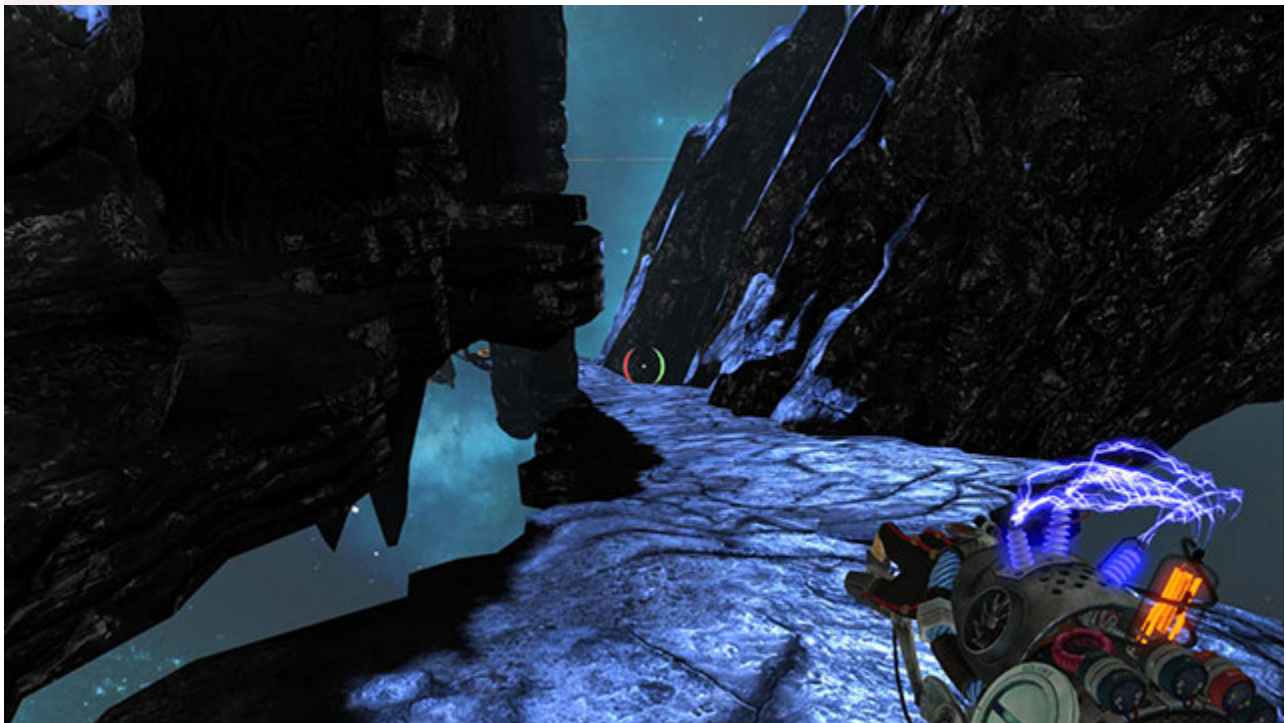


Look down, you'll see another platform (screen above). Jump down and take out cube from the magnetic engine.



When the cube is out, module doesn't work

Place **green** Newton under the platform, jump on it with cube and then push away using **red** Newton.



Keep close to the middle

When you're upstairs again, put down cube and walk right.



The most important part of preparations

Here you find third vertical platform. Change the engine and platform on **red** and return upstairs.

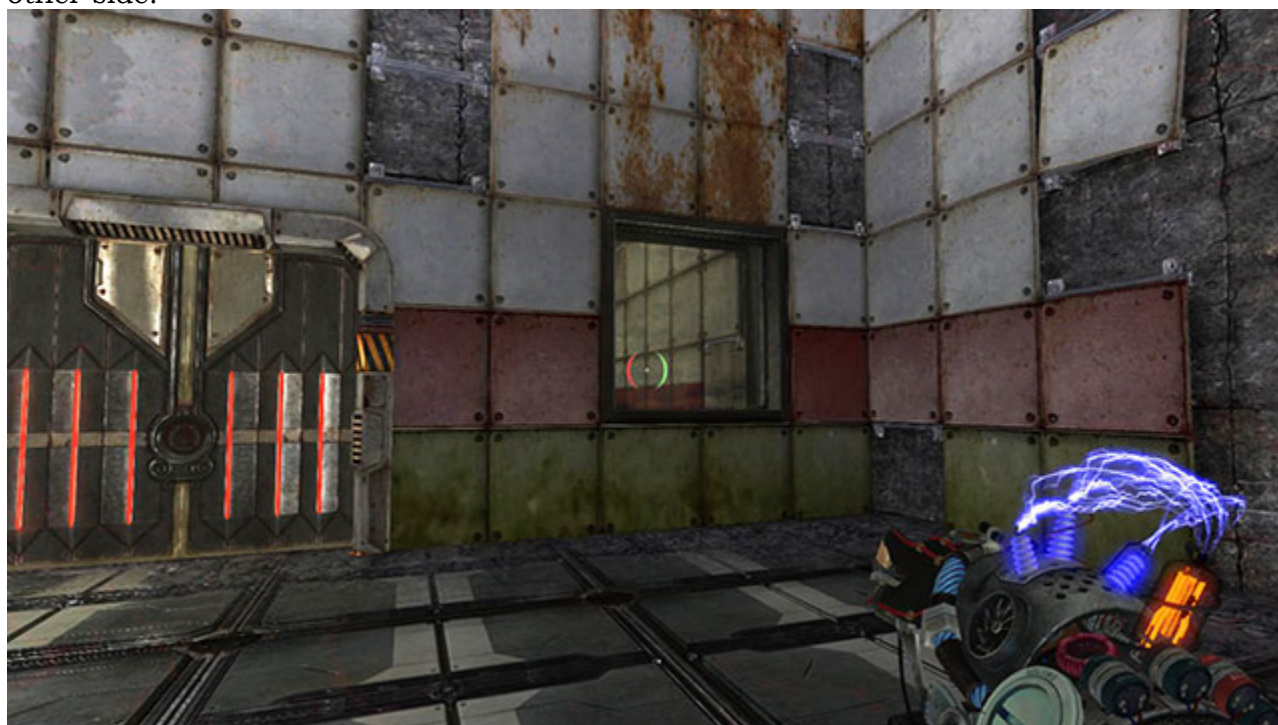


Place in here cube from the first module

Pick up the cube you've left and place it in the empty module. Fire at it with **red** charge.



The second cube, in the moudle in front of the entrance, you have to put on the horizontal platform next to the small column. Change platform to **green** and wait until it gets on the other side.

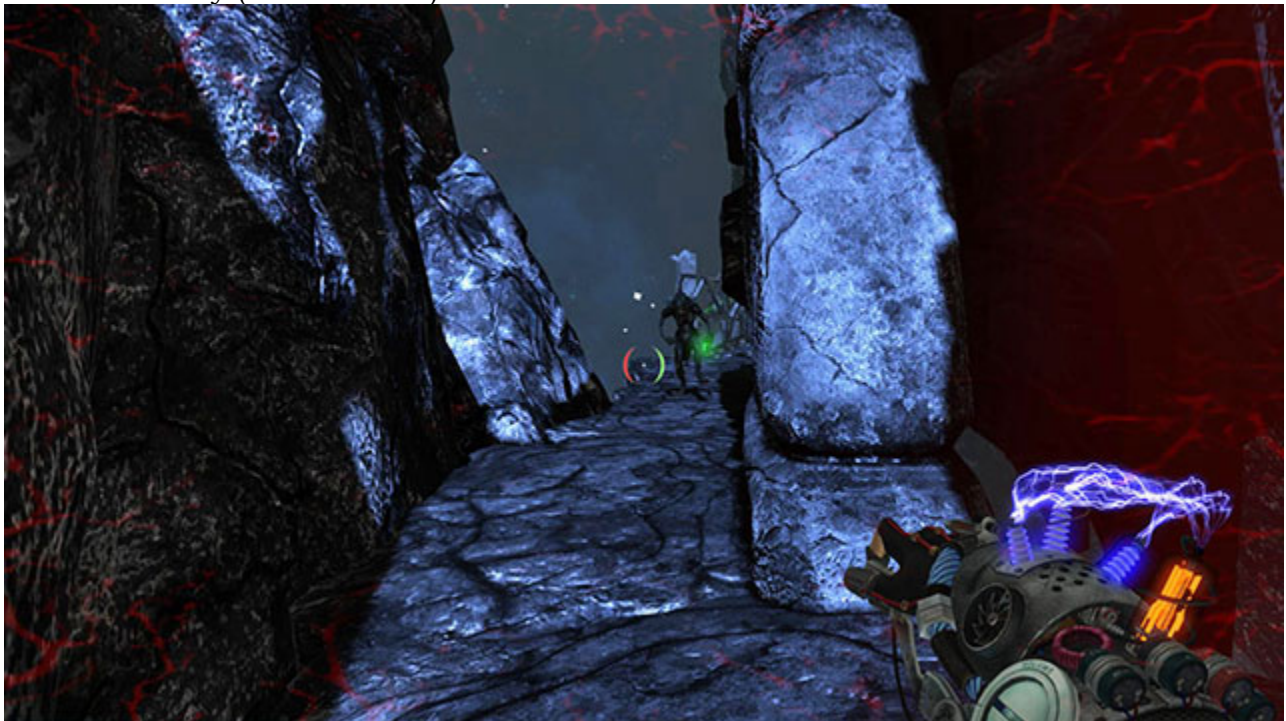


And behind the window number one you find...

In the meantime, you can approach the window on left. Thanks to that, you see what awaits in the next room. When you're ready, fire at the cube sent on the other side with **red** charge.



Destroying the first generator opens door to this room. You'll have an occasion to fight your first real enemy (screen above).



When your enemy appears in the door, turn around and jump on the platform below. Stand on it and wait until opponent approaches a few meters in front of you (screen above). Fire **green** charge at the platform.

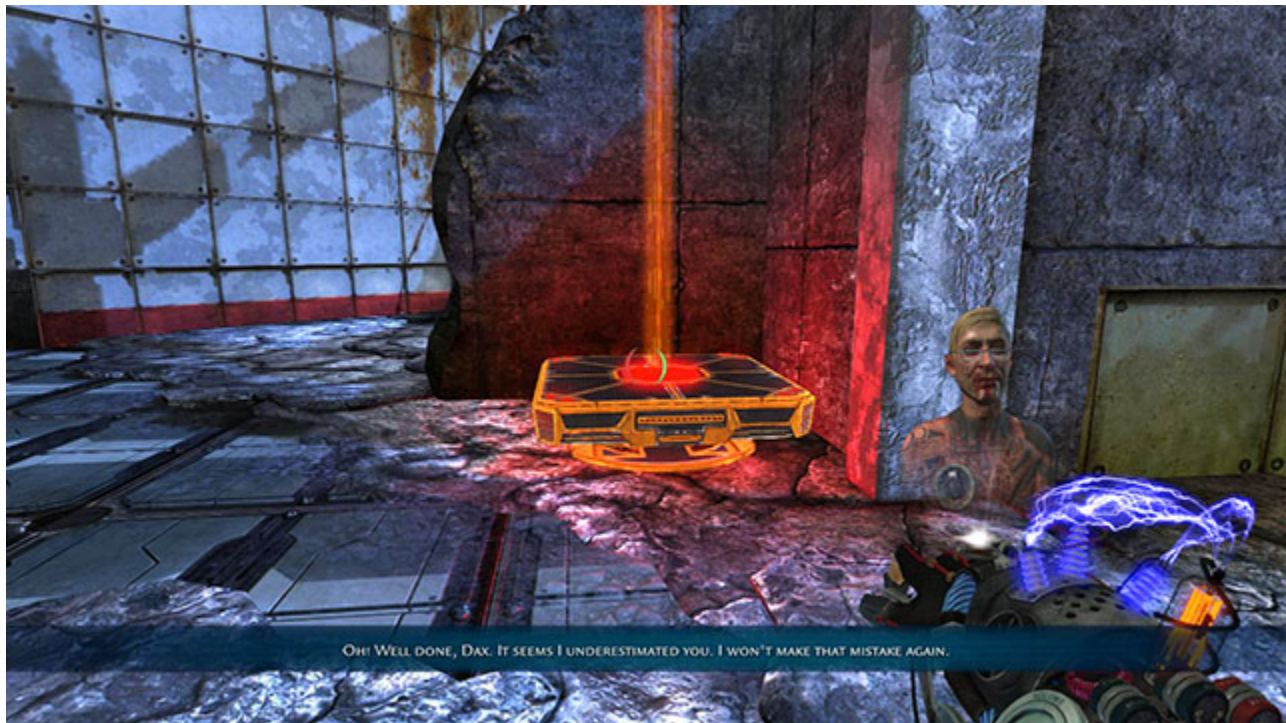


Now you have few seconds before the monster get upstairs. Without a hesitation, run to the room which you have unlocked. Pick up explosive cube and then place it on the launcher. Change the module to **red** and wait for the good moment. When the monster appears in door, like on the screen above, fire **green** on the cube. One good shot and enemy is down.



It's better to place the explosive one as bottom

When it's done, pick up another explosive cube and then place it on the marking next to the door. Return to propel module and take out yellow cube. Place it on the explosive one and change the bottom charge to **red** and upper to **green**.



Xander isn't happy

Approach the first vertical platform, jump on it and fire with **green** charge.



New-looking exit door

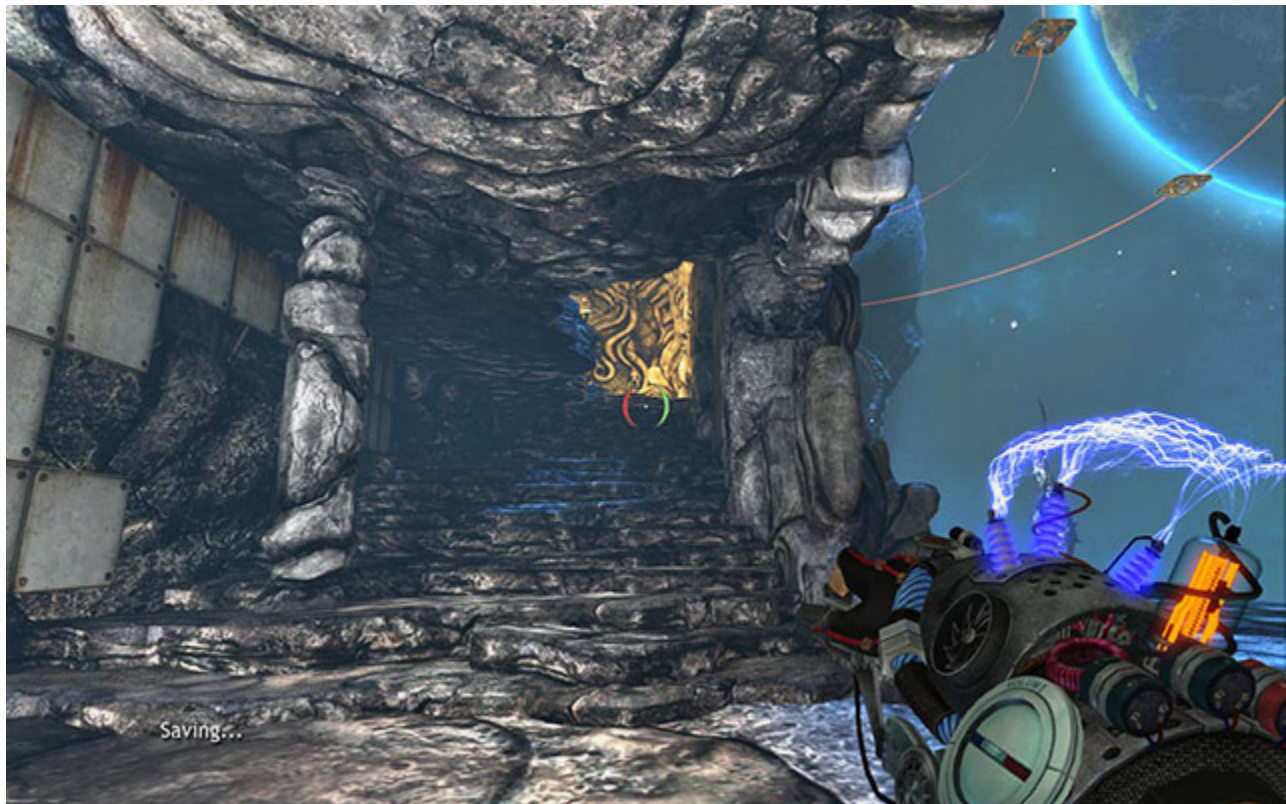
Go through unlocked door and jump into the portal.

Gruckezberg Continuum



Beware of the small hole in the path

Next level greets you with a petrified monster. When you look enough at it, follow the path.



Cthulhu-style stairs

Here you find two turns. One leads upstairs and the other to the open space on right. Ignore the right passage and go upstairs.



Hidden platform

You'll see a fragment of orange beam. Go into its direction and you see a small hole with platform. Jump down and fire **red** charge.

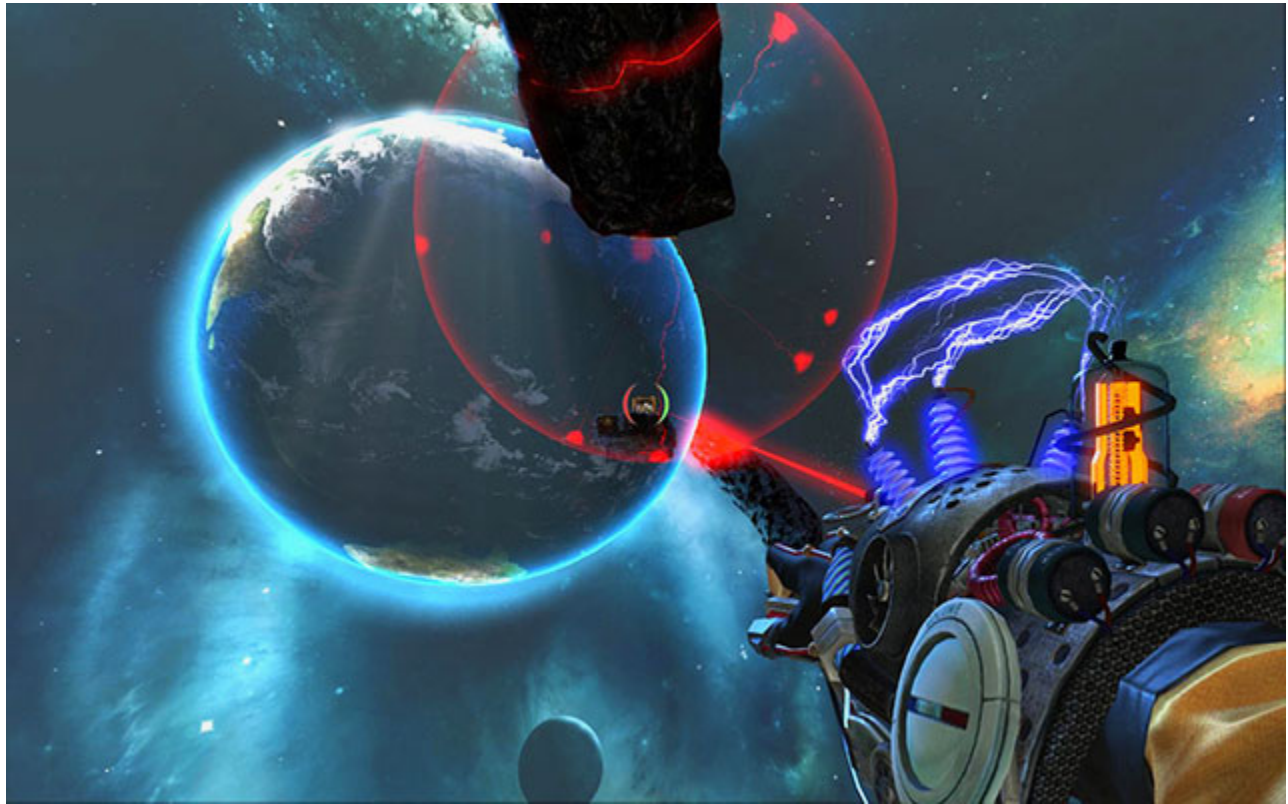


Then look a bit lower, at the arc beam. You'll see another module on small part of ground. Change the module to **green** and platform to **red** (screen above). Jump on it and fire **green**.

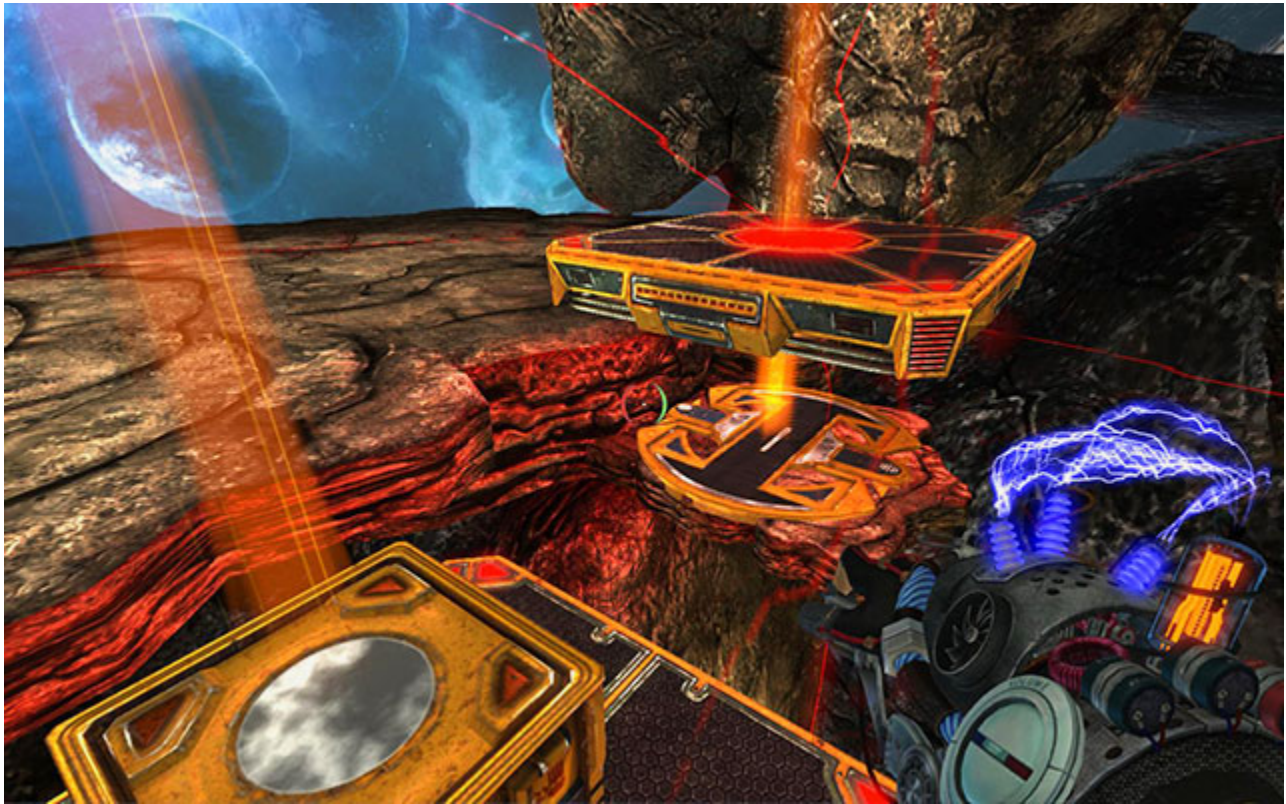


Setting up Newtons isn't necessary but it saves time

When the platform is under the module and speeds up a bit, change it to **red**. When you get to the end, set up **red** Newton on an edge of island to hold your transport.



You'll see a circling asteroid over your head and a small piece of rock with yellow cube. Change its charge to **red** and then wait until the platform rotates, to see a module on it. Fire at it with **red** and when it pulls the cube and finds itself over you, discharge it with **red**.



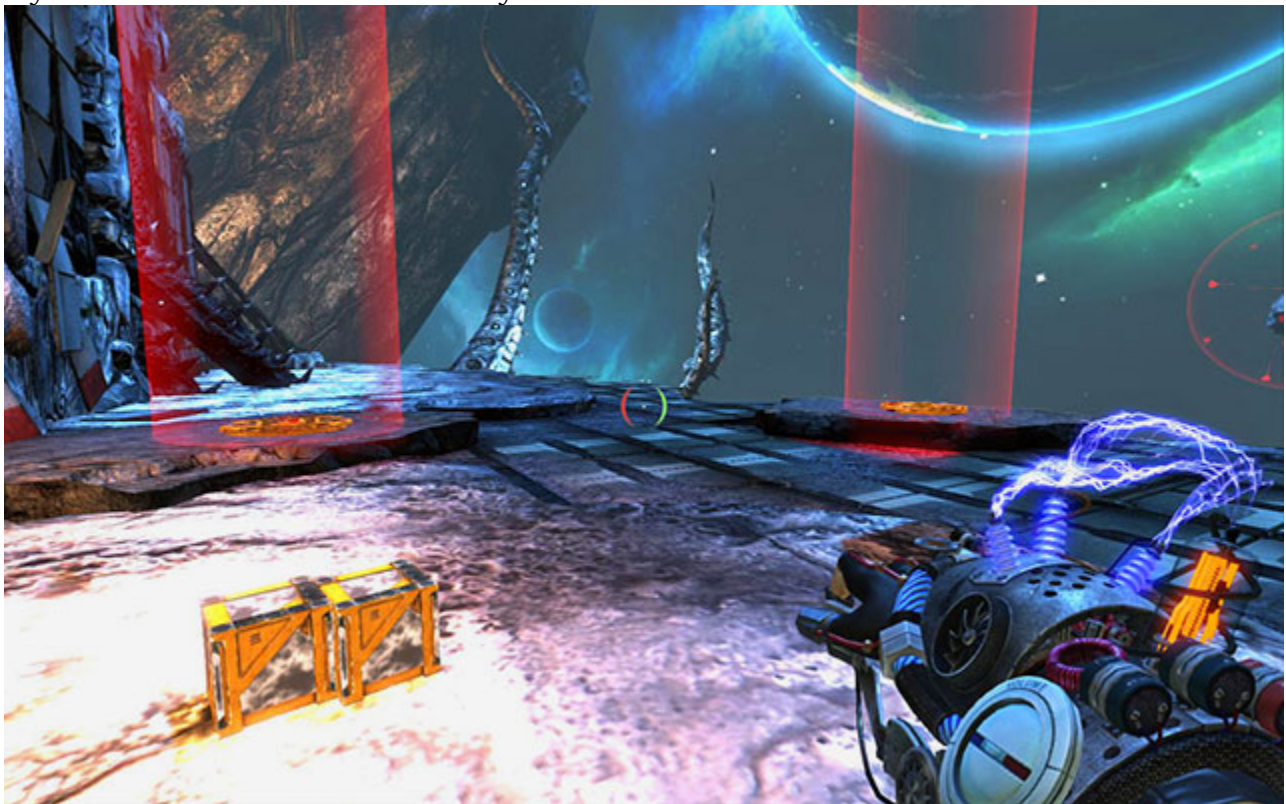
Platform may discharge and won't hold the one on which you're standing

Jump on the platform with cube, fire **green** and then return on the other way in the same manner, by changing the platform's charge to **red**, when it's under the module. Go on the second platform and change its and magnetic engine's charge to **red**.



Smaller is better

Go downstairs and turn right. On left wall you see a module for making smaller cubes. Place a yellow cube inside. After a while you obtain four small cubes.



Place two in empty engines on right and fire at them with **red** (screen above). Then pick up remaining two cubes, go upstairs, turn around and move forward.



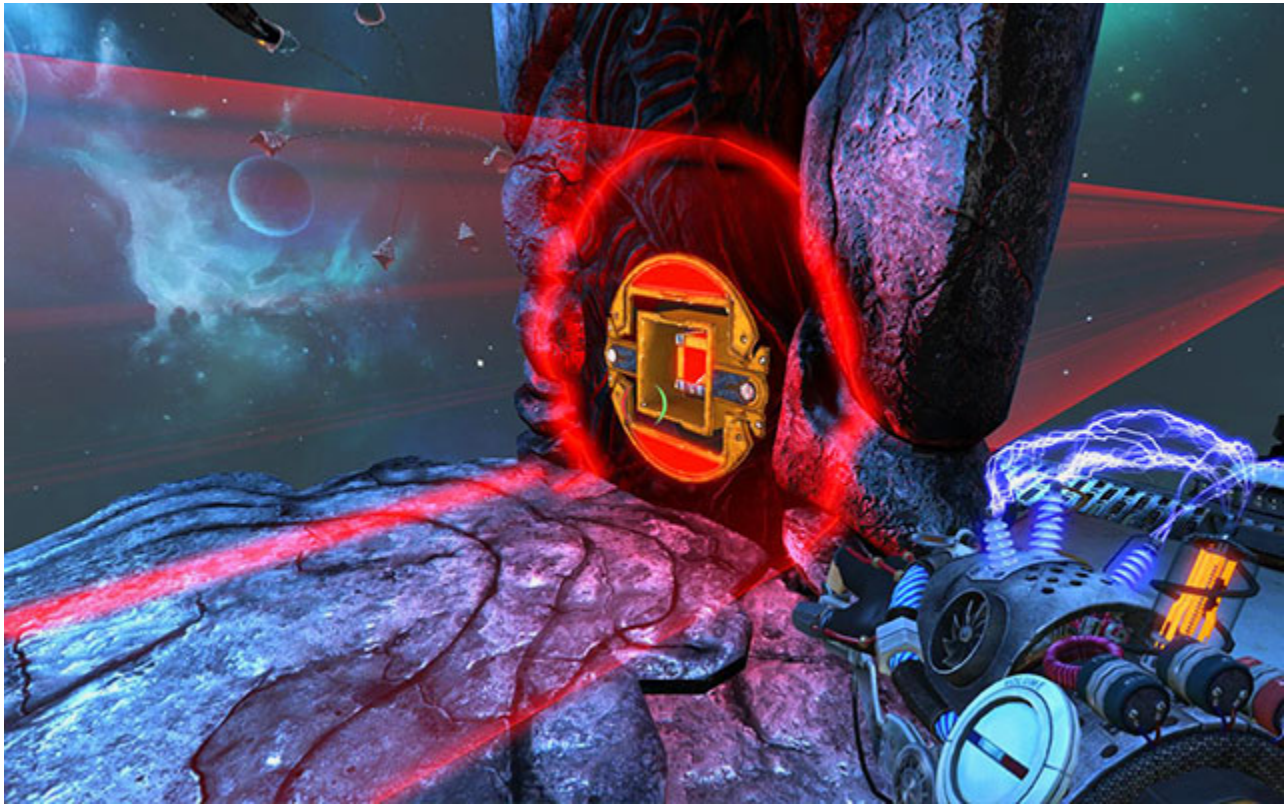
Third cube to this module

Here you find another empty module. Place a small cube inside and change the charge to **red**. Aim at its platform and fire with **red** charge. Jump on the last platform and fire **green**.



You can climb on that

When you get on the other side, climb up on the debris.



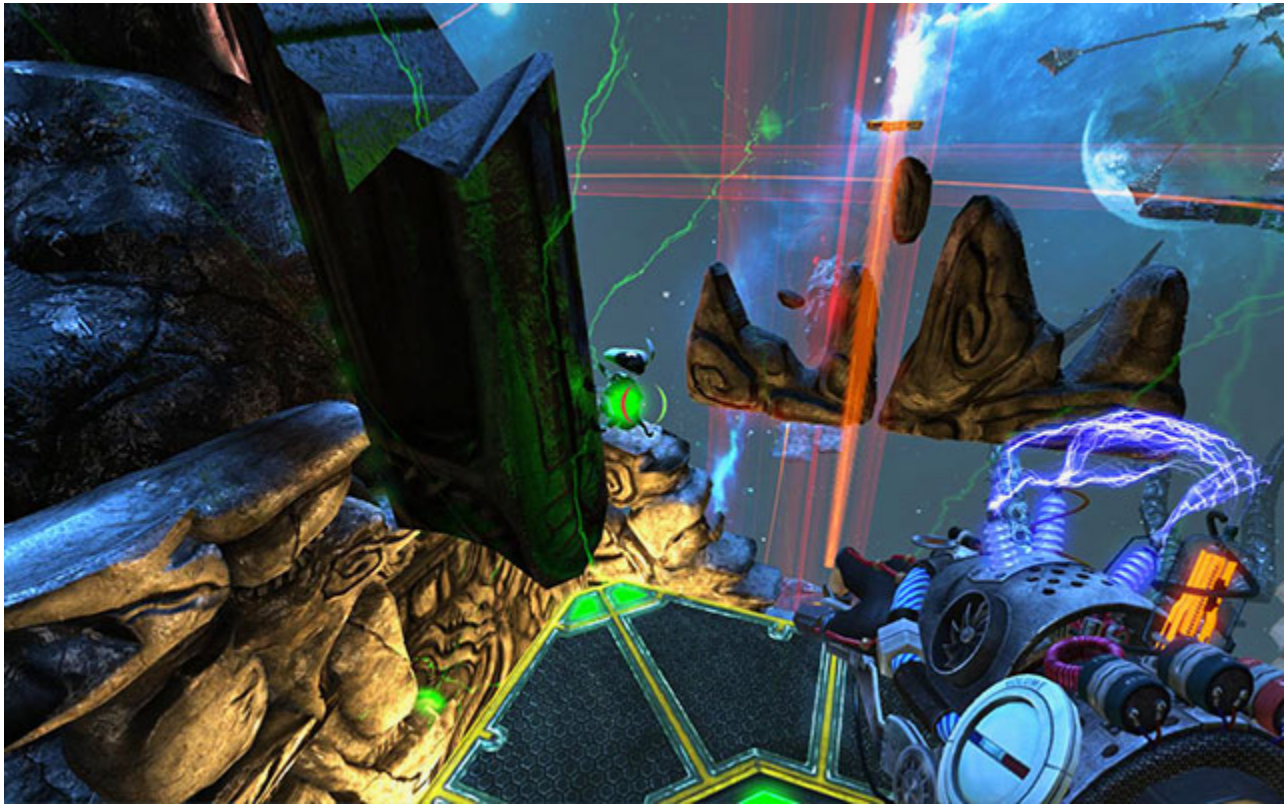
The last cube is here

Place a cube in module on right and then charge it with **red**.

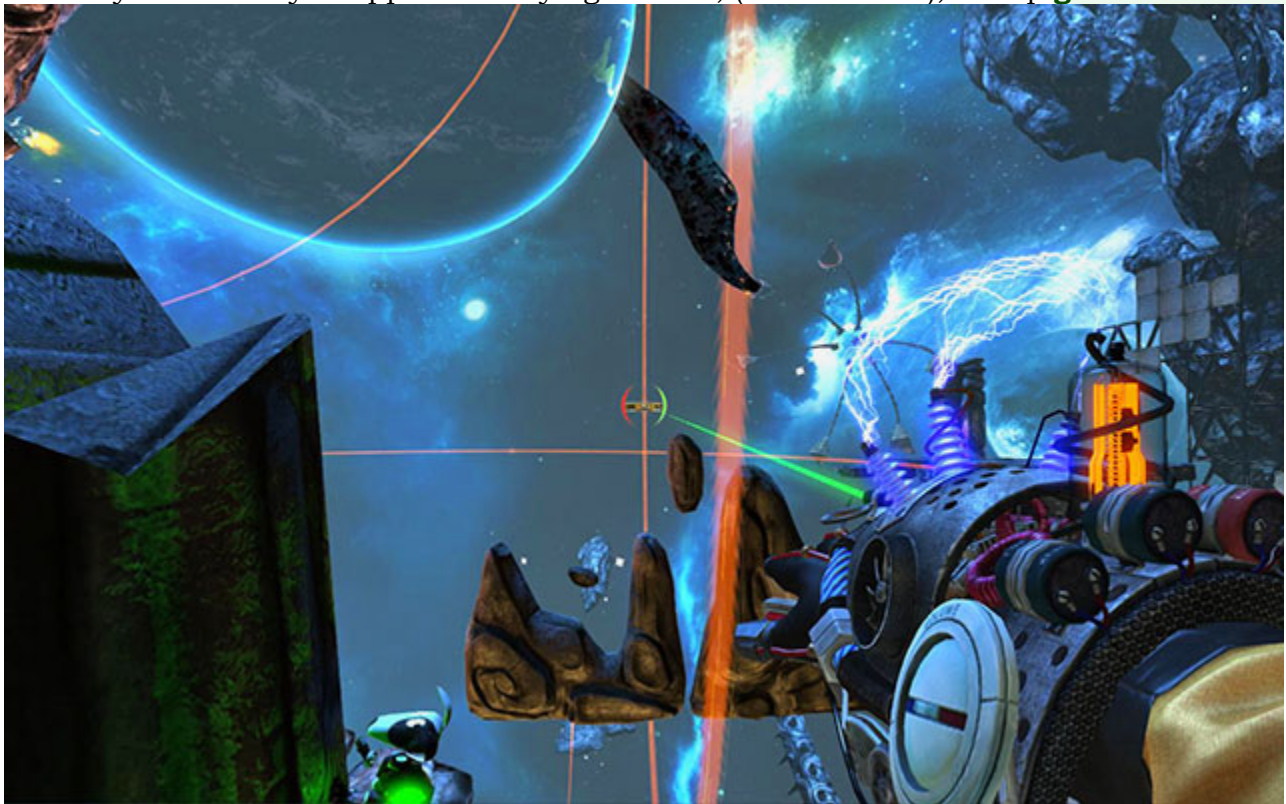


Use magnetic fields (F)

Now a bit of fun with platforms. Fire at the one on right and fire with **red** charge. When it approaches to you, jump on it and then charge it with **green**.

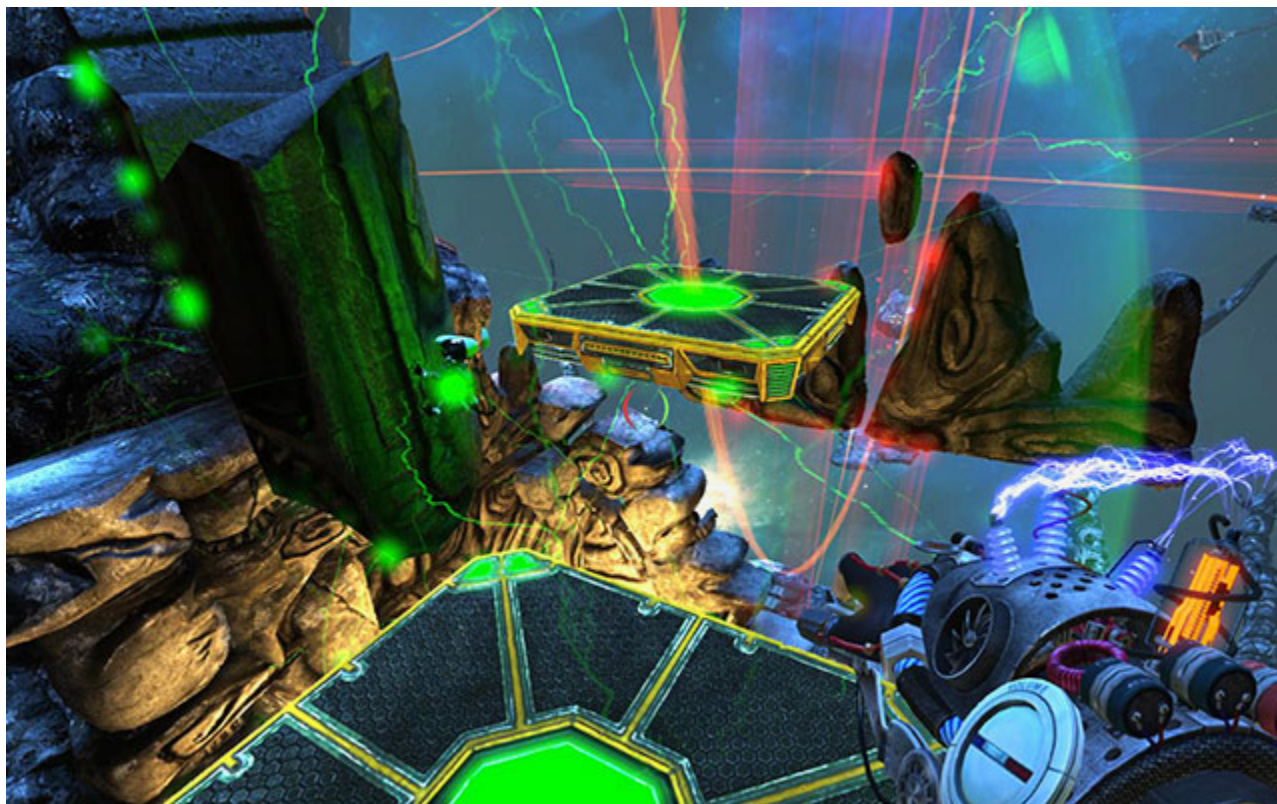


Be ready and when you approach a flying column, (screen above), set up **green** Newton on it.

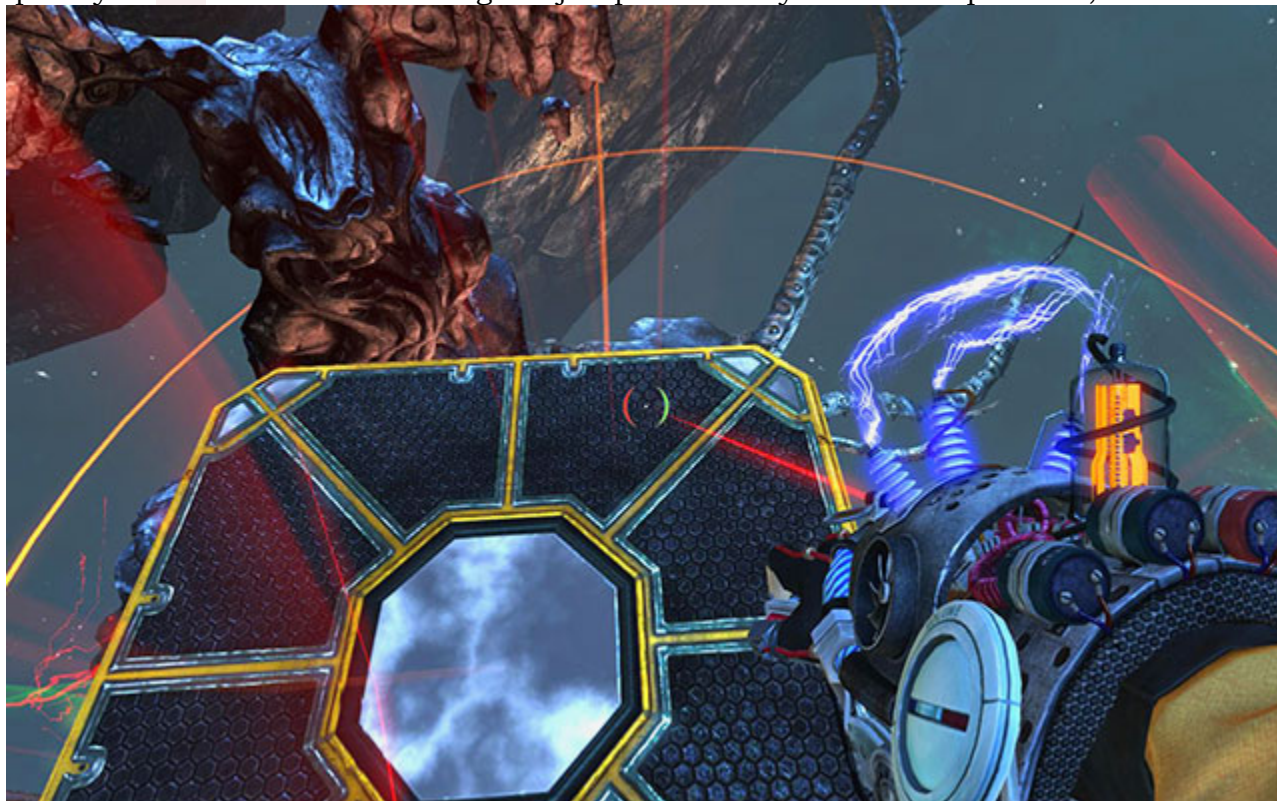


Platform must be charged with green to be pulled by Newton

You have to stop. When it happens, fire at the platform over you and change it to **green**.



Wait for the platform to be pulled by Newton, walk on it and fire **red** charge. Now you have to slow it down. When it touches the magnetic field of module, change it to **green** and then quickly to **red**. It should be enough to jump effortlessly on the last platform, which is on top.



It's possible that you have to play with charges before you get proper speed

Change it to the **red** and then to **green**. When you approach another flying rock, jump on it and walk through the portal.

From Beyond



And behind the corner...

This level is a constant run with enemies at your back. When you're ready, start walking forward until you trigger a short cut scene.



It's the first of chasers

As you can see, you find first enemy here. Don't fight him. The only way to kill him is an explosive cube – you have none.



You have to run. Look at the big gate, which is on left from monster. It's a new module: **Magnetic gate**. They work in simple way: if you want to open them, put different charges on both halves and if you want to close, put the same charges. You have to open them ASAP, so change the right side to **green**, and left to **red** (screen above).

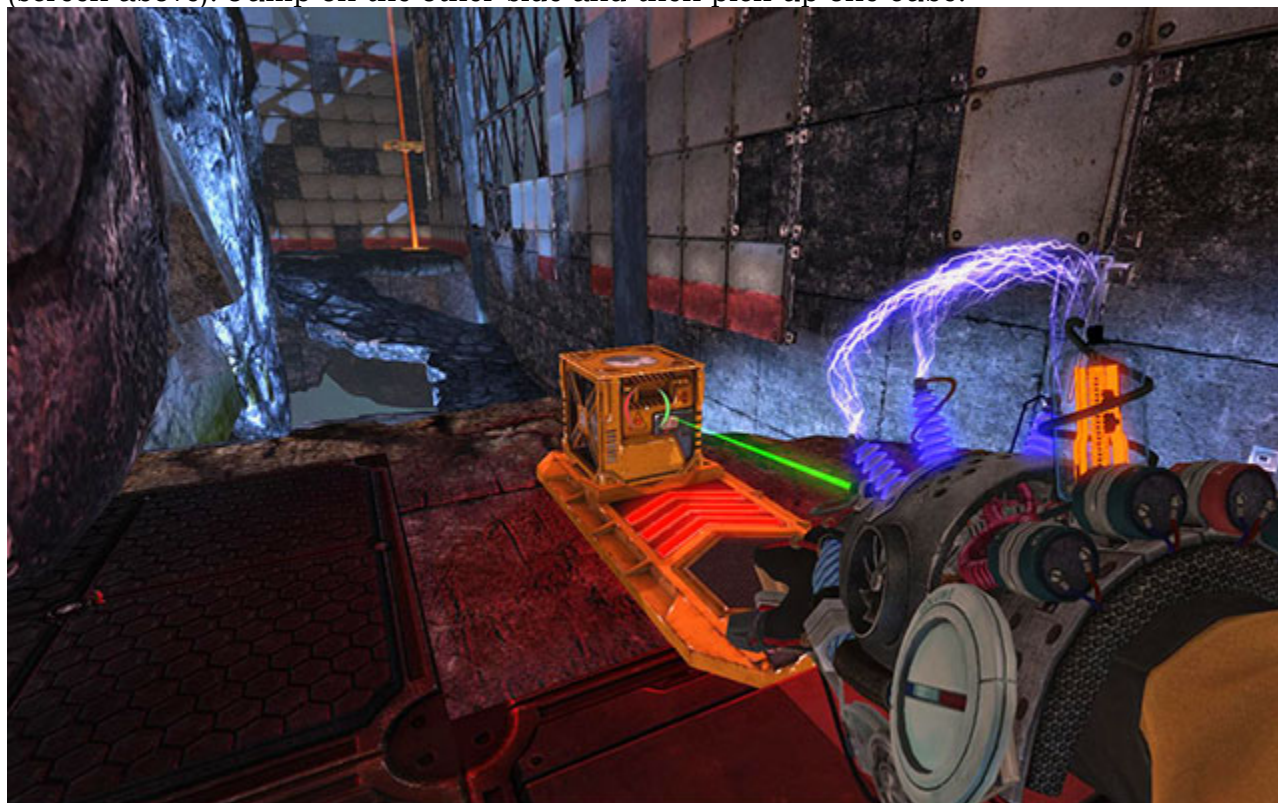


Don't run upstairs

When you are in between the gate, fire **red** at the right side. It closes them and buys you time. Jump on the platform on left, fire the **red** and do the same with magnetic engine.

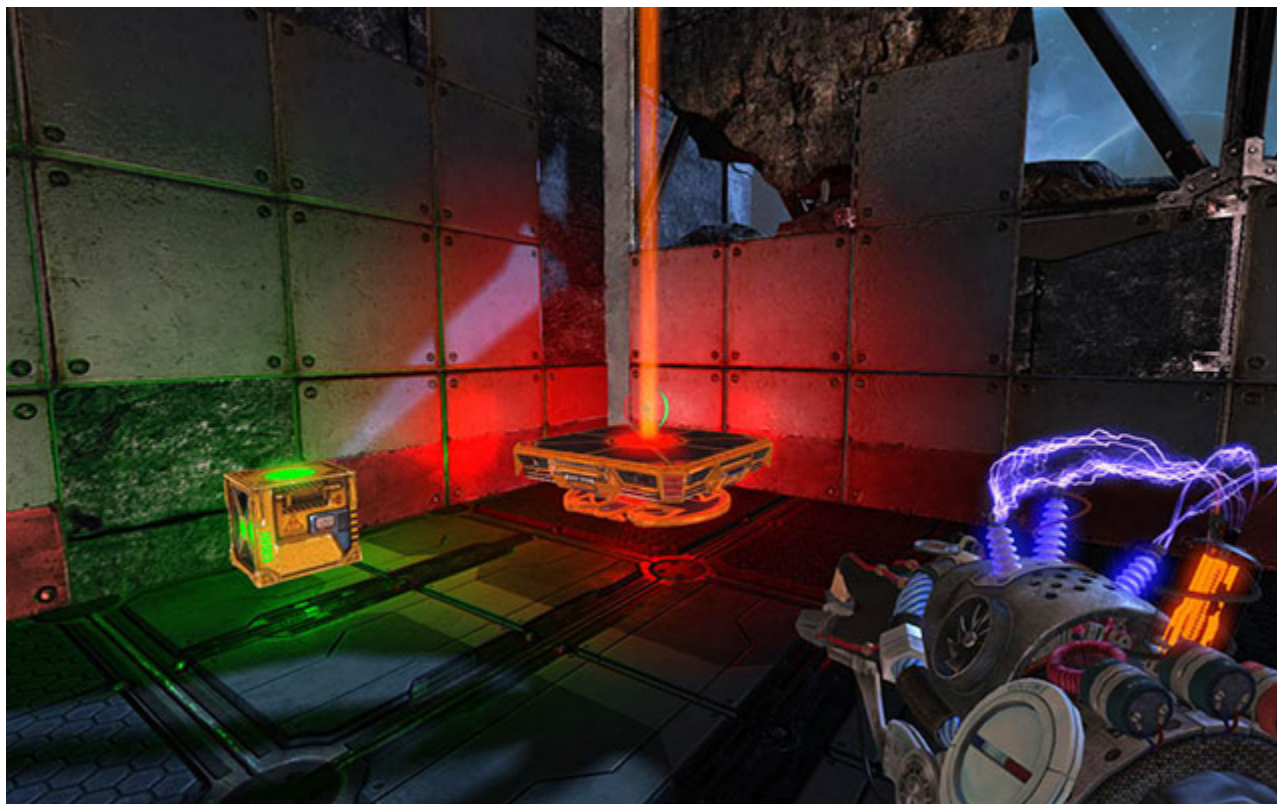


Behind a corner you find rather annoying obstacle – a wall of cubes. Start firing at cubes with **red** and **green** charges. When few of them are loosen and start to push away themselves, take out one or two from the very middle. You have to make them collapse (screen above). Jump on the other side and then pick up one cube.



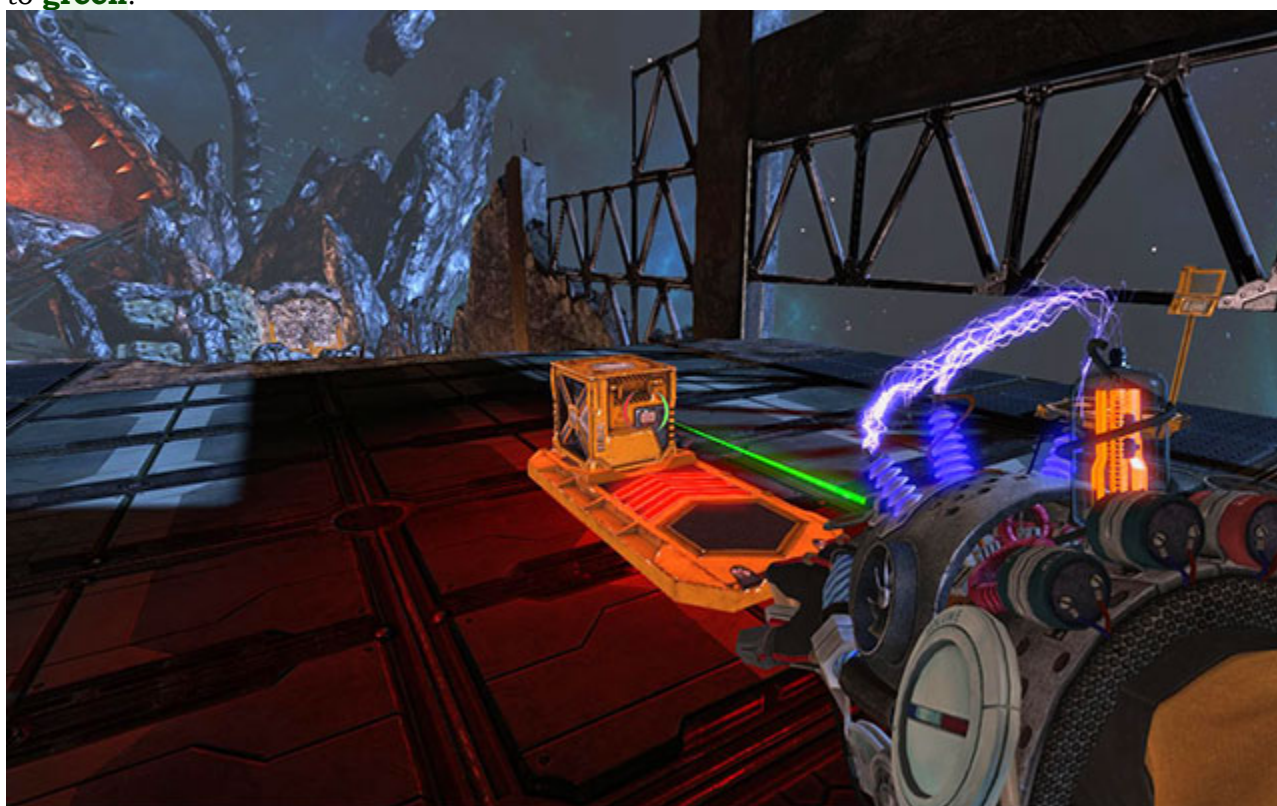
You can also run if you prepared the wall earlier

Place it on the launcher, change charge to **red** jump on cube and fire at it with **green**.



Monster can't climb on walls. Luckily

When you land, change module and platform to **red**, jump on platforms and change charge to **green**.



Safe haven

Here you get a while to catch a breath. Pick up cube on right and place it on the module. Then change the module to **red** jump on cube and change its charge to **green**.



Don't look back

When you land, change the bottom cube to **red**, jump on the upper one and fire **green**. Jump over rocks and run to the gates.

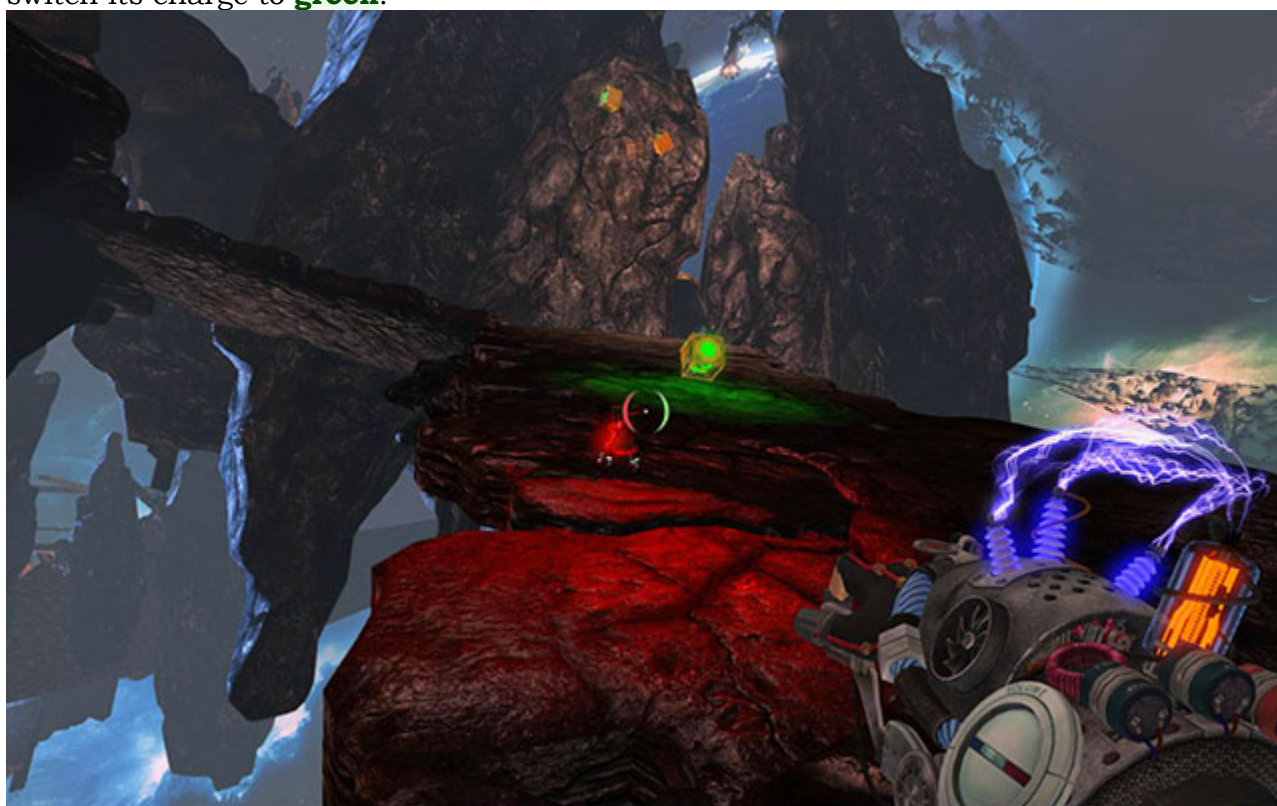


Another magnetic gates

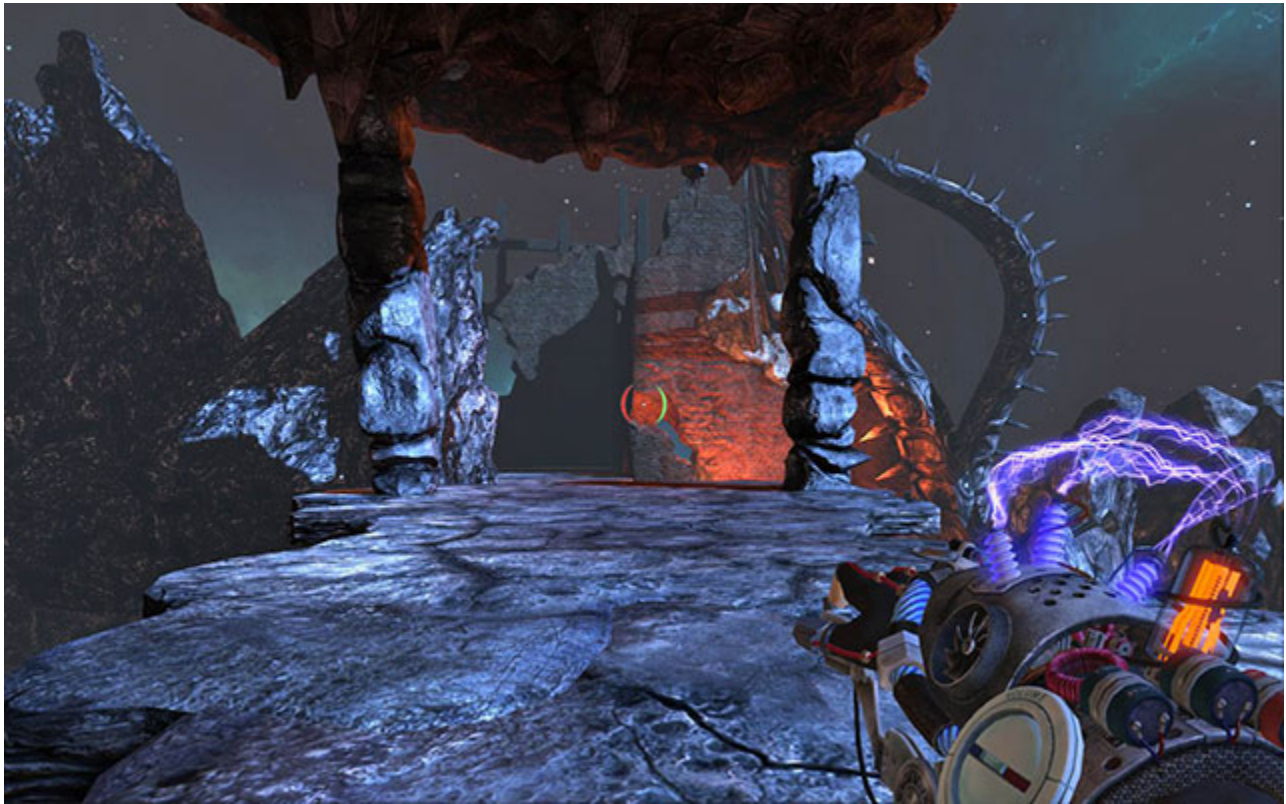
Change the right side to **green** and left to **red**. Close them by changing the right on **red** when you are behind it. Do the same with another gates and don't forget to close it.



This gives you few seconds. When you close gates, fire at the top wall of hypercube over you with **green** charge (screen above). Fire the **red** on the bottom wall, jump on its other side and switch its charge to **green**.



Then you have to climb up, but falling cubes may be annoying. Keep to the left and set up **red** Newtons in front of you until you get behind a line of cube waterfall.



Beast is still chasing you, don't stop

Run left to the end of rock and then jump on the top wall of hypercube.



In front of you only bad things

Ignore the road in front of you and change the charge of wall to **red**.



It's almost over

This moves you on the higher floor. Jump down and run forward.

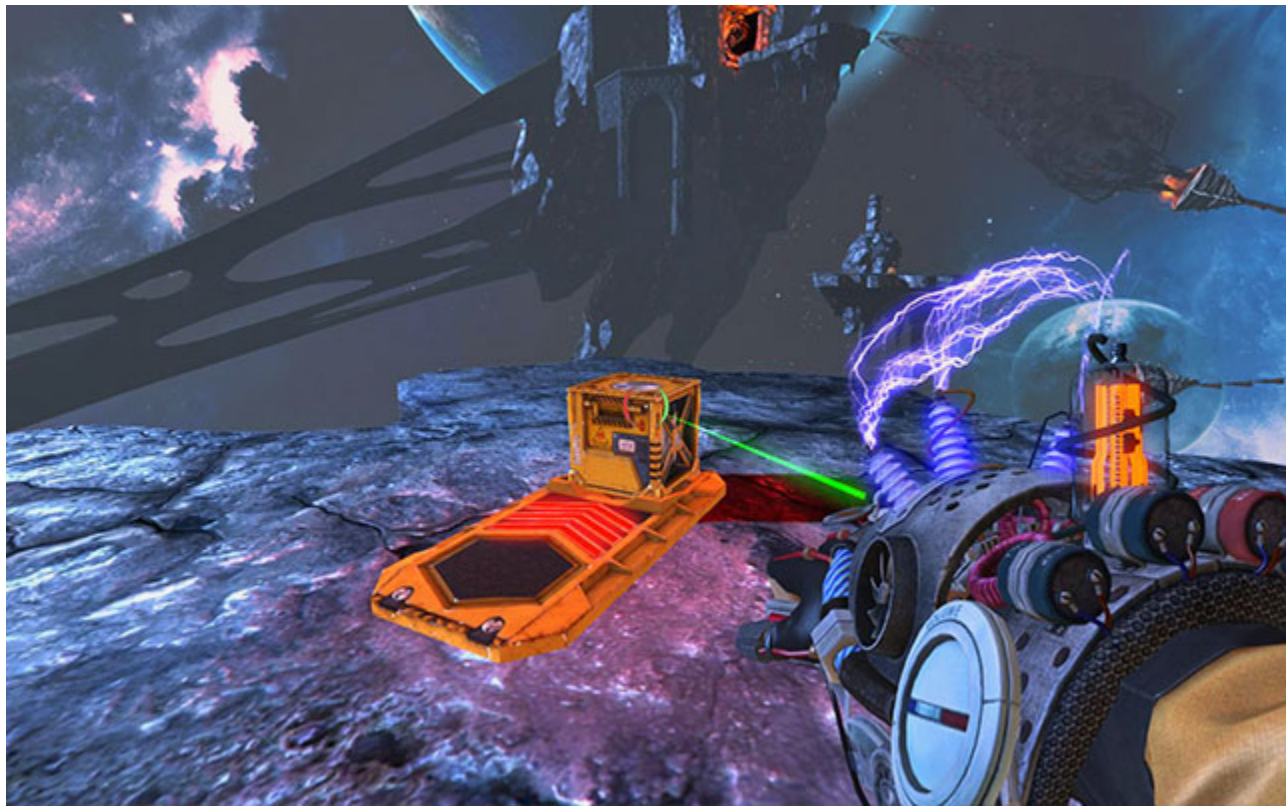


It's time to change roles. Pick up explosive cube and place it on the launcher. Change the module to **red** and cube to **green**. It won't eliminate the tentacle monster but slow it down.



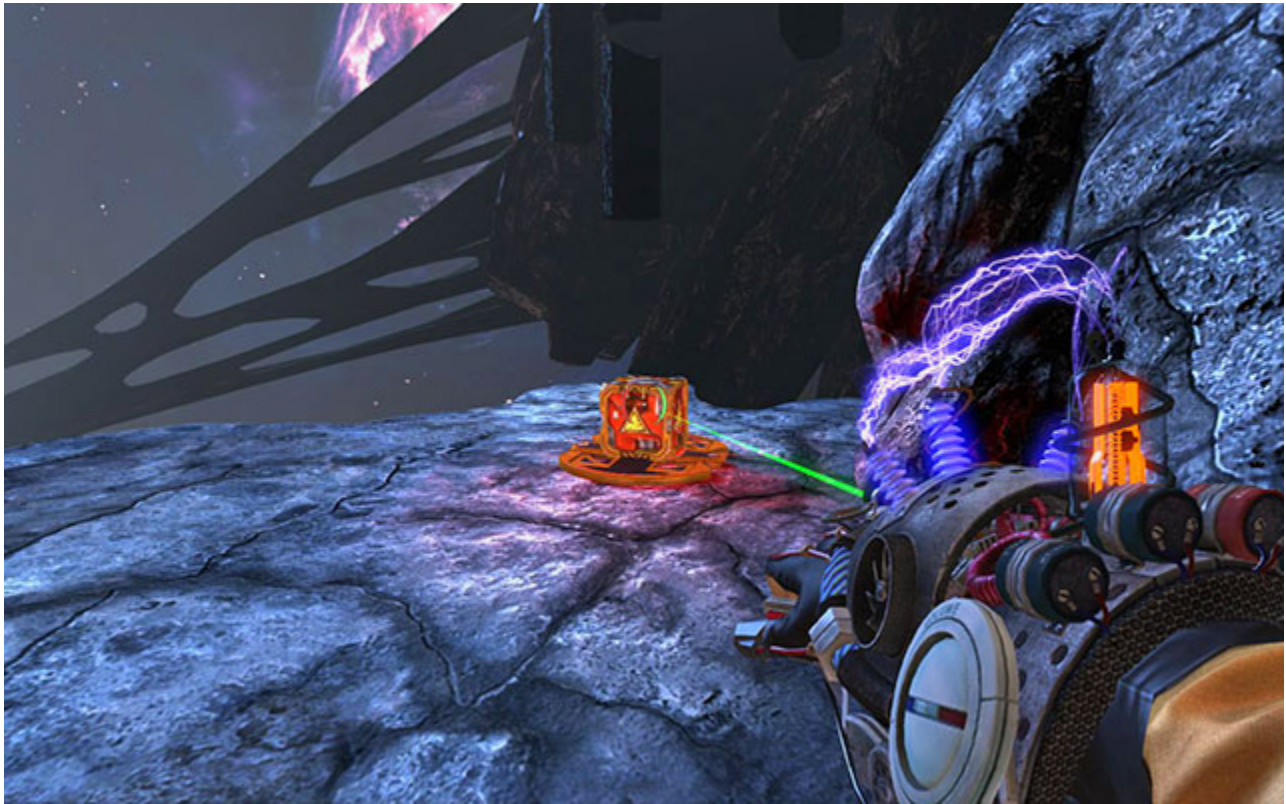
First explosive cubes will slow monster down

Use it, by jumping in small passage on left. Don't try to run between explosive cubes, because it may end up nasty. Change the charge of the first module instead on **green**. It pushes away the falling cube and opens a passage.



Don't fall at the very end

Do the same with another modules, changing their colors to **green**, **red** and **green** again. When you get on the other side, pick up cube, place on the launcher and fire yourself by firing **green**.



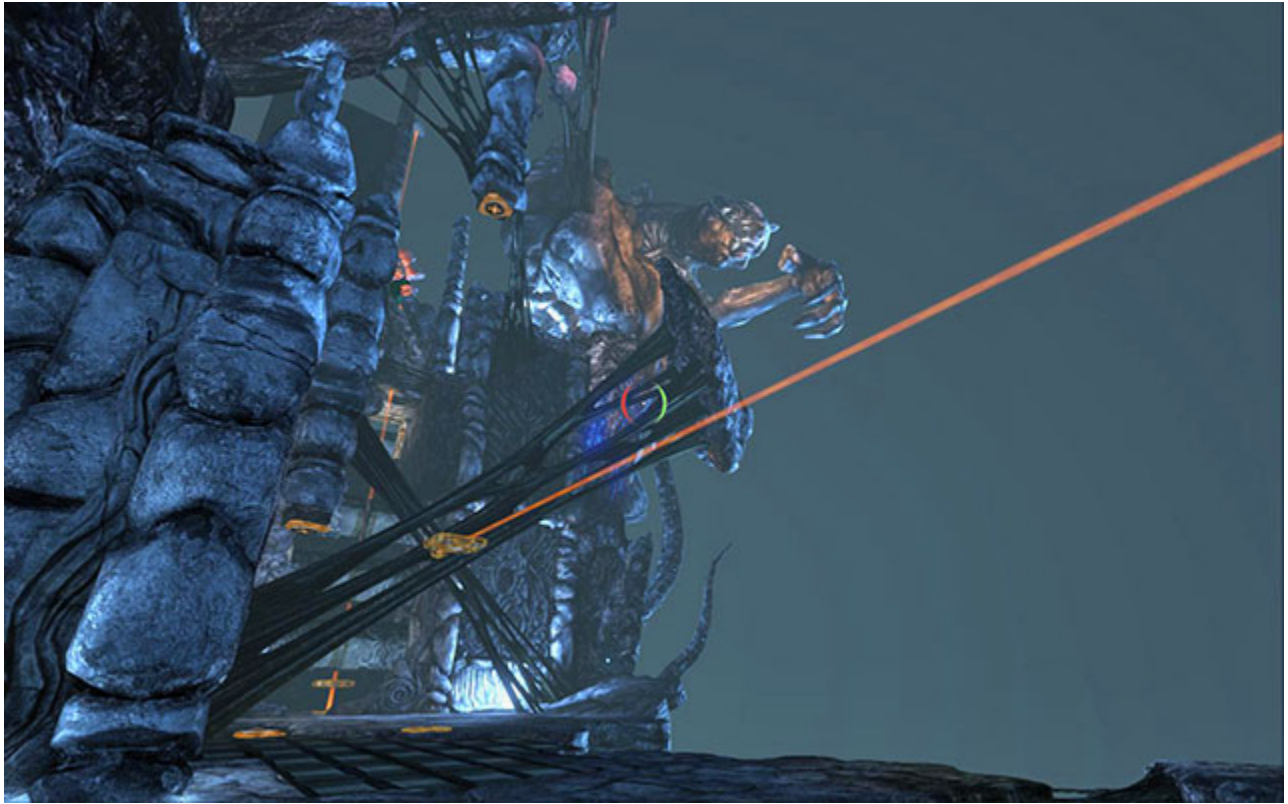
You find magnetic module and explosive cube on the next island. Change the module on **red**, and place on it cube. Fire at it with **green**. When the road is clear, repeat it, this time jumping on the cube.



Portal

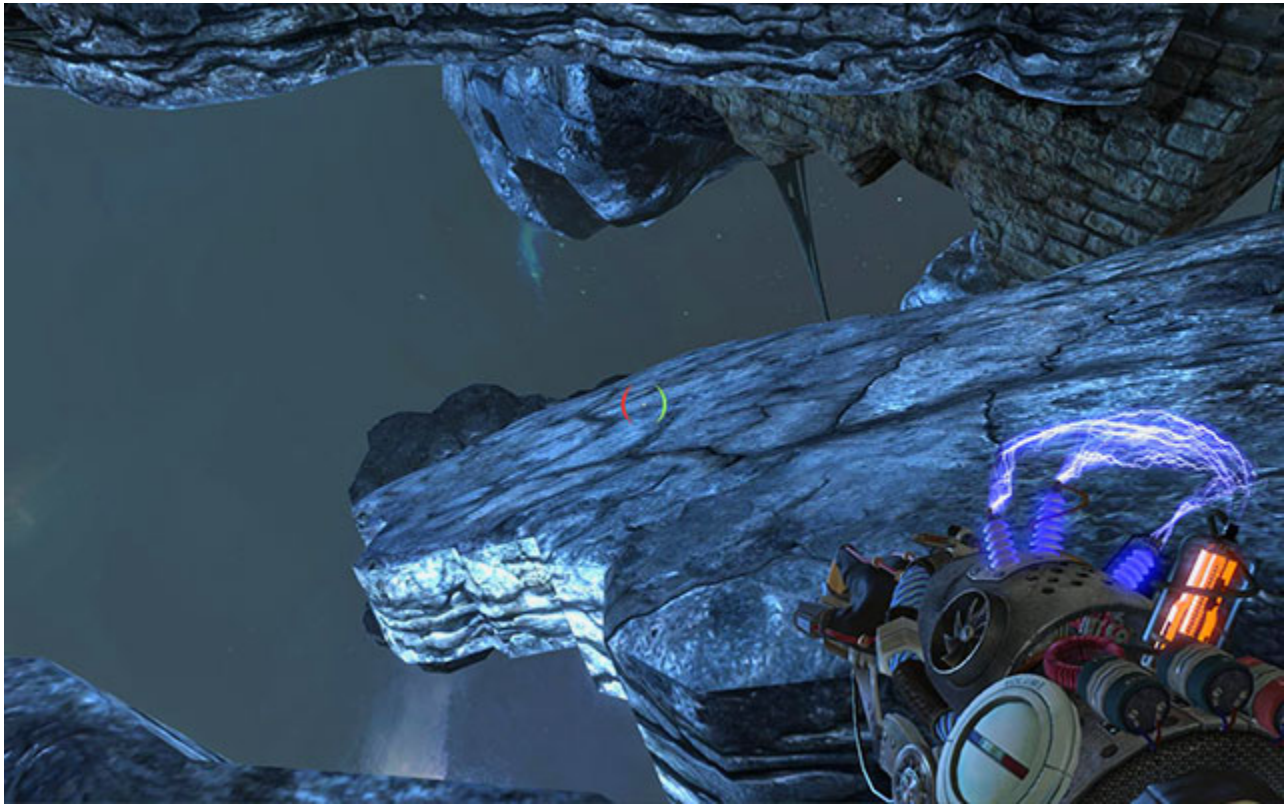
Jump on the higher island and then go through portal.

Near Orbit



Watch where you step

When you begin, walk forward until you get to the first modules.



Only one real slider

On right you find a rock. Jump on it and slide down.



1 of 2 cubes

Change the magnetic engine to **red** and do the same with platform. Place a cube on it, jump and then fire **green** charge.



2 of 2 cubes

On the top you find a way to the first location. Jump down and walk along the right wall. You get to the engine and another cube. Fire **red** at the module.



You can also jump on the platform, if you prefer more comfortable transport

Change the platform to **red**. When it gets to the module, place second cube on it and fire **green** charge. Jump one level lower with first cube.



Follow the moving away platform. On left from where it stops, you see two buttons (screen above). Place the cube on the bottom one and approach the edge behind the platform.



Hidden module

Look into small hole next to the metal floor. On the very bottom you'll notice a small rock with a module. Change its charge to **red** and return to the horizontal platform.



Then change the module under the platform to **red**. Discharge platform and horizontal engine behind you, using **green** and **red** charges. When you make sure that the only magnetic field is made by the module under the platform, fire at the cube with **green** charge (screen above).



Don't get smashed

Approach the vertical platform between moving pillars. Charge the module and platform with **red** jump on it and fire **green** charge.

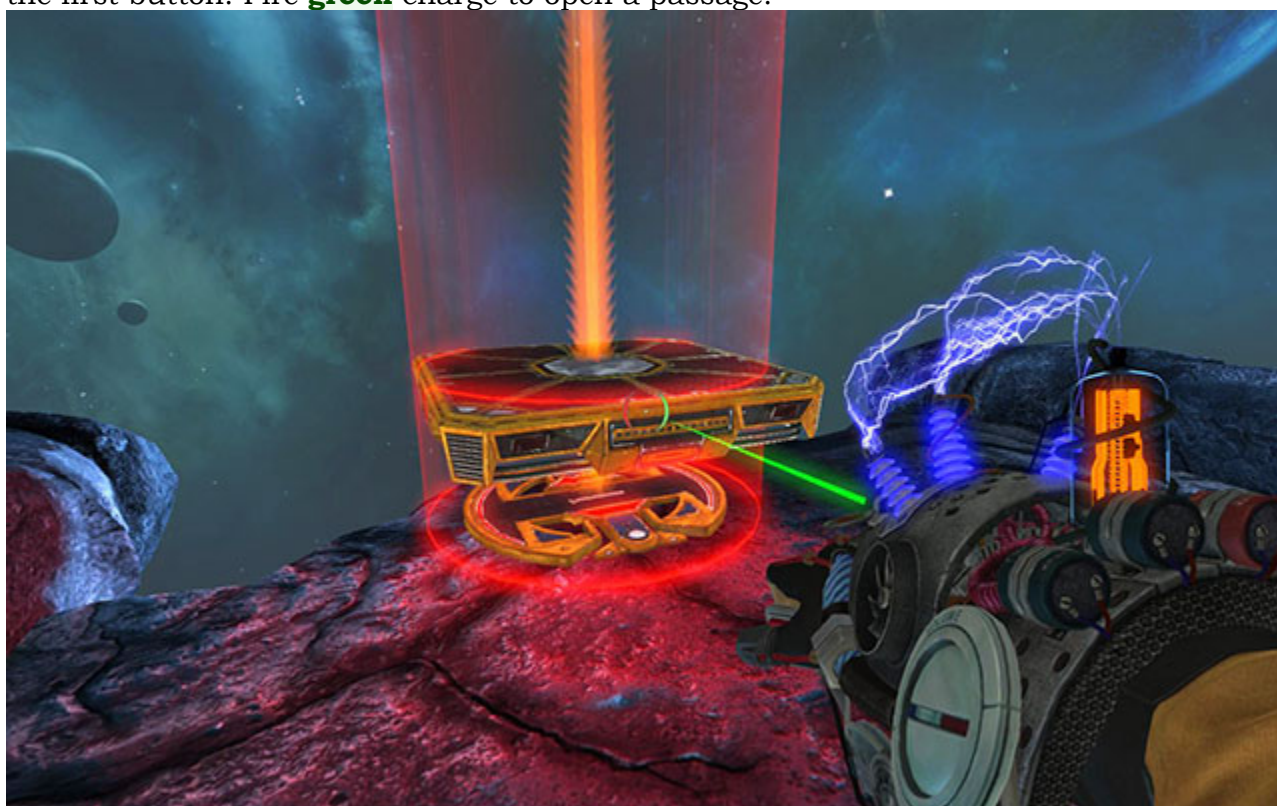


You have to wait until the third pillar hides and then set up **green** Newton quickly on the nearby wall to drag over the pillar (screen above).



Activation of the second button

On the very top you find fourth pillar. To unlock it, turn around and fire down at the cube on the first button. Fire **green** charge to open a passage.



Way to the exit

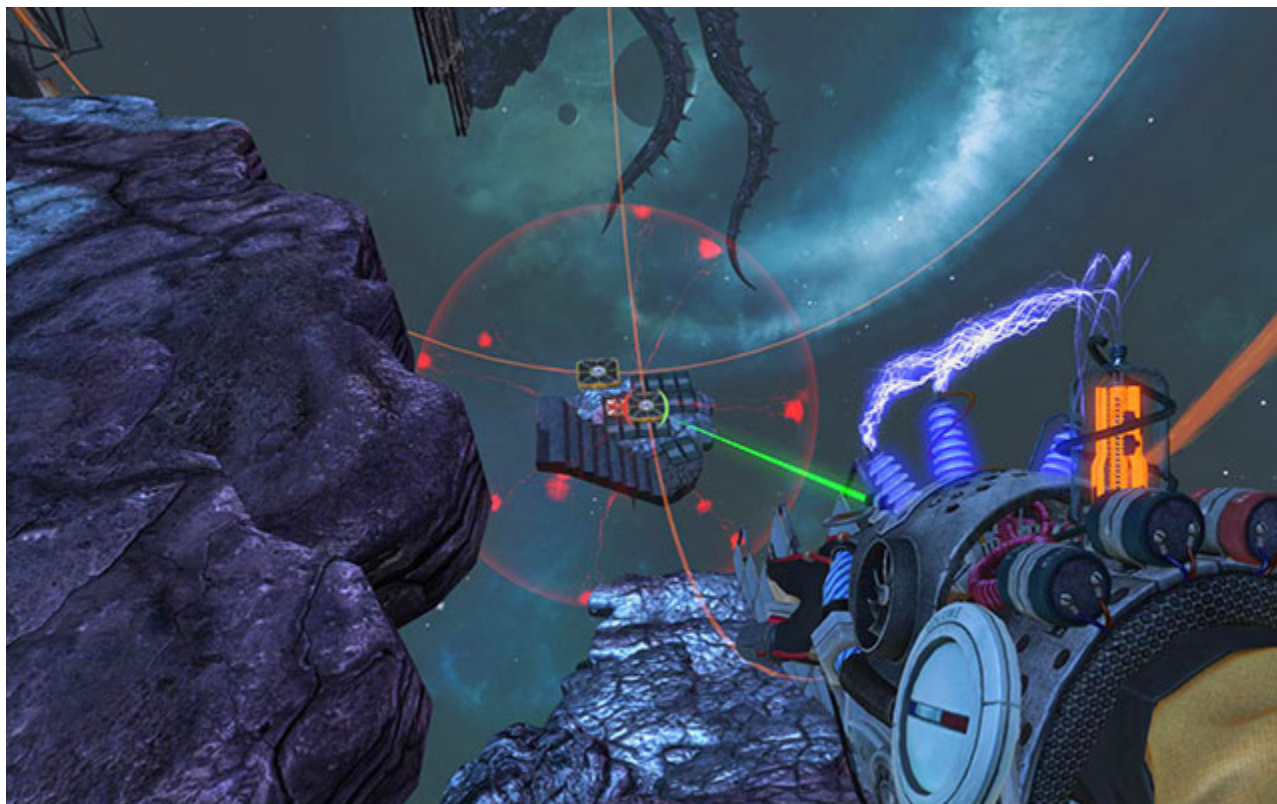
Approach the last platform. Change it and the engine to **red**, walk on it and then fire **green**. When you get upstairs you can go through portal.

Mi-Go Gateway



The shortest location of third act

This level may be completed in few easy steps with proper method.

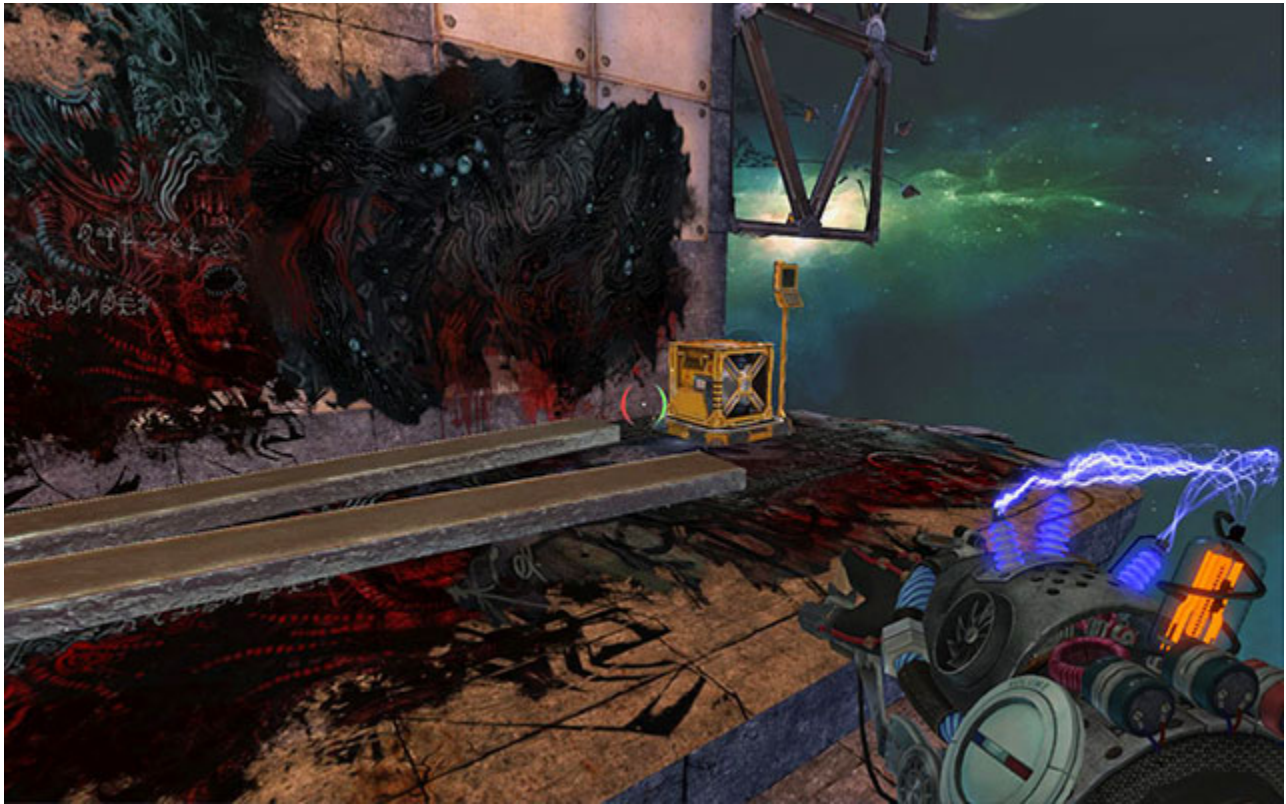


When you begin, look down on left. You see a small island with two platforms and module. Fire at module with **red** charge. Then change platform, which's beam is pointed at you, to **green** (screen above). When it approaches, jump on it and fire **red**.



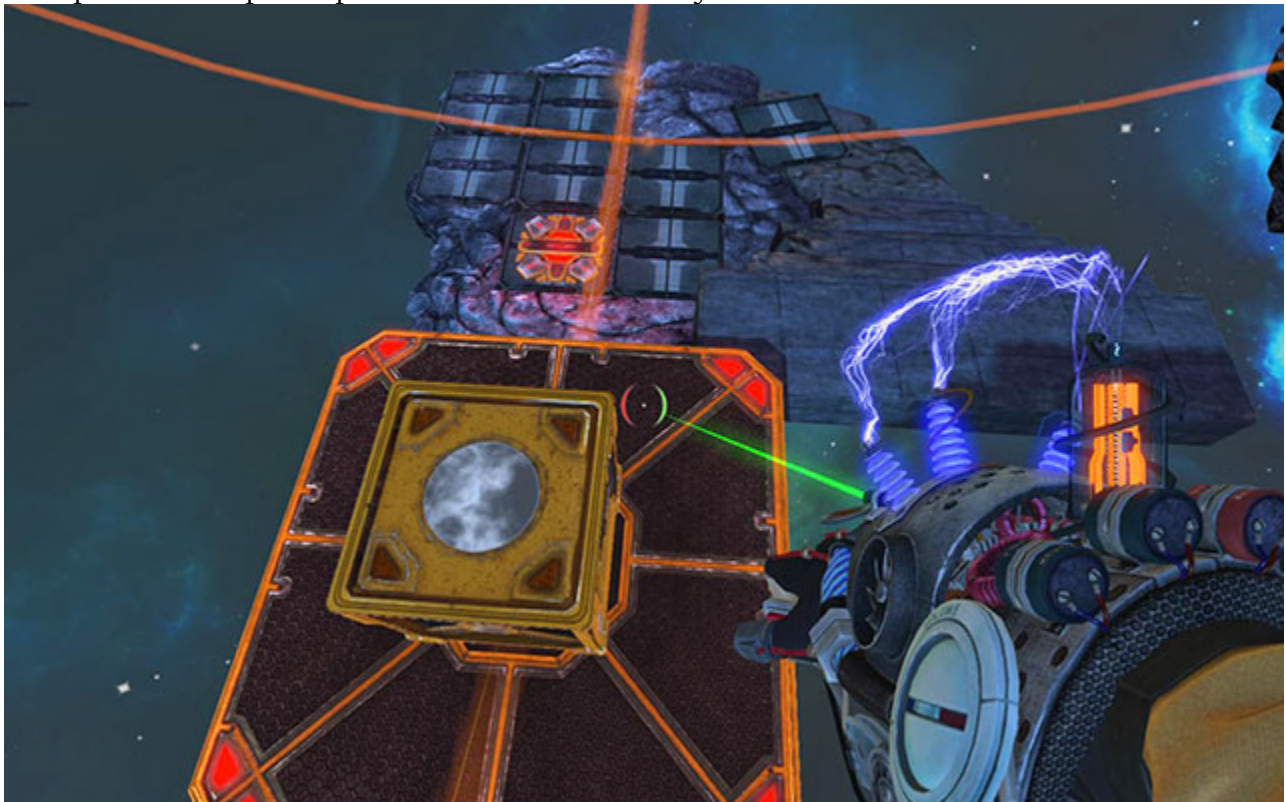
This platform may let you finish this level quickly

Jump on this island and climb on the other one, change its charge to **green**. When only you have a possibility, jump on another island with stone stairs.



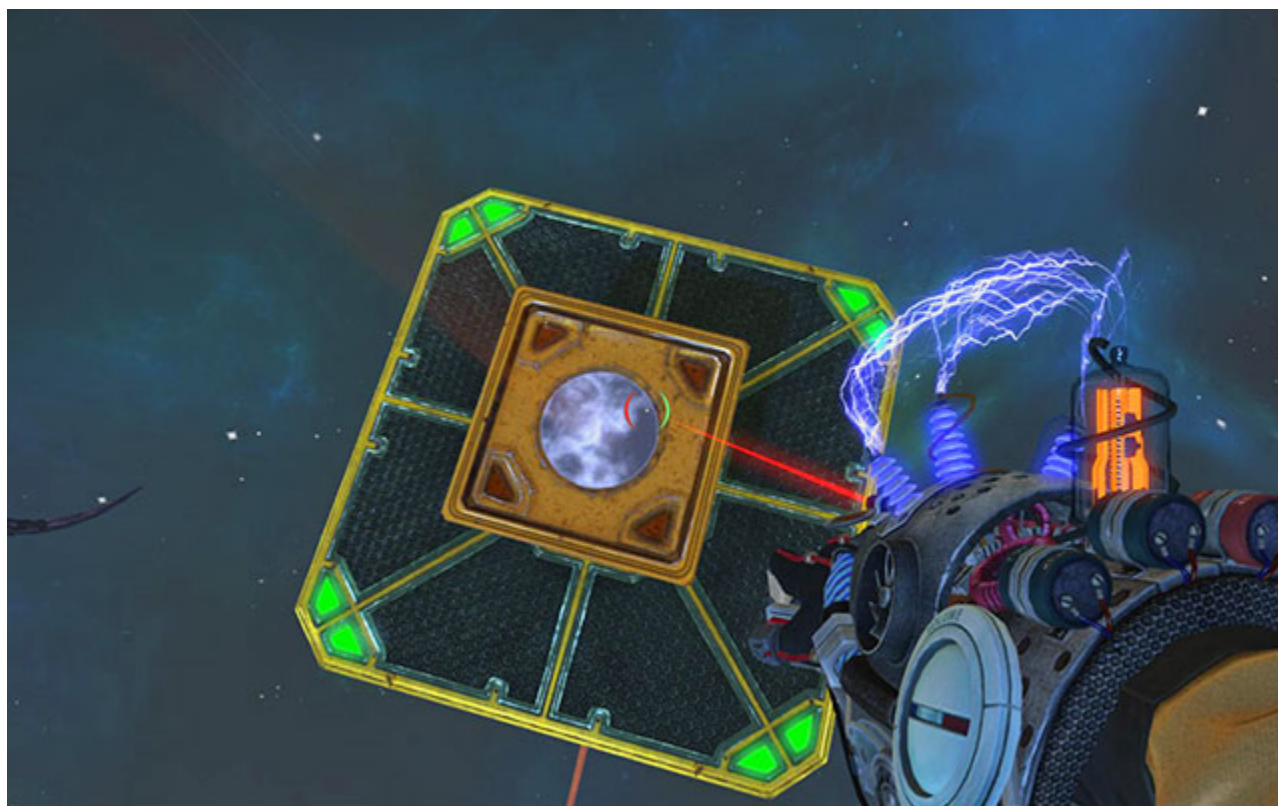
The only yellow cube

Go upstairs and pick up cube. Return to the very bottom.



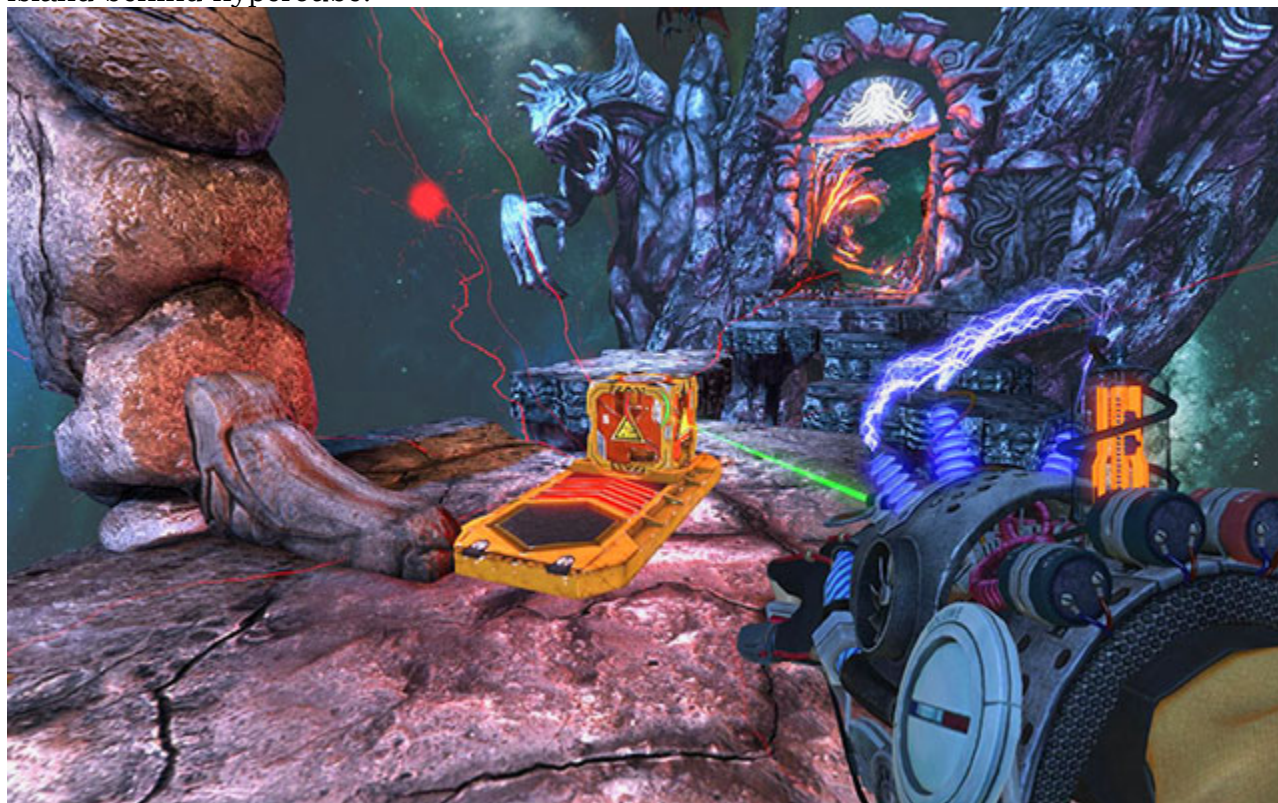
Preparation for the big jump

Jump down on the other platform and put a cube on it. Change its charge to **red** and, when you're over the module, to **green** again.



Jump should be successful if you fire the charge in the proper moment

Now the most important part of the whole thing. When the platform is on the altitude of hypercube, jump on the cube and fire **red** charge. It fires you out and you should land on island behind hypercube.



After that, pick up explosive cube and place it on the launcher. Change the module to **red** and cube to **green** (screen above). When you eliminate an enemy, jump by rocks to the portal.

The Damned



Name of location is very accurate

This location is likely to be one of the most difficult in game. It's divided on two parts – the first one is relatively easy, but the other one requires a lot of patience and few attempts, even with guide.



You can walk safely

Move forward until you reach a small abyss. Get on the other side walking on the black substance.



A little warm up. Charge all three platforms with **red**. Then walk on the platform **number 1** (screen above).



Place **red** Newtons on wall behind platform **number 3**.



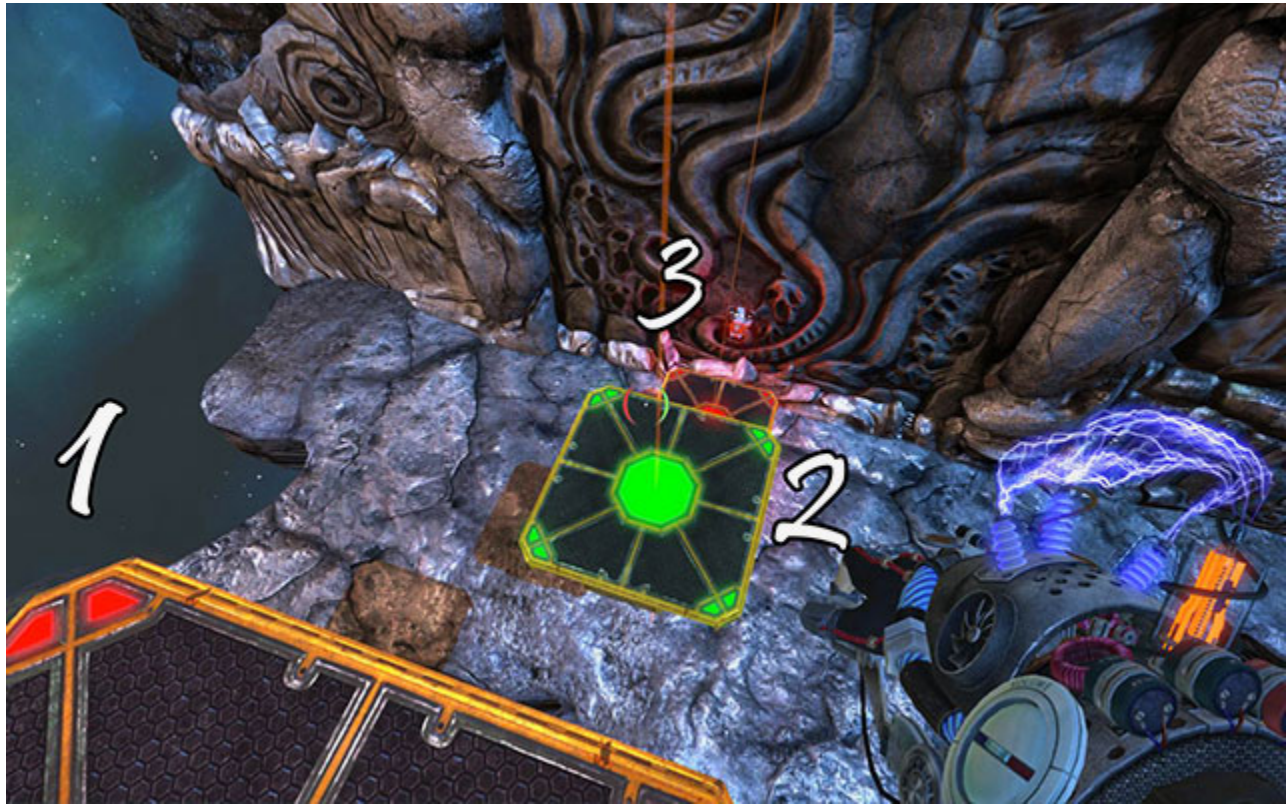
When you get a maximum altitude, change the last Newton to **green**. When the platform **number 3** goes a bit under **number 2**, fire at it with **green** charge.



Wait until the third platform touches ground and then set up **green** Newton under platform **number 1**. Change charge of **number 2** on **green** when it's under **number 1**.



Then set up **red** Newton next to platform **number 2** and, when it only rises, change the charge of platform **number 3** to **red**.



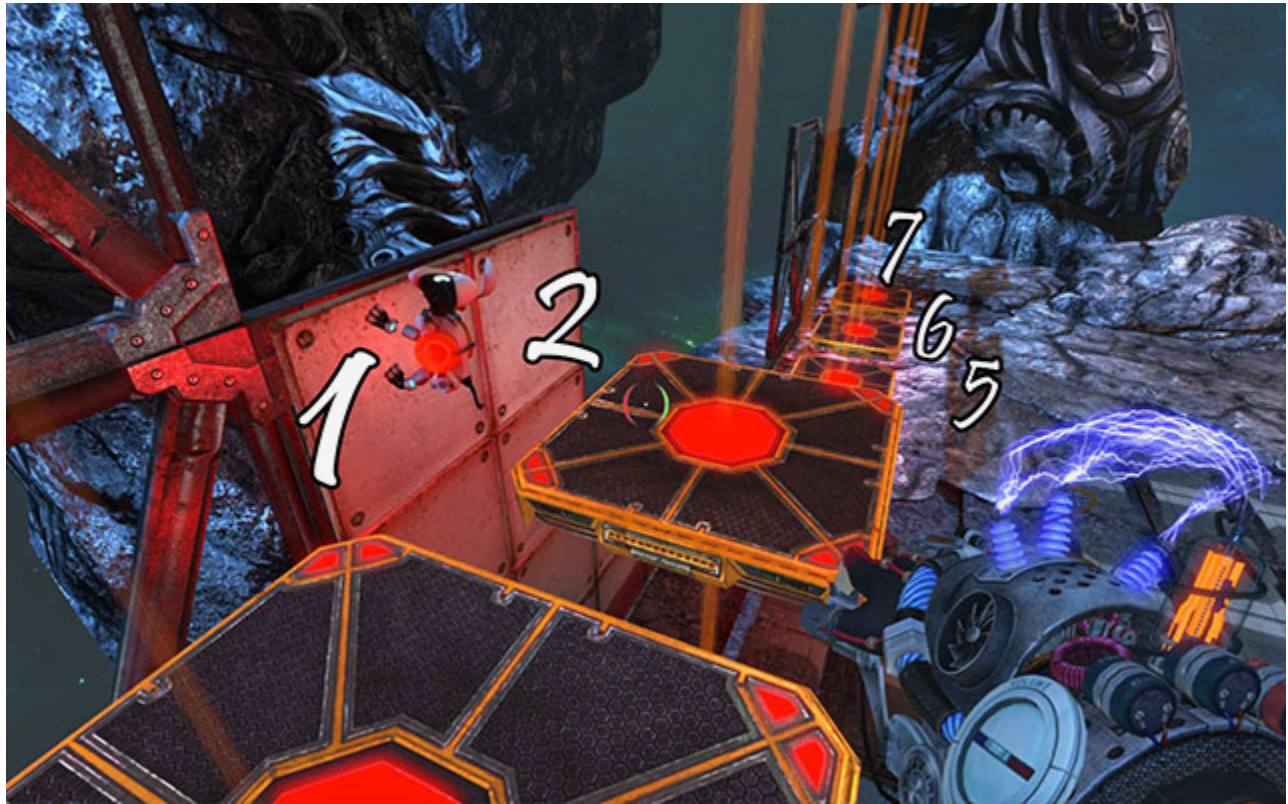
If everything works fine, platform **number 3** should be the lowest one, **number 2** in the middle and **number 1** on the very top (screen above). Start setting up again **red** Newtons on wall behind **number 3** until you reach the top. Then place **green** Newton under **number 3** to get to another location.



The main dish of this level is here. A very annoying obstacle if you don't know how to deal with it. A short explanation: numbers **1-7** are for platforms, from left to right. **A**, **B** and **C** for magnetic modules attached to the panels.



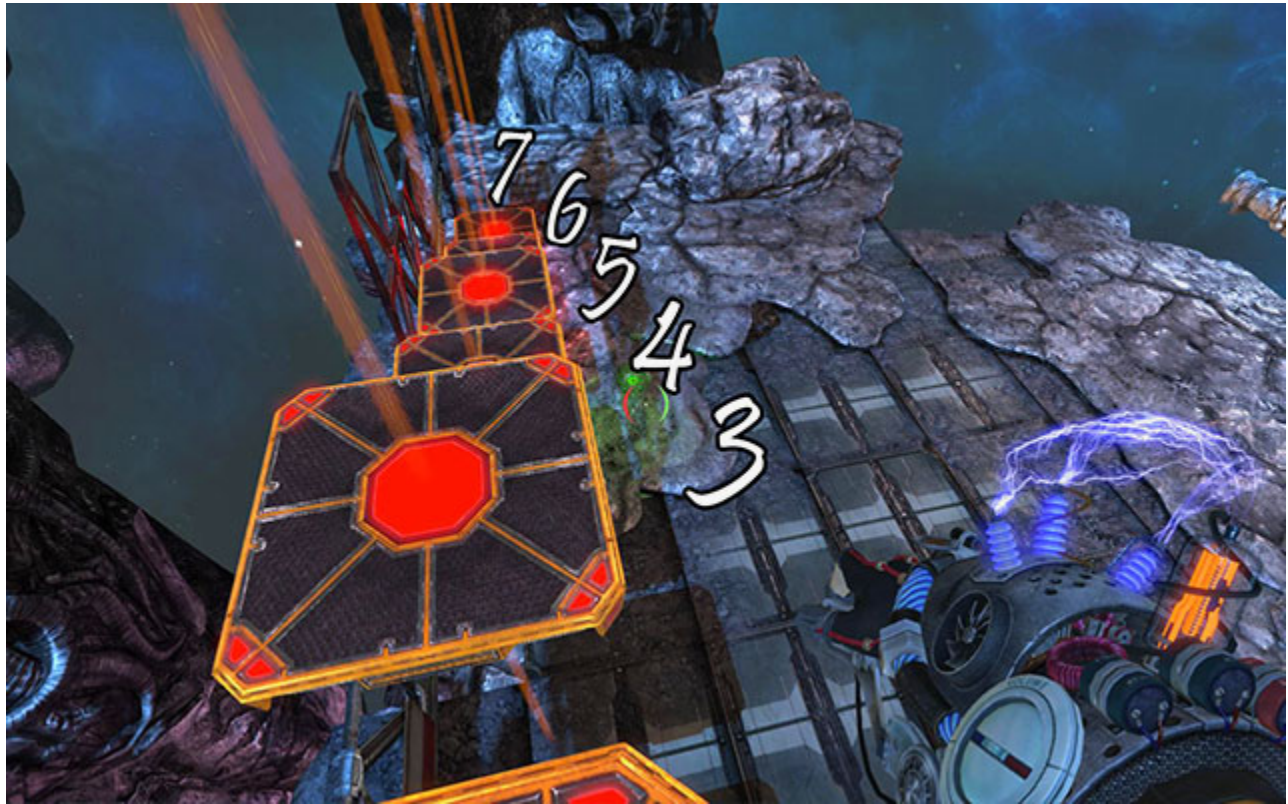
Charge all platforms with **red**. Then walk on the **number 1**.



Pull up **no. 1** and **2**, by setting up **red** Newton on nearby wall.



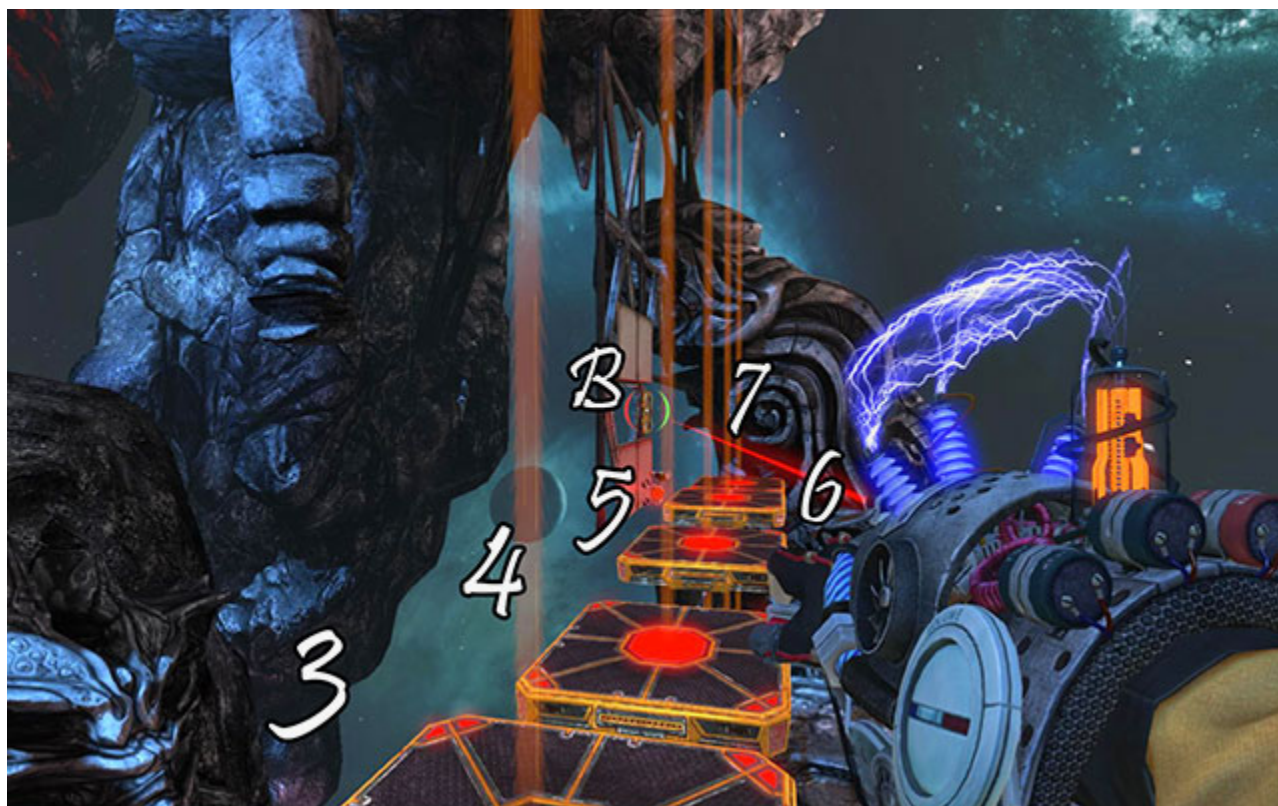
When you set up the last one Newton here, aim at **module A** and charge it with **red**. This pulls platforms **no. 1** and **2**.



Now you have to lift remaining platforms. Place a **green** Newton on the ground, next to the **number 4**.



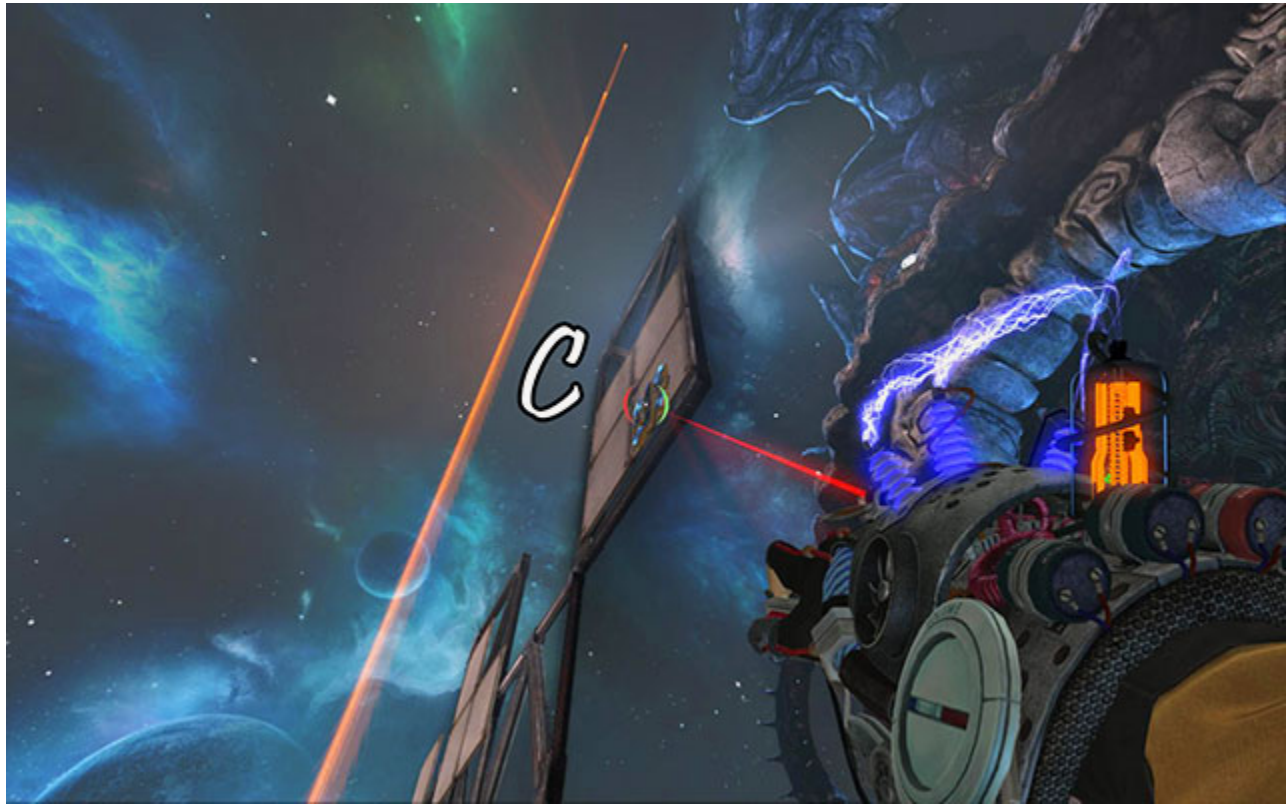
When all platforms are lifted, set up **red** Newton on the panel over **module A**. Then fire at module with **green**.



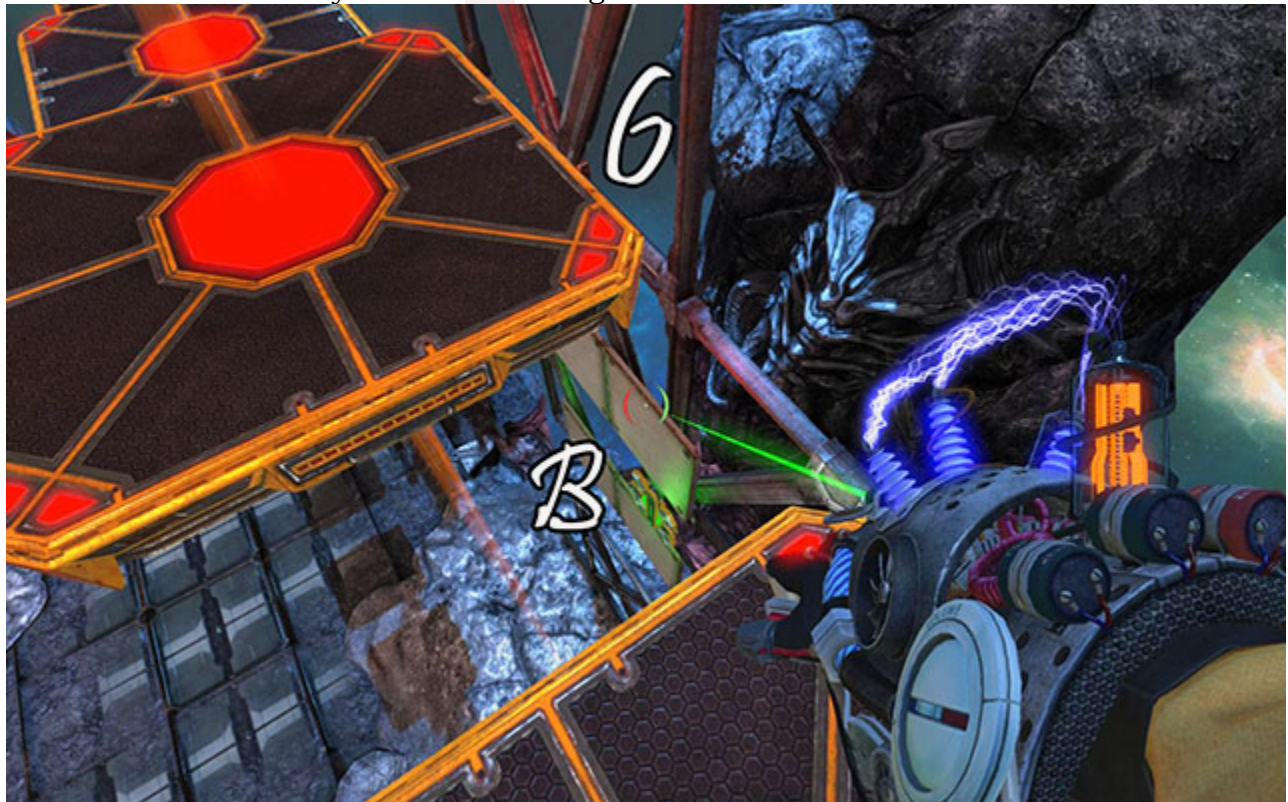
In this moment, when first platforms start rising, turn around to **number 7** and set up **red** Newton on a panel over it. When you get close to **module B**, fire at it with **red**.



Now move on **number 7**. Set up **red** Newton on upper panel and then change **module B** to **green**.



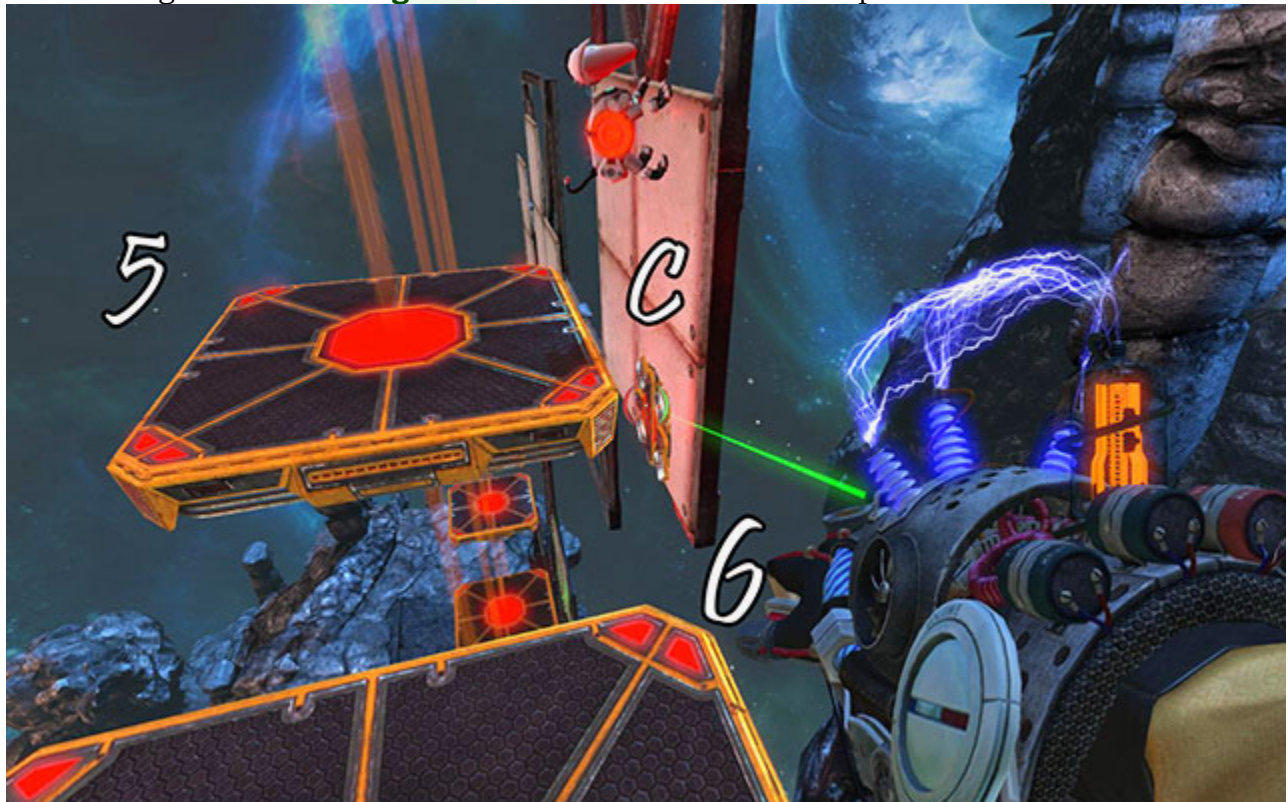
Fire at **module C** over you with **red** charge.



Push away a bit higher by placing **green** Newton over **module B**.



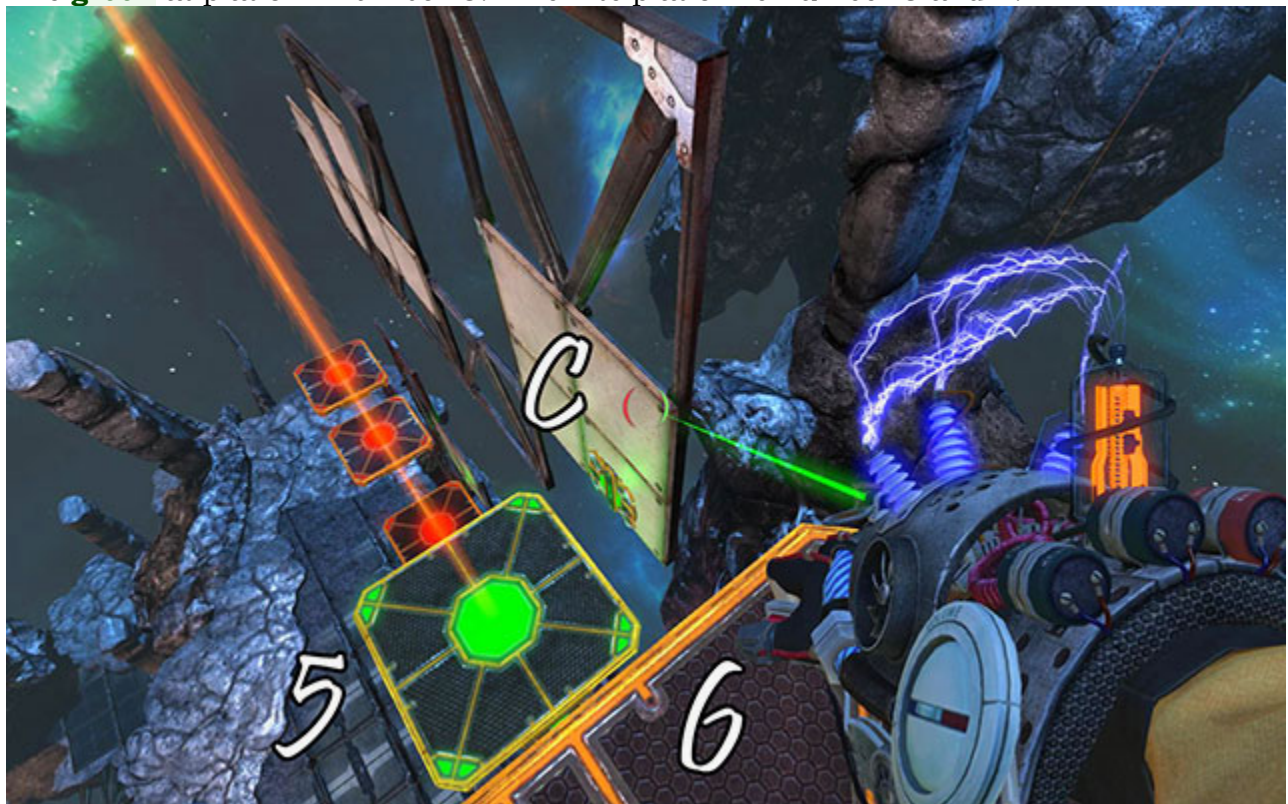
Then change **number 4** to **green** and wait for **module C** to pull **number 5**.



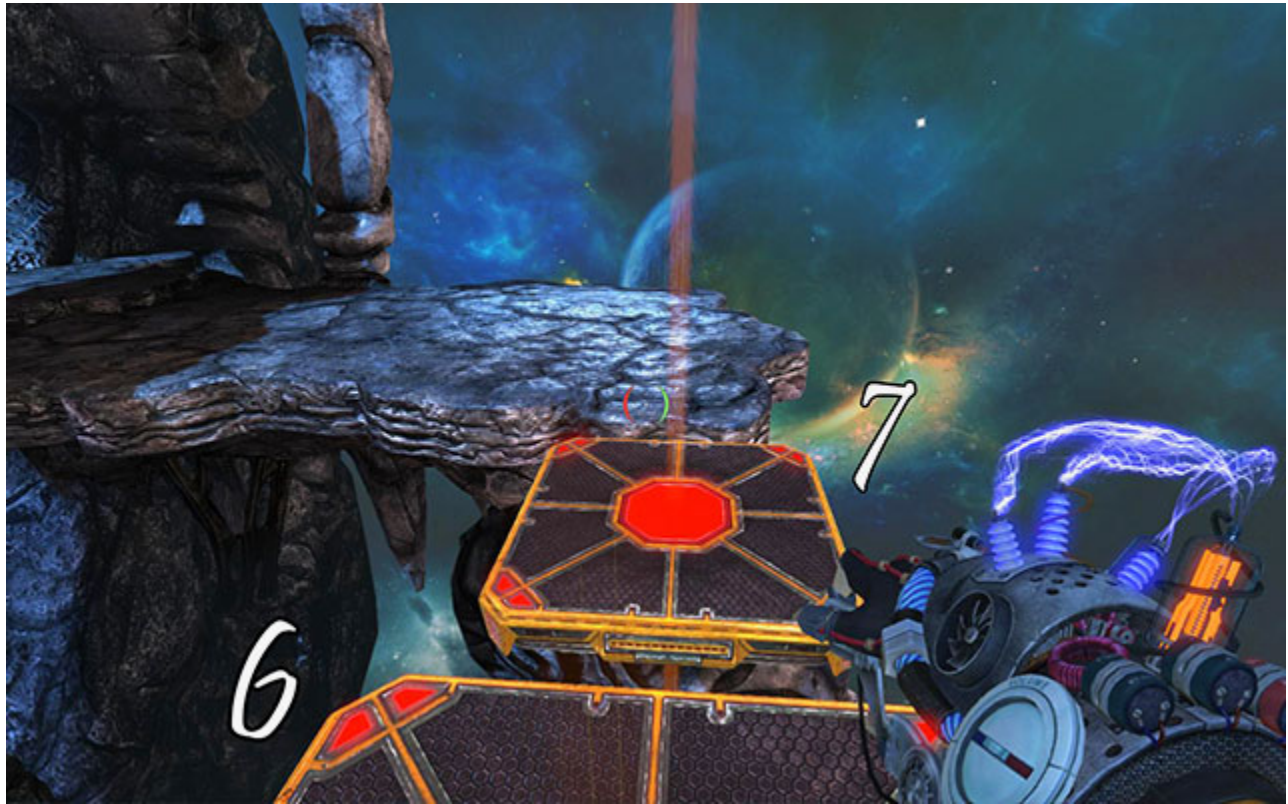
Now you're interested only in platforms **5**, **6**, **7** and **module C**. Use **red** Newton to lift platforms over **module C**. Then, change the module to **green**.



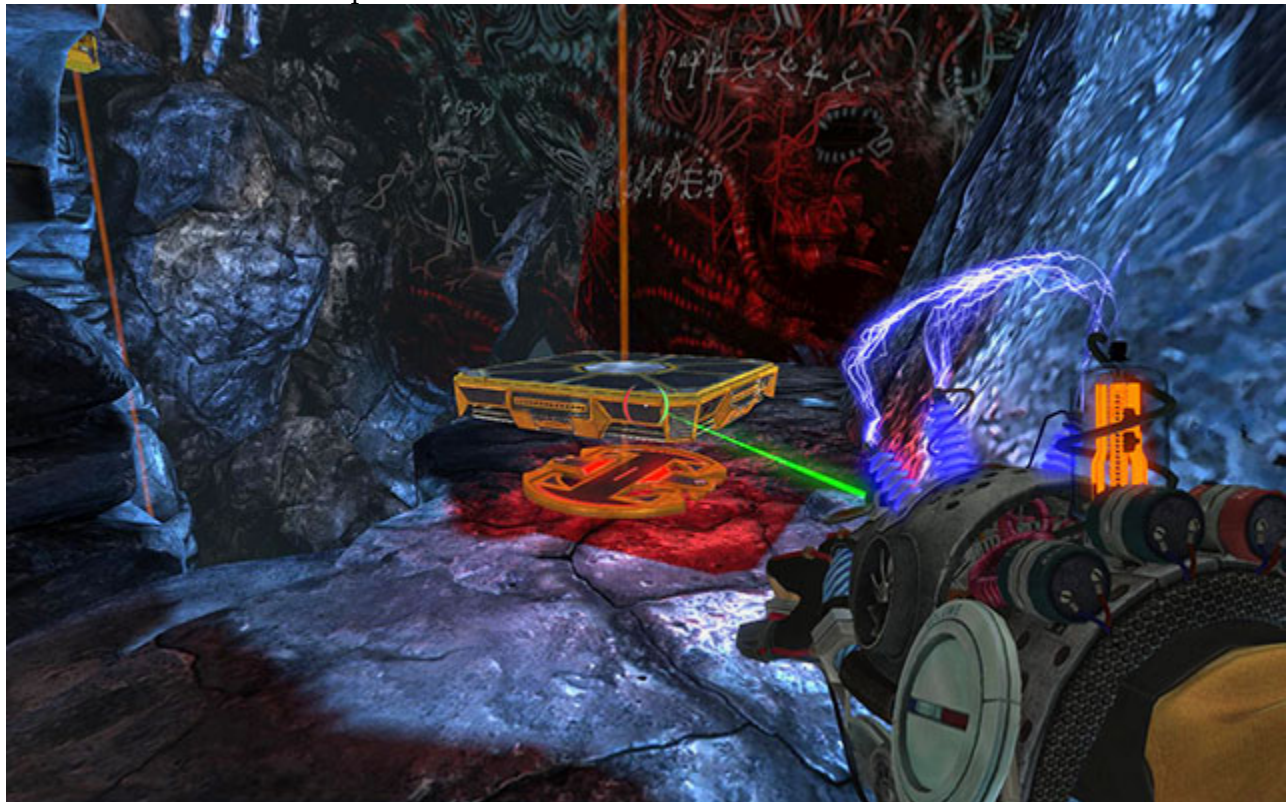
Fire **green** at platform **number 5**. This lifts platforms number **6** and **7**.



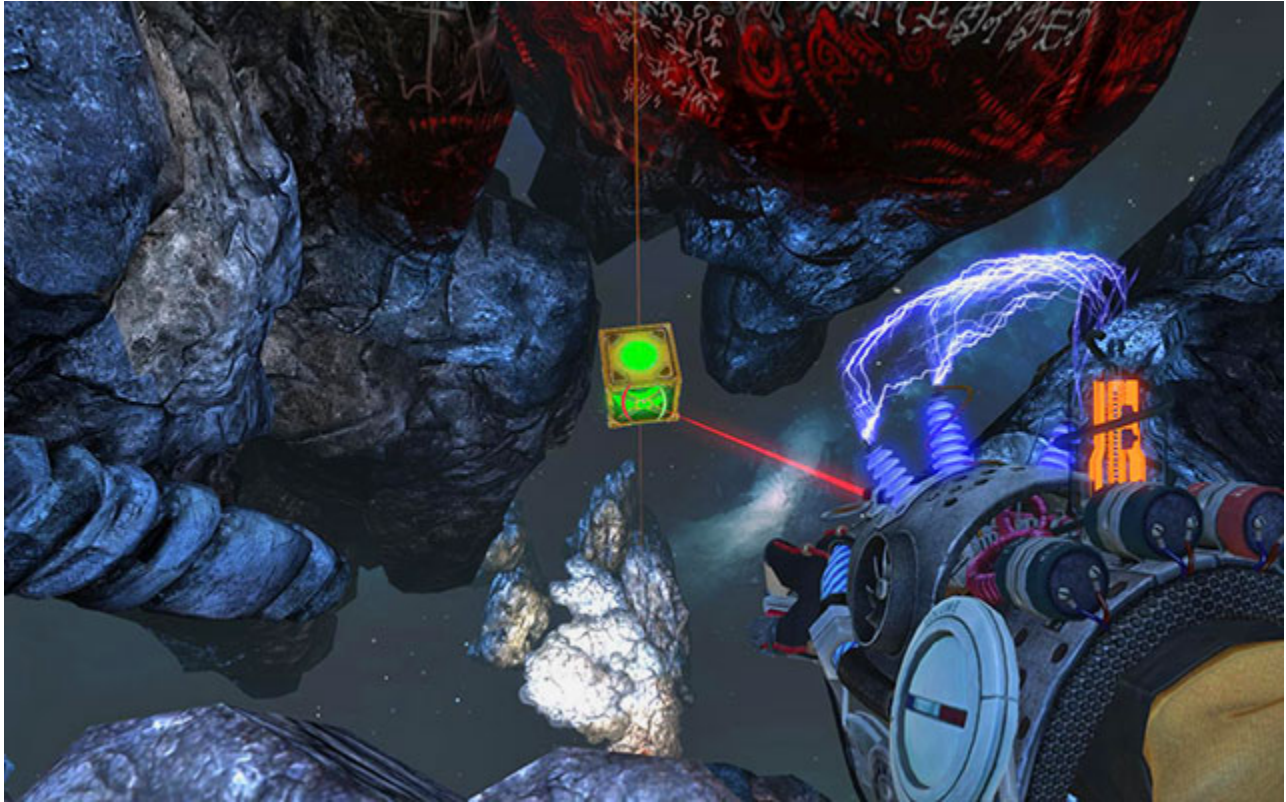
Jump on **number 6** and then set up **green** Newton over **module C**.



Now, you should be on a proper altitude. Jump on platform **np. 7** and then on a rock shelf. Make sure that the last platform is a bit behind it.

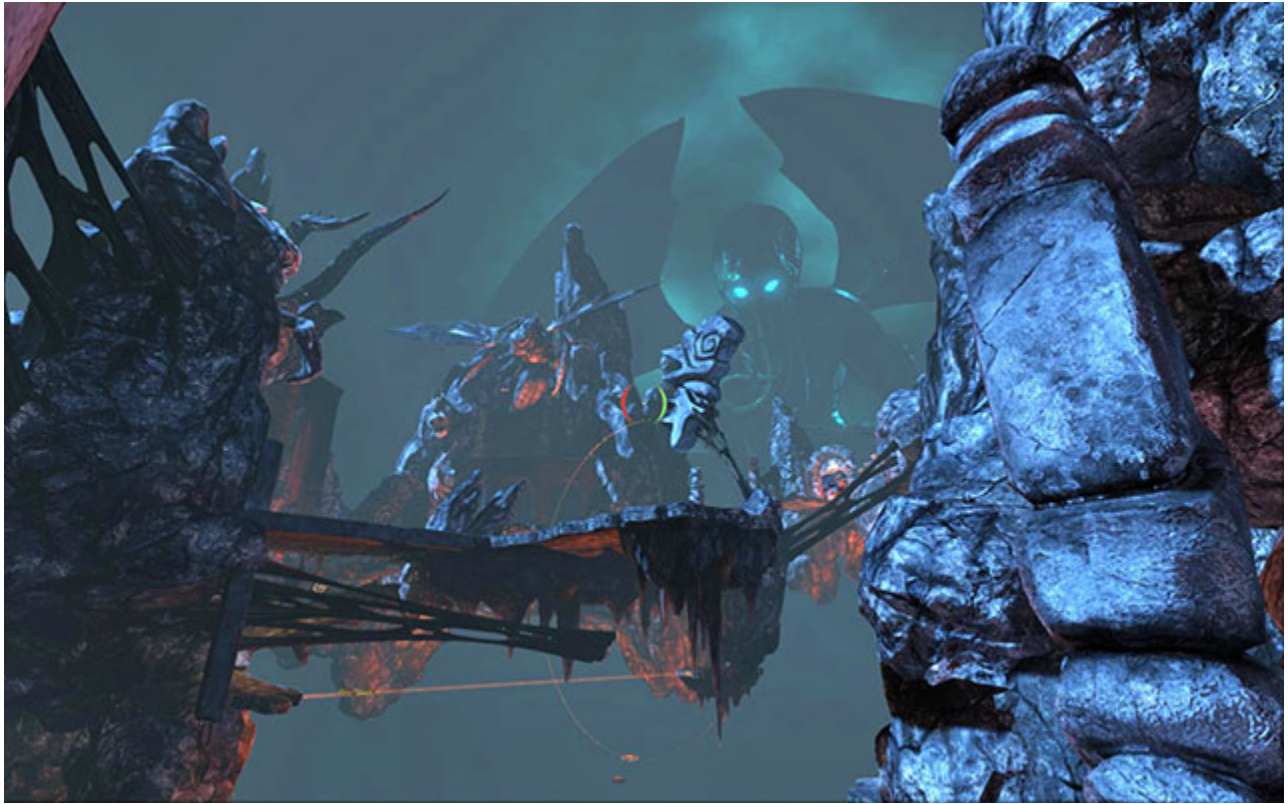


It's almost an over. Change the module to **red** jump on the platform and then fire with **green**. Ride up and move forward.



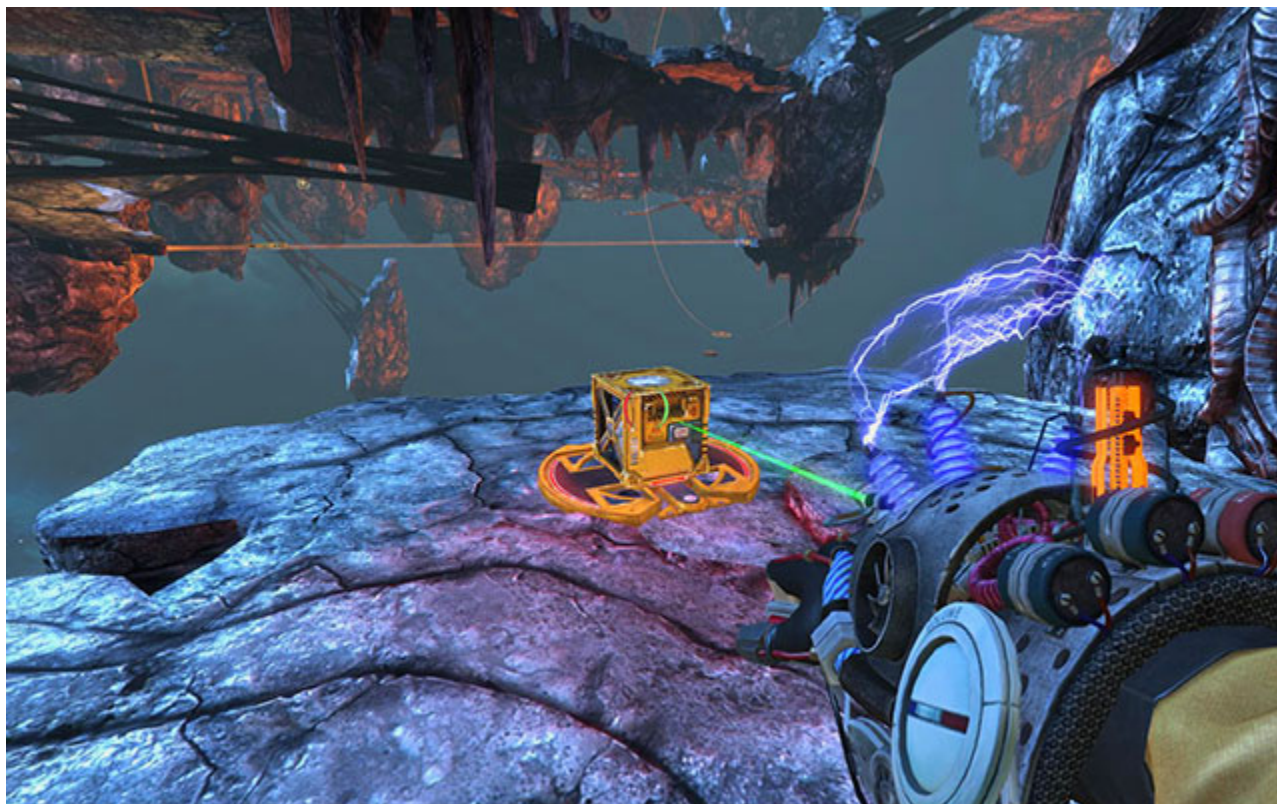
On right you can see a flying cube. Jump on it and change its charge to **red**. When it approaches bottom, fire **green** again. Jump on the last rock shelf and go through portal.

Dark Young



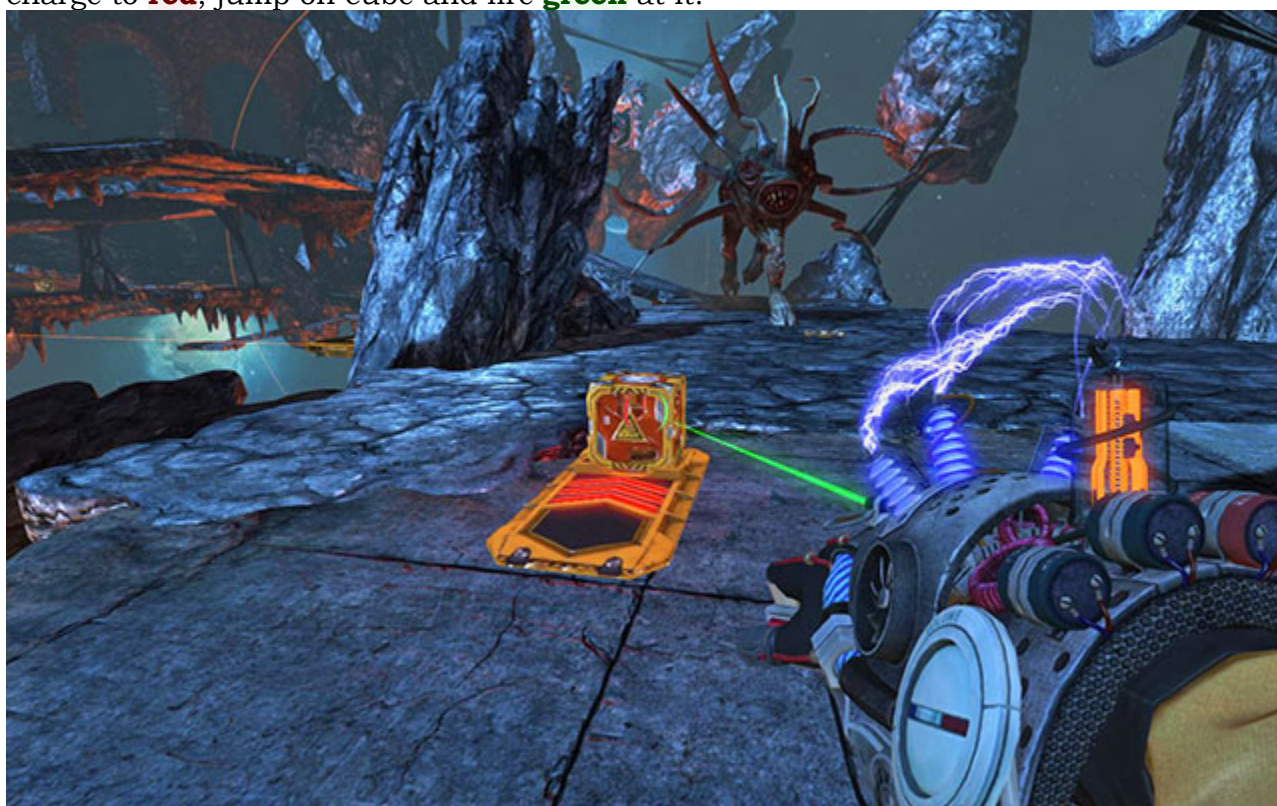
No, Cthulhu isn't a boss here

This level is rather easy and bases, mostly, on fight with mini boss.



Entrance to arena

Go forward until you find first cube. Place it on magnetic module and change module's charge to **red**, jump on cube and fire **green** at it.

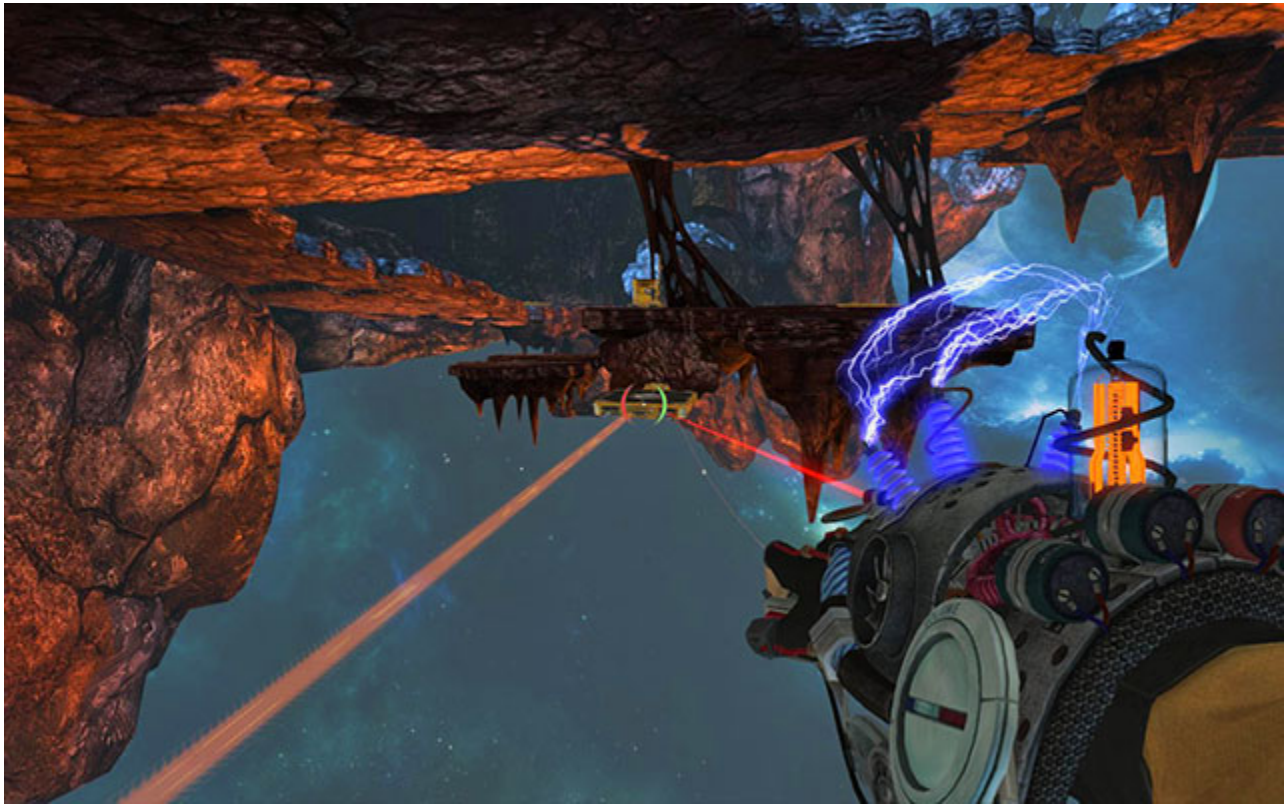


When you're on the arena, the unfair battle begins. You can use only explosive cubes as weapon. First is on the left. Place it on the launcher, change module to **red** and wait for your enemy to get closer (screen above). When it happens, fire the cube using **green**.



Platforms are the only safe transport

Unfortunately, you need four such blows to eliminate the beast – and enemy destroys every used launcher. So, jump on the rock on left and approach horizontal platform. Change module to **red**, jump on it and use **green** charge.



Main platform

When you get on the first island, jump on it and fire **red** at the magnetic engine on yleft. Then turn right and change its platform's charge to **red**.



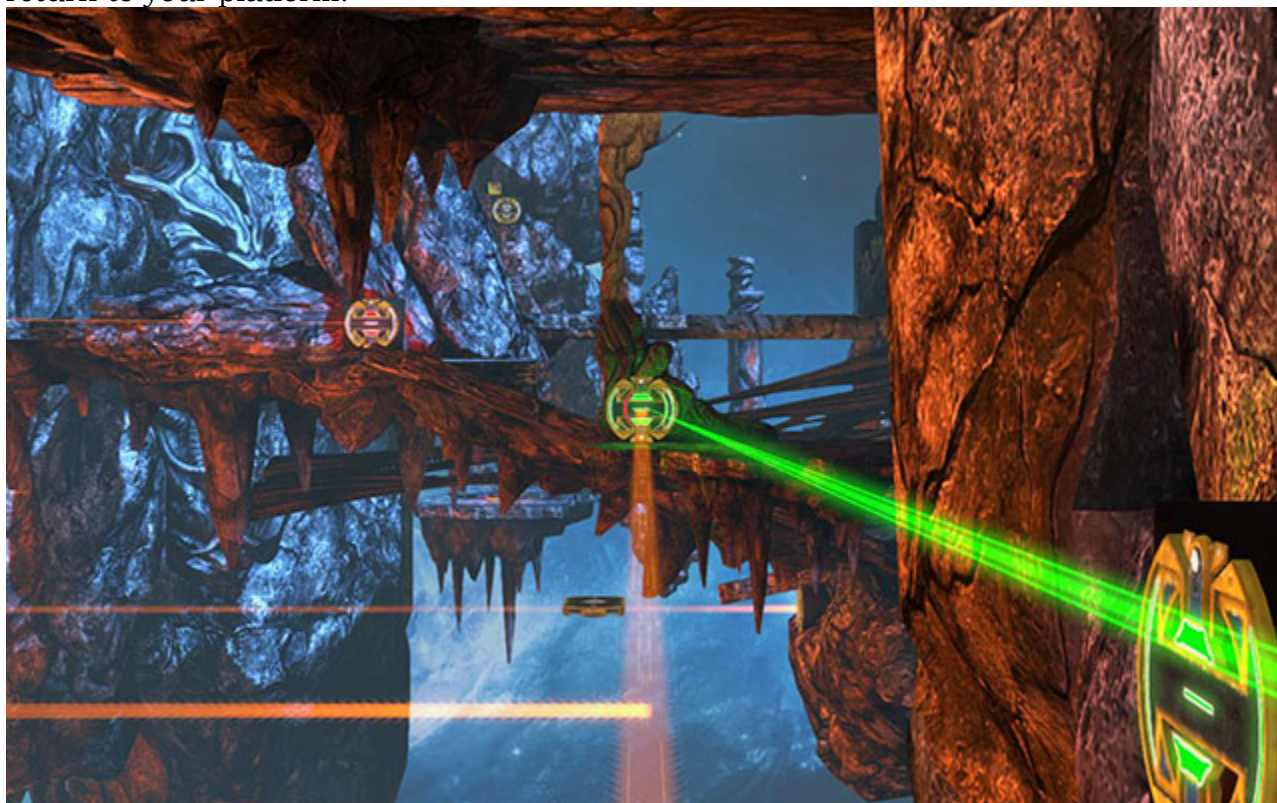
Turn right

Jump on the riding platform and look right. Fire at the module with **red** charge.



Second shot

When you get to the very end, jump into passage on right and then go upstairs. Another launcher is here. Place a cube on it, wait for a good moment and fire. Immediately after that return to your platform.



Then change its charge to **green** and do the same with module on the other side (screen above). When you reach an island, jump on it and go upstairs using a vertical platform.



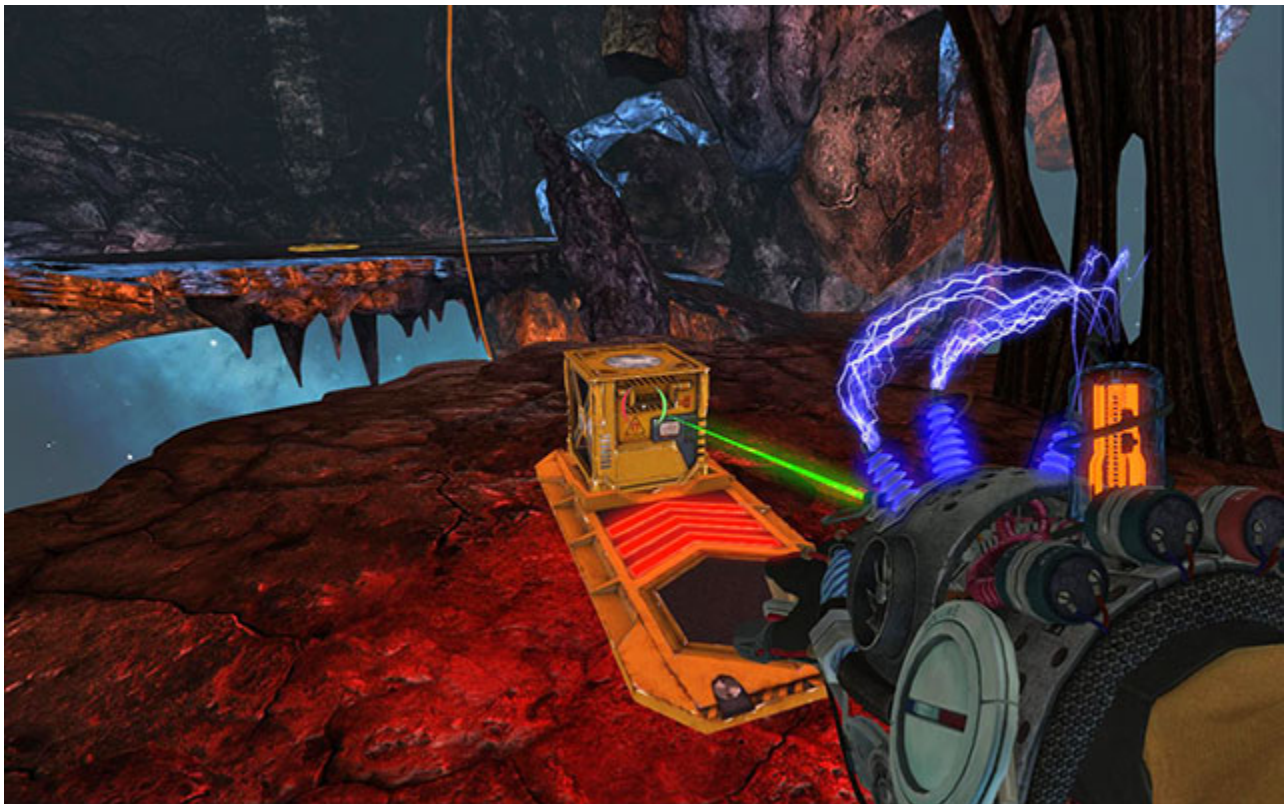
Third shot

Here you have to play with double speed, because you have only few seconds before beasts catches you. Place cube on launcher and fire with **green**. Jump down and then on horizontal platform.



A way to the last launcher

Change its charge to **green** and middle module to **red**. It turns platform right to the last island.



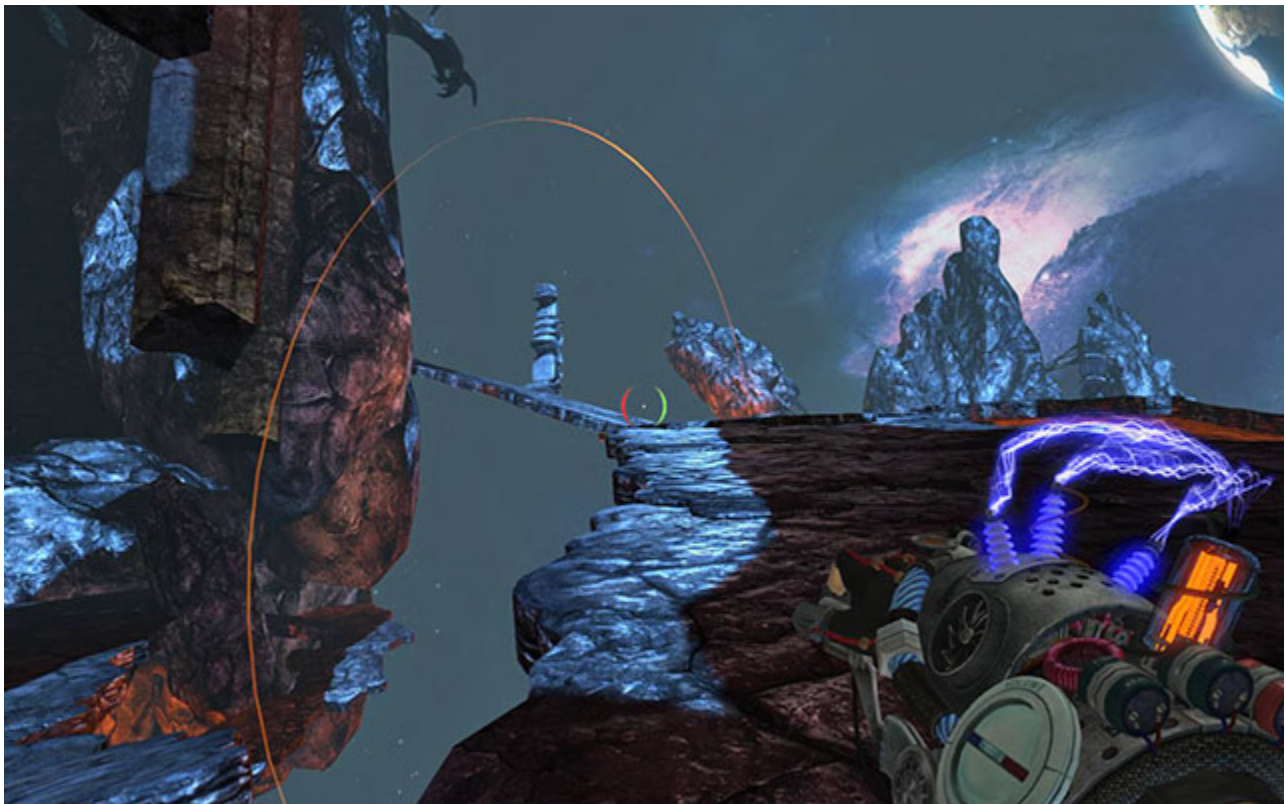
This time it's normal cube

Take a yellow cube and place on the nearby launcher. Jump on the cube and fire **green** charge.



Fourth and last shot

When you land, place explosive cube on launcher, aim and change cube's charge to **green**. It should send beast back on the other side..



A bit of climbing...

The way is clear, so you can start climbing up.



Portal

On the very top you find another portal. Go through it to the next level.

Starspawn



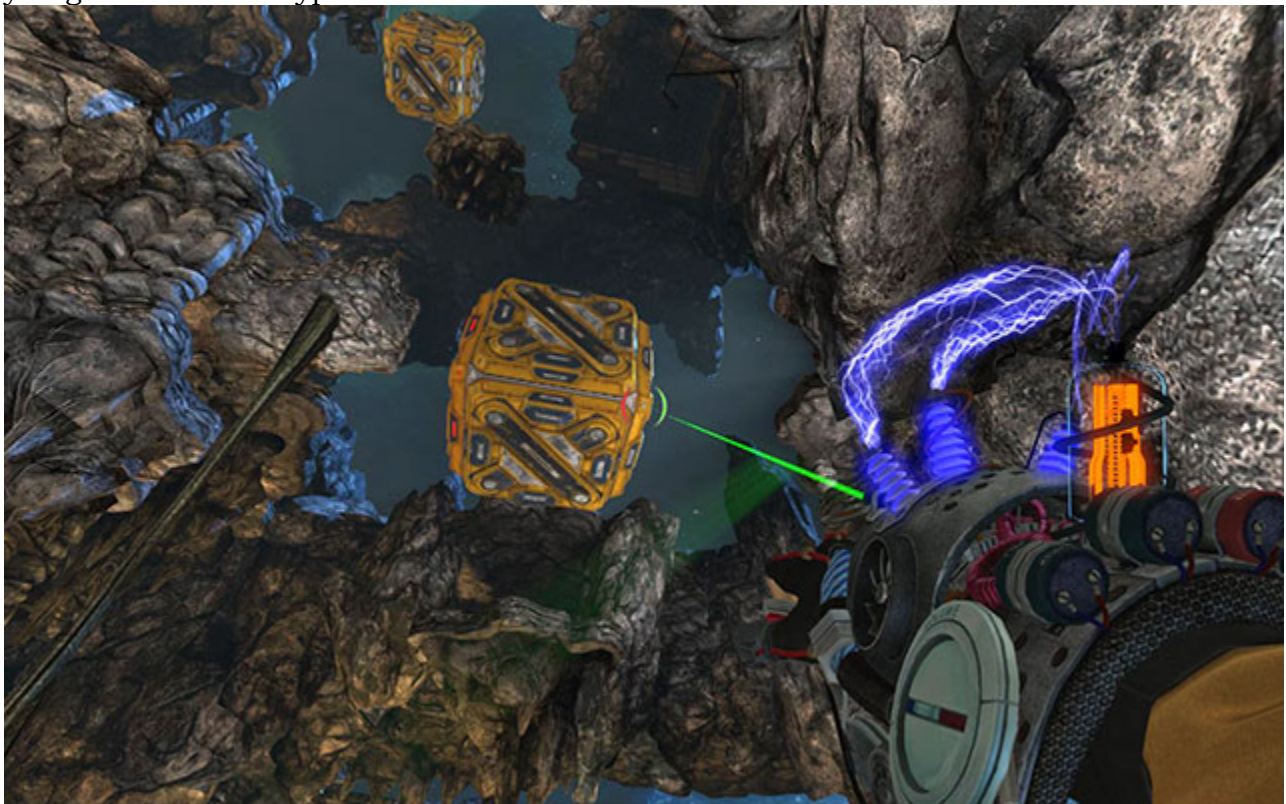
Your target is on the very top

In this locations you find old friend of yours: guard tower. Be careful with that.



As you don't run directly at the tower, you shouldn't get hit

First, you have to go through a small passage, being under fire. Run from rock to rock, until you get to the first hypercube.



Safe place

Stay in the safe place (screen above) and fire at the left wall with **red** and at right with **green**. This gives you a temporary cover.



Making an elevator

Change the upper wall's charge to **red** and bottom to **green**. Jump on it and fire **red** charge.



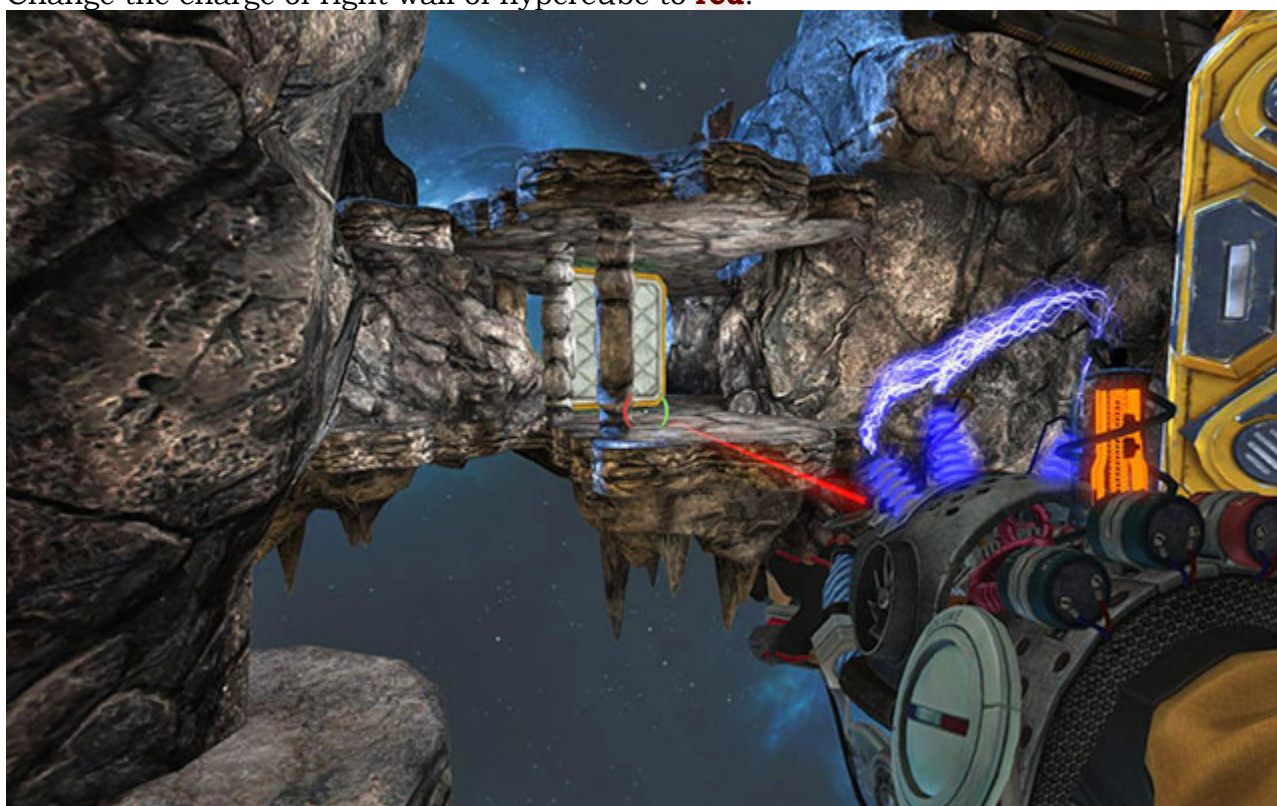
Closed passage

When you get upstairs, jump on a small rock on the left. Change the charge of wall which blocks the passage to **green** and enter the corridor.



How to destroy a tower, part 1

Move forward, keeping close to the right wall until you find another cavity for hypercube. Change the charge of right wall of hypercube to **red**.



When the left wall stops in front of the cannon, set up **red** Newton in front of it (screen above). After a while you should hear "cling". This is how the tower ends its life. Return to the corridor, keeping close to the right side.



Stairs for the next floor

After a short walk, you get to the stairs. Go up and then turn right.



1 of 2 cubes

Pick up nearby cube and approach an edge on left.



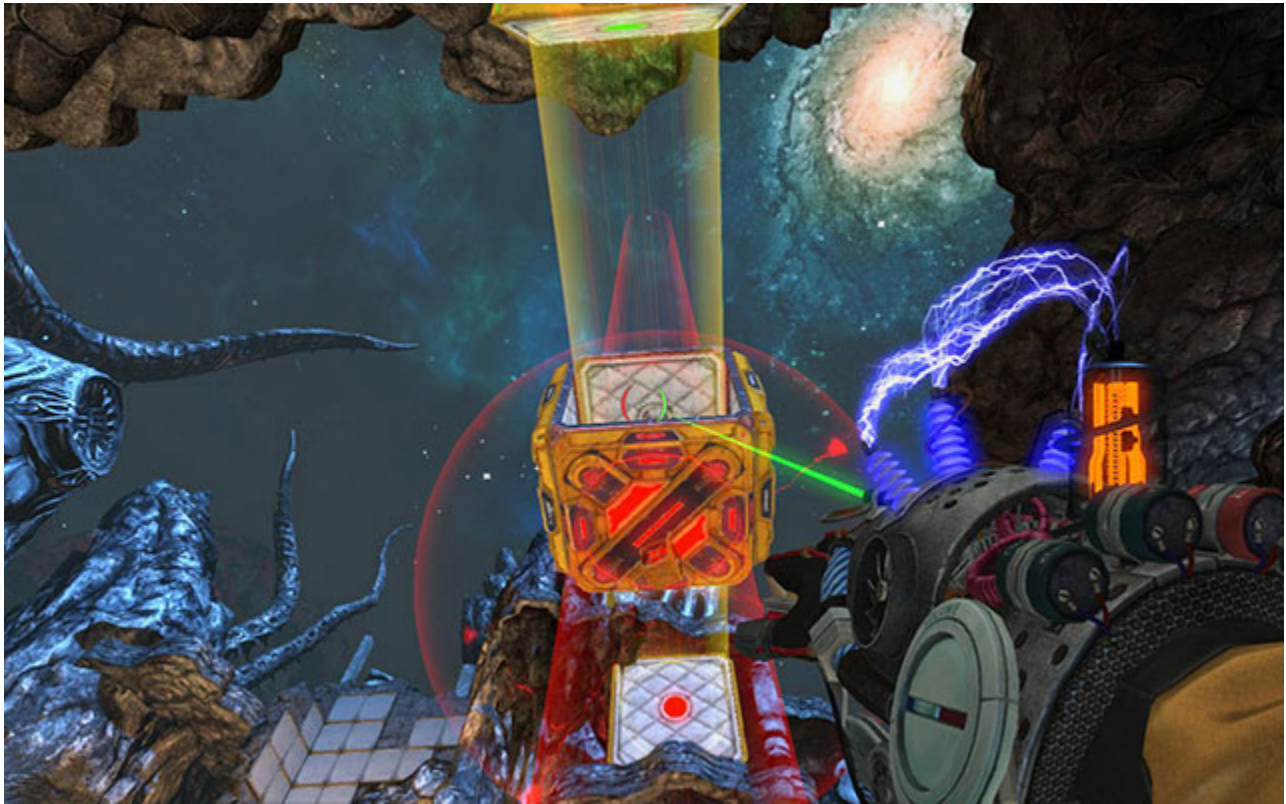
Be careful not to fall and remember that you can't jump with cube

Place cube and then aim at the wall with green charge. Change it to **red**, pick up cube and wait for the other wall to get under you.



On the third floor, please

Jump on it, walk on the top wall of hypercube and fire **green** charge.



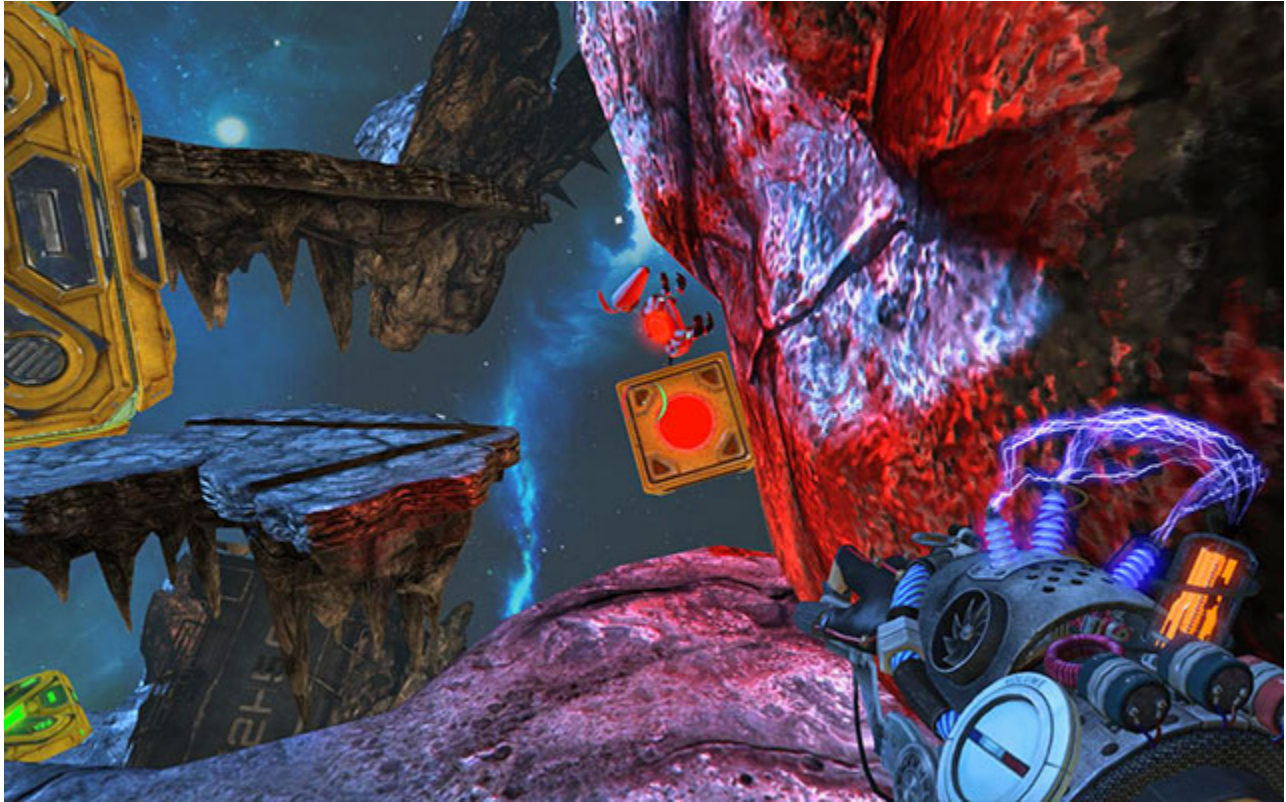
Fun with second hypercube

Jump on the small island in the middle. Then, change the charge of hypercube's top wall to **green** and bottom one to **red**. Jump on it with cube and fire **green** charge.



Another clog

When you're upstairs, open a hypercube by changing the side wall in front of you to **red** and the opposite wall to **green**. Walk on a small rock, next to the module.



Place a cube and jump on its other side. Discharge side wall which is blocking the way by firing the **red** charge. Wait until it returns and then change the yellow cube to **red** and set up **red** Newton on the nearby wall to pull it (screen above).



2 of 2 cubes

Walk on right with cube and put it on the marking. Turn around, pick up the other cube from the respawning module, and place it on the first one. Change the bottom one to **red**, jump on the upper one and fire **green** change.



Make sure that you land on the left side of hypercube. Stand on the edge and pick up bouncing cube. Move forward until you reach a green magnetic field (screen above). Put the cube in the middle of it, jump on it and fire **red** charge.



Last mission portal

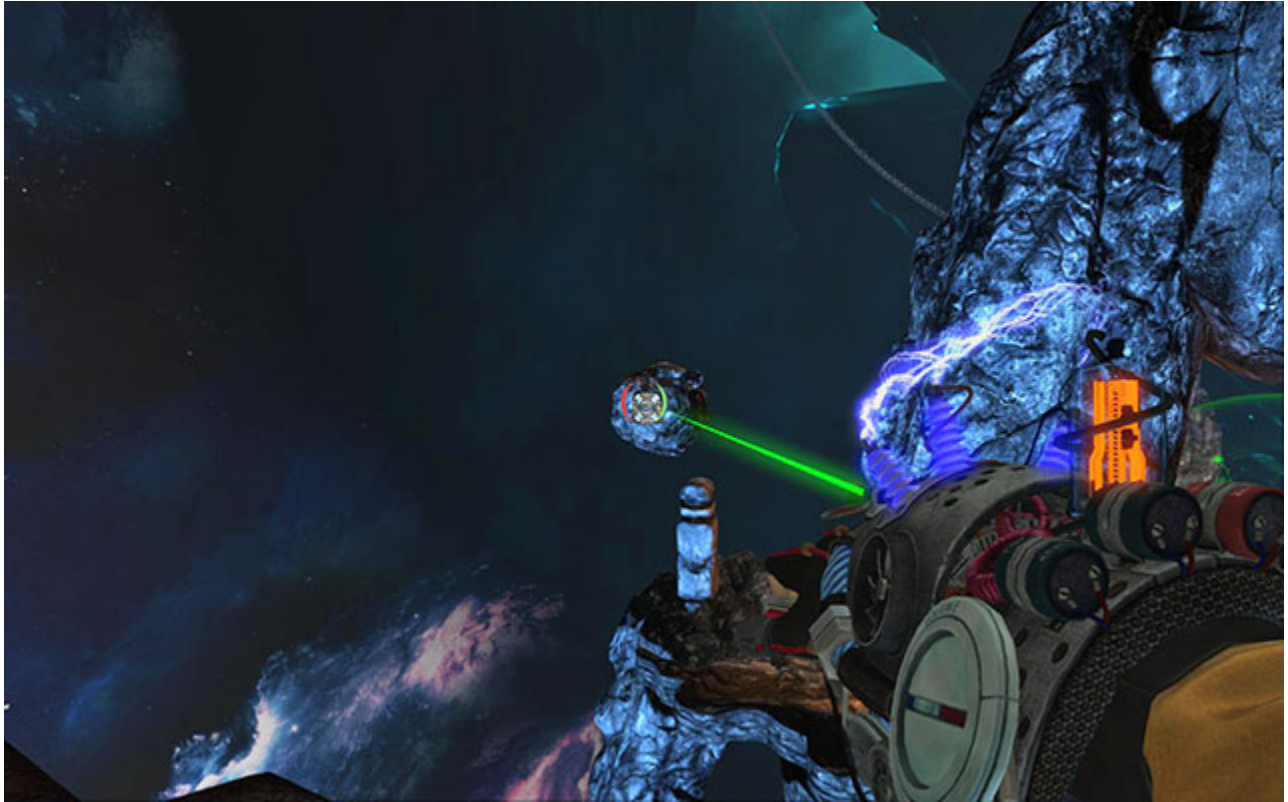
Jump on the last island and go through the portal.

Cthulhu Rising



It's going to an end

The last location is almost only a battle with boss. But before you get to the arena, you have to overcome two obstacles.



The first one, is an orbiting asteroid. You'll see a module attached to it – change its charge to **green** (screen above). It pushes away the cube from the button and slides out the bridge on right.



Preparation to the jump

Then, approach the launcher on the other side and change it to **green**. But before the jump, you have to set platforms in the proper way. Change the charges of propel modules on the right and left rock to **red** and their platforms to **green**.



Cube may change the route of flight

NOW you ave to get a cube. You can do it in two ways. First one requires returning to the bridge and wait for the asteroid and detach cube from it. The other one – change the cube's charge and send it to the space. After a while it respawns on the button. Whatever you have chosen, place the cube on launcher and fire **red** charge.



Last one jump in this game

When you get on the other side, go through door, pick up another cube from left, place it on the module and fire yourself by firing **green** charge.



Magnetic field of launcher may push away enemy's cubes

In this moment a final battle begins. You have to do two things: stun Xander and climb up to button. The first one is done by placing explosive cubes on launcher and firing **green** charge. But be careful, cause Xander also uses this technique.



When you fire the first cube and stun enemy, approach the right edge and look down. You'll see a fragment of moving rock, like on the screen above. Jump down when it's under you and then jump on the island with button.

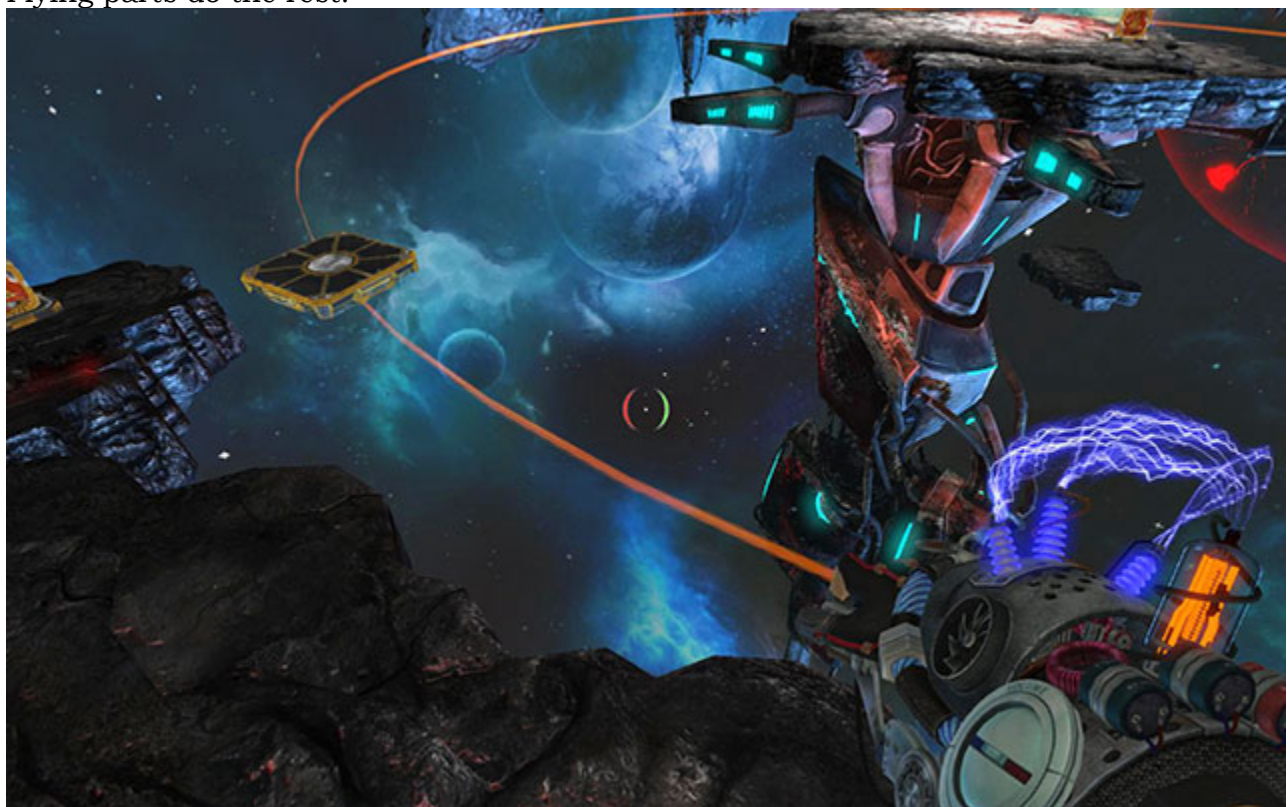


Here, the second and more important part of battle takes place. You have to destroy all chambers around the arena. Every button is attached to two platforms. When you walk on the button, you deactivate their force field. This allows you to charge them in proper colors (screen above).



2 of 6 chambers

When you stand on the first button, change the chamber on left to **green** and on right to **red**. Flying parts do the rest.



Then jump onto a lower rock and wait for the moving platform (screen above). Jump on it and ride to the second island.



Second island

Xander should back to himself and you can activate buttons only when he is unconscious. When you're on the next island, launch the catapult with cube and fire **green** charge.



When you fire one cube, prepare the another

When your enemy is down, approach the right edge, wait, and jump on the moving rock.



4 of 6 chambers

After a while you get to the second island. Jump on the button and change both chambers to **red**. Go down, get on the moving platform and ride to the last island.



The last island

Charge the launcher again and fire with **green**. Turn around and approach the back edge.

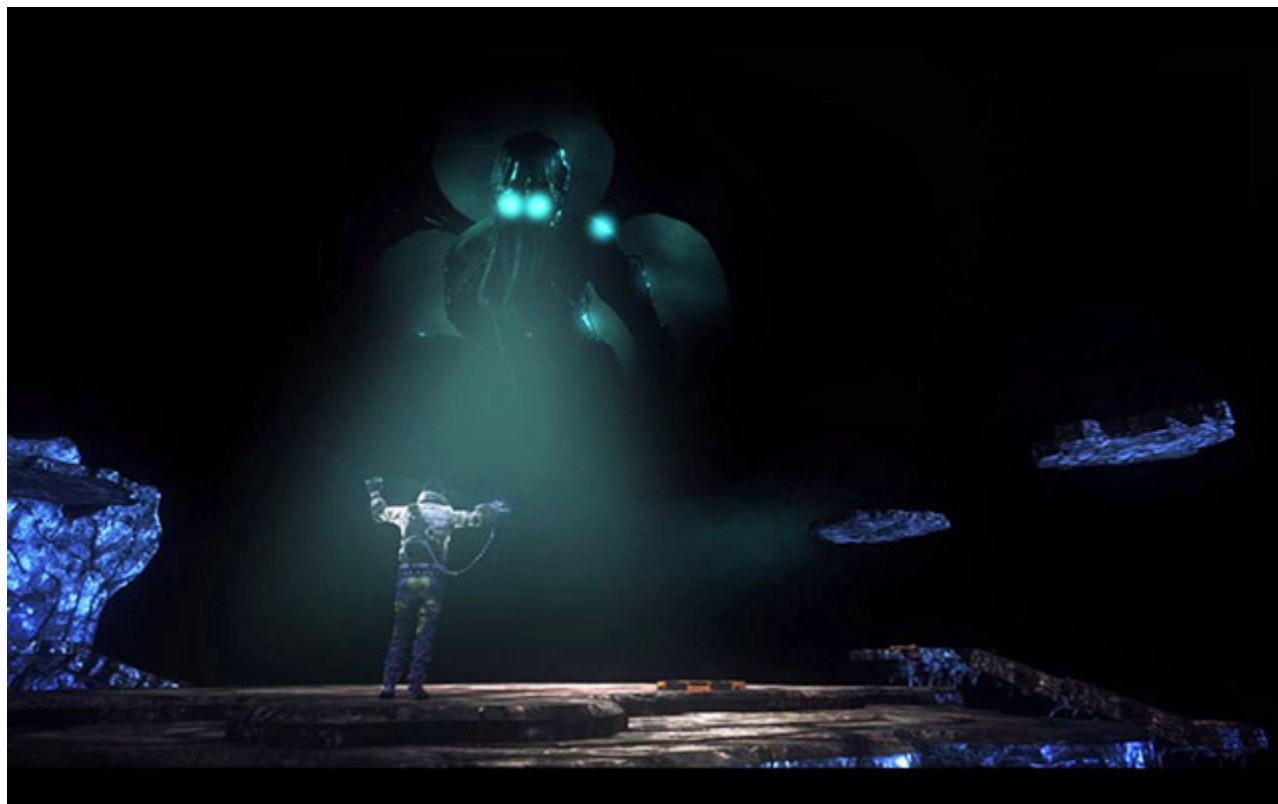


Walk on the rotating rock when it is on the position like on the screen above. Stand on its beginning and when it gets next to the higher island, jump on it and activate the last button.



6 of 6 chambers

Change the left chamber to **red** and chamber on left to **green**.



Grande finale

When the fragments destroy the last chambers, the game ends and you can watch the cut scene. Congrats, you have completed the game.

Achievements

The table below presents all possible achievements on Steam.

ACHIEVEMENT	REQUIREMENTS/REMARKS
From the Streets...	For finishing Act I.
Into the Abyss	For finishing Act II.
Tech Wiz	For finishing Introductory Jumper in less than 5 minutes.
Natural	For finishing Introductory Cube in less than 2 minutes.
Servitor of the Outer Gods	For completing the game.
Robotics	For discovering Newton.
I Got This, Newton	For using Newton less than 15 times in The Dark Room.
Quick Thinking	For finishing Introductory Platform in less than 5 minutes .
Competitor	For finishing Intermediate Cube in less than 5 minutes .
Looking Glass	For finishing Introductory Integration in less than 5 minutes .
Beam Rider	For finishing Intermediate Platform in less than 5 minutes .
Magtech Engineer	For discovering Cube Holder (empty propel module).
The Outsider	Visit all roads in The Deep.
Grav Master	For finishing Advanced Platform in less than 5 minutes .
Magtech Artist	For finishing Platform Test in less than 5 minutes .
Champion	For finishing Introductory Fusion in less than 5 minutes .
Born Magrunner	For finishing Intermediate Integration in less than 5 minutes .
Magtech Savant	For discovering Mod Cube (Hypercube).
Path of the Slayer	For killing the first monster.
Unstoppable	Complete 10 levels in the II Act in row without death.

Chosen of Cthulhu	Complete Act III without dying.
Gates of Shub-Niggurath	Survive the From Beyond by closing all three gates.
Rise Wild	Make the last jump in Ruptured without vertical platform.
Party Crasher	Break the glass in Reboot.

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