

# SUPER SCRIBBLENAUTS

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WORLD 1: THE GARDENS

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WORLD 4: ANCIENT

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WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

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WORLD 10: MISH MASH

## WALKTHROUGH

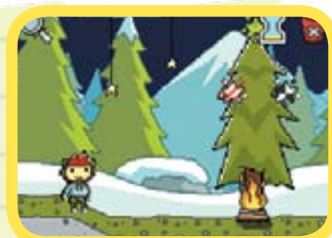
Time to dive in. The sky's the limit!

### CONSTELLATION 1



#### CRAZY SOLUTION

You could show that tree who's really boss by setting it on **Fire**. You'll catch the Starite on fire too, so make sure to grab it quickly.



#### LEVEL 1-2

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- Ostrich
- Emu
- Brontosaurus
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



In this puzzle level, you need to place something in the middle box that has similar characteristics to the animals on either side of it. You'll see a plesiosaur in one box and a giraffe in another. The one thing these two animals have in common is a fair distance between their heads and their bodies. Think of different animals that have fairly long necks, and place one in the box. How about an **Ostrich**? Or maybe a **Brontosaurus**?



#### LEVEL 1-1

Difficulty: 1

Advanced Mode: No

Possible Words:

- Axe
- Saw
- Woodchipper
- Chainsaw
- Tall Ladder
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



In this level, there are three Starite-shaped objects in the tree. You must find the real Starite and grab it. Notice how just one of these Starites is sparkling. That's the one you're looking for. You can use the new adjectives and create a **Tall Ladder** to climb up to the Starite, but it will jump off the tree and roll away. You could also just cut down the tree with an **Axe**. Touch the real Starite to complete the level.

#### CRAZY SOLUTION


Nobody said it had to be an animal that's real. Put a **Hydra** in the box.



### LEVEL 1-3

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- Tire
- Engine
- Steering Wheel
- \_\_\_\_\_
- \_\_\_\_\_



A racecar driver pulls up in a broken-down, smoking racecar, and you need to create a part to fix it. Just one, despite the fact that the car seems to have several things wrong with it. So you can fix the flat back **Tire** or replace that smoking **Engine**.

#### CRAZY SOLUTION


Someone who could drive a car almost to death like that over the course of a race has problems. How about replacing the **Racecar Driver**?



### LEVEL 1-4

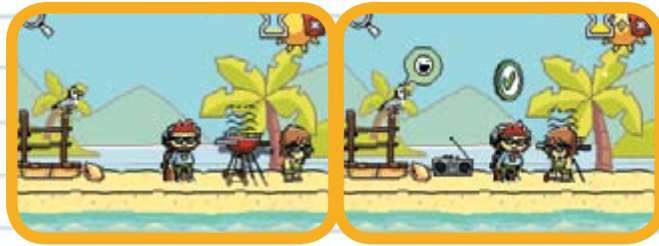
Difficulty: 1

Advanced Mode: Yes



Possible Words:

- Turntable
- Grill
- Boombox
- Stereo
- Surfboard
- Volleyball
- Sandcastle
- \_\_\_\_\_
- \_\_\_\_\_



Let's get this beach party started! It needs just two things, and you've got a lot to choose from. Every good party needs some friends, food, and fun. How about a **Grill** and some music from a **Boombox**? Or a **Volleyball** and a **Sandcastle**?

#### CRAZY SOLUTION

Just because it's daytime doesn't mean you can't get the **Bonfire** started. Or you could invite a **DJ** to play some tunes for you.



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### LEVEL 1-5

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- Baseball
- Bat
- Football
- Football Helmet
- Hockey Puck
- Hockey Stick
- Soccer Ball
- \_\_\_\_\_
- \_\_\_\_\_



These two stepbrothers both love sports. Give each of them something from the same sport. A **Football** and **Football Helmet**, or a **Baseball** and a **Bat**. Then they can play together.



#### CAUTION

If you give one a **Soccer Ball**, you'll have to give the other one a **Soccer Ball** too. It doesn't recognize a **Goal**.

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## CRAZY SOLUTION



It doesn't have to be an American sport. How about a **Cricket Bat** and **Cricket Ball**?

## LEVEL 1-6

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- **Tornado**
- **Hurricane**
- **Volcano**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

You need something dangerous that can kill off the dinosaurs in the level without killing Maxwell too. But you can't use weapons or an asteroid. So get a little more creative. What kinds of weather can be dangerous enough to kill off the dinosaurs? How about a **Tornado**?



## CAUTION

The level is too small to set off a **Black Hole** without taking out Maxwell too. Try that solution on a different puzzle instead.

## CRAZY SOLUTION

How about something harder to see, like a **Contagious Plague**? Or better yet, **Satan** would take out those dinosaurs.



## LEVEL 1-7

Difficulty: 1

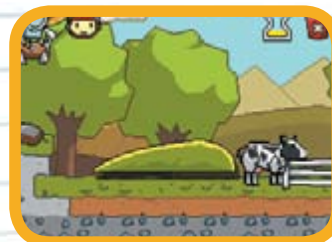
Advanced Mode: Yes



Possible Words:

- **Barn**
- **Cave**
- **Tent**
- **Pasture**
- **Apartment**
- **Savanna**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Give each of the animals (including the human animal) in the level somewhere to live. The tiger would like a **Savanna** or **Cave**, the cow would happily live in a **Barn** or **Pasture**, and the human would be content with a **Tent** or **Apartment**.



## CRAZY SOLUTION

Who said anything about natural homes? Put the tiger in a **Zoo**, the human in an **RV**, and the cow... well, I'm in the mood for steak; how about a **Slaughterhouse**?



## LEVEL 1-8

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- **Heater**
- **Fire**
- **Flamethrower**
- **Icepick**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

The boy is frozen in a huge block of ice! That teacher next to him is pretty irresponsible to let him outside without a jacket, and to leave him out there so he looks like Encino Man, but no matter. Let's get him out. You could be nice and put a **Heater** next to him. Or pour **Boiling Water (Puddle)** on him. Or you could chip him out with an **Icepick**.



**CAUTION**

If you use **Fire**, be careful not to catch the boy on fire. Flaming death is worse than frostbite.

**CRAZY SOLUTION**

You could shoot him out of the ice block with a **Gun**. Just saying...



**LEVEL 1-9**

Difficulty: 1

Possible Words:

Advanced Mode: No

- **Head**
- **Torso**
- **Hand**
- **Foot**
- **Arm**
- **Leg**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



Build a body! Put six body parts in the machine to create a person. Animal parts like a **Tail** won't work, and you can't just toss in a full **Body** to cheat. You'll need to put in a handful of parts.



**CRAZY SOLUTION**

It's not just what's on the outside, but what's on the inside that counts too. You can put a **Brain, Heart, Liver, or Stomach** in the machine as well.



**LEVEL 1-10**

Difficulty: 2

Possible Words:

Advanced Mode: No

- **Red Key**
- **Yellow Key**
- **Blue Key**
- **Green Key**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



Welcome to your first adjective level! This level requires the use of adjectives in order to solve it. You'll need some colored keys to fit in the keyholes in the correct order. Note how the level is set up: You've got statues of the stages of a natural life progression of a man. Open them up in chronological order, starting with the statue of the baby. You'll need a **Yellow Key**, a **Green Key**, a **Blue Key**, and finally a **Red Key**.

**CRAZY SOLUTION**

How about an **Invincible Rainbow Key**? Unfortunately, it explodes into a cloud of dust the moment you try to open a statue with it. This puzzle really only has one solution.



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## LEVEL 1-11

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Crossbow
- Gun
- Spear
- Sword
- Flail
- Mace
- Bow
- Bazooka
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## CRAZY SOLUTION



You don't have to stay Euro-centric in your weapons. Think of the Ninja, and try a **Shuriken** or **Sai**. Or how about something futuristic? Give one of them a **Laser**.



Constellation 1 is complete, and it's a tree!



## CONSTELLATION 2

## LEVEL 2-1

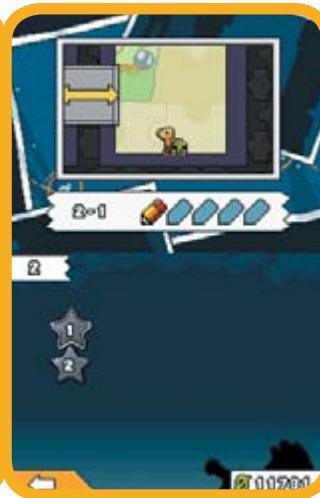
Difficulty: 1

Advanced Mode: Yes



Possible Words:

- Hermit Crab
- Lobster
- Crawfish
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_





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# SCRIBBLENAUTS WALKTHROUGH





# WORLD 1: THE GARDENS

## PUZZLE LEVELS

### THE GARDENS 1-1

Difficulty: 1

Par: 3

Possible Words:



- Hose
- Pan
- Stethoscope
- Spatula
- Handcuffs
- Axe
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

To release the Starite in this level, you must give the four professionals objects they would likely hold in their hands. The professionals are: police officer, chef, firefighter, and doctor. Jot down things you know these careerists use, such as a **hose** for the firefighter, a **spatula** for the chef, and **handcuffs** for the police officer. You need to think of two objects total per attempt at this level (one for one professional and one for another).

### CRAZY SOLUTION

Try to think outside the general idea of placing tools of the trade in the hands of these professionals. Doctors have more than charts and stethoscopes in their hands, right? They prescribe **pills**, so why not write that into the Notepad?



### THE GARDENS 1-2

Difficulty: 1

Par: 3

Possible Words:



- Net
- Ladder
- Jetpack
- Flower
- Cage
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

To unlock the Starite in this puzzle level, you must capture the butterfly that flutters overhead. Obvious solutions are **nets**. The handheld net works up close, so Maxwell needs

to get up to the butterfly to use it. A **ladder** works well, as does something mobile, such as a **jetpack**. A heavier object, such as a traditional net, will weight the butterfly to the ground, too, where Maxwell can easily pick it up and release the Starite.



### CAUTION

Do not use a weapon to bring the butterfly down—Maxwell must catch the butterfly alive.

### CRAZY SOLUTION

Instead of going up to get the butterfly, why not pull it to you? Try the **grappling hook** here. Write it in and then fire it at the butterfly. Reel it to the ground and then grab the butterfly to release the Starite.



### THE GARDENS 1-3

Difficulty: 1

Par: 2

Possible Words:



- Bicycle
- Unicycle
- Skateboard
- Car
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Maxwell stands at the top of a very long ramp. A rival stands triumphantly at the bottom, looking up at the little hero. You need to get Maxwell down the slope and over the rival to claim the Starite. Conjure up a vehicle, such as a **bicycle**, **skateboard**, or **car**, to easily clear the rival's record. The gravity of the ramp helps out, too.

You don't need to limit yourself to even-numbered wheeled vehicles. It turns out Maxwell is an expert unicyclist.



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## CRAZY SOLUTION

You just need to get Maxwell over the rival. The hint never said anything about wheels. **Horses** like to jump, too, you know.



## THE GARDENS 1-4

Difficulty: 1

Par: 4

Possible Words:



- Cow
- Chicken
- Pig
- Piglet
- Dog
- Donkey
- Horse
- Sheep
- Lamb
- \_\_\_\_\_
- \_\_\_\_\_

The farmer in this level has a simple wish: He wants three farm animals. All you need to do to get the Starite is to give the farmer three animals that you would find on a farm, such as a **horse**, a **cow**, a **chicken**, or a **pig**. You can also use the youth of many of these animals, such as a **calf** or a **piglet**. The larger animals take up a lot of space, though, so make sure the farmer rides the horse or cow.

## CRAZY SOLUTION

Stumped for more farm animals? Think outside the fence. Try something like an **ox** or a **goose** to fill out the roster of farm animals needed to complete this level for the fourth time.



## THE GARDENS 1-5

Difficulty: 1

Par: 2

Possible Words:



- Iced tea
- Cola
- Fan
- Pool
- Ice cream cone
- \_\_\_\_\_
- \_\_\_\_\_

This poor fellow is stuck in the desert, parched beyond belief under a sweltering sun. To earn the Starite, Maxwell must give this man something refreshing. Your first instinct might be to go for a cool beverage, such as a **cola** or an **iced tea**. Those are good choices, but perhaps the gentleman might like a breeze from a **fan** or a dip in a **pool**?

## CRAZY SOLUTION

In the desert, nothing would be more refreshing than some ice. Take it to the extreme and offer the man an entire **iceberg**. There's not much room to drop the iceberg into the level, but he won't care if you lean it up against him. The first touch of the iceberg releases a Starite.



## THE GARDENS 1-6

Difficulty: 1

Par: 2

Possible Words:



- Ladder
- Fixed ladder
- Scaffold
- Trampoline
- \_\_\_\_\_
- \_\_\_\_\_

The little girl's kitty-cat is stuck on the roof of her house. She really wants you to get it down. Be a dear and climb up to the roof with a **ladder** to rescue the kitten. Pick up the kitten and then bring it back down to claim the Starite. As you know, cats love to keep getting stuck in high places, so keep coming back to try new methods like a **scaffold** or a personal vehicle, such as the **jetpack**, to reach the kitten.

## CRAZY SOLUTION

There are many ways to get up to the roof via climbing, but why not bounce up there on a **trampoline**? Or you could even bring the kitten to you with a **grappling hook**.





# SUPER SCRIBBLENEWS

## THE GARDENS 1-7

Difficulty: 1

Par: 2

Possible Words:



- **Axe**
- **Saw**
- **Chainsaw**
- **Knife**
- **Termite**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

The lumberjack needs help chopping down the tree. (Why he doesn't already have an axe, who knows?) You need to cut through the trunk of the tree, so write a sharp object into the picture, such as an **axe**, a **handsaw**, or a **chainsaw**. Carrying the utensil, walk into the tree to chop it down and put a smile on the lumberjack's face.

### CRAZY SOLUTION

Want the Ingenious merit? Conjure up nature's solution to trees: a **beaver**. The beaver gnaws through the tree trunk without you or the lumberjack lifting a finger!



## THE GARDENS 1-8

Difficulty: 2

Par: 3

Possible Words:



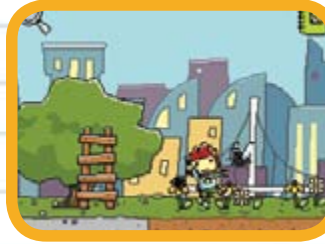
- **Fly swatter**
- **Ladder**
- **Trampoline**
- **Gun**
- **Jetpack**
- **Wings**
- **Frog**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

This do-gooder level tasks Maxwell with cleaning up the park and disposing of a pesky fly in order to earn the Starite. There are three pieces of trash that must be thrown into the can: a candy wrapper, a magazine, and a cola bottle. The wrapper and bottle can be picked up. But the magazine is stuck up in a tree. Use something like the **jetpack** or **wings** to get to the magazine. A **ladder** or **trampoline** works, too.



### TIP

The fly does not hurt Maxwell. He can just pick up the fly and stuff it in the trash can like garbage.



Now to deal with that fly. A regular fly swatter makes short work of the nuisance, but sometimes a little overkill is fun, too. Write in a **gun** for Maxwell to shoot the fly. Or go for the organic solution: a **frog**.

### CRAZY SOLUTION

Try writing a **fire** and placing it under the tree. The whole tree goes up in smoke, taking the magazine with it. Plus, the fire can be picked up once the tree is ablaze and placed under the fly to incinerate it, too.



## THE GARDENS 1-9

Difficulty: 1

Par: 2

Possible Words:



- **Soccer ball**
- **Medicine ball**
- **Football**
- **Dodgeball**
- **Baseball**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

This level re-creates that classic carnival game where you must knock down a stack of milk bottles. The catch here is that you may not use any weapons, such as a gun, to shoot the bottles. You must use something like a **ball** to throw and knock down all of the milk bottles. You can throw the ball as many times as necessary to drop the whole stack. Try different kinds of balls, such as a **football** or a **baseball**, to complete the level four times.

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## CRAZY SOLUTION

Although you cannot use guns to knock down the bottles, you can still be a little destructive. Use an **axe** to chop down the legs of the stool holding up the milk bottles. Or try a **fire** to burn the stool and drop the bottles.



## THE GARDENS 1-10

Difficulty: 2

Par: 3

Possible Words:



- Wall
- Board
- Fence
- Shovel
- Lunch box
- Picnic basket
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

There is a sandwich sitting on a small hill in the center of the level. From each side, two ants approach, for a total of four marching menaces. You must save the sandwich to earn the Starite. Sounds simple, right? Just bust out some swords and guns and save that sandwich? Not so fast, Sir Triggerhappy McBlastBlast. There's a hippie on the scene that will not relinquish the Starite if a single ant is harmed. So, you must use alternative methods to save the sandwich. Try digging holes with a **shovel** on each side of the sandwich to make trenches the ants cannot cross. Erect **walls** or **fences** to block the ants. Put down a **lunch box** to place the sandwich inside. The ants cannot penetrate the lunch box.

## CRAZY SOLUTION

You can actually solve this level without writing down a single object. Stay three under par by just walking up to the sandwich and picking it up. Hold it while the ants mill around the hill for a few moments. The hippie then awards the Starite.



## THE GARDENS 1-11

Difficulty: 2

Par: 4

Possible Words:



- Magic carpet
- Jetpack
- Fly swatter
- Alligator
- Shark
- Gun
- Stun gun
- Glider
- Flamethrower
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

To earn the Starite in this level, all Maxwell must do is collect three flowers and place them in the basket of a comely young maiden. Complicating matters: An angry bee is guarding the closest flower, a piranha is patrolling the waters below the second flower, and the third flower is located on a high ledge on the far side of the water. Thankfully, you have par 4 to get all three flowers—but you can definitely solve this level with only three objects.

The first thing you must do is eliminate the bee to get at the first flower. A **fly swatter** will take out the bee, as will any sort of **gun**. Watch out for bigger weapons, such as a **flamethrower**, which could possibly burn the flower. After securing the first flower in the basket, neutralize the piranha to collect the second flower. An attack creature in the water, such as an **alligator**, will destroy the piranha. After getting rid of the piranha, be sure to dispose of the attack creature so Maxwell can actually get in the water himself.



## CAUTION

Do not use an electrical object to zap the piranha in the water. The shock will also burn the flower, ending the level.



Use some means of flight to cross the water and ascend the ledge to get the farthest flower. A **helicopter** or **glider** works well after you've used objects such as a **jetpack** or a **magic carpet**.



### CRAZY SOLUTION

Some attack animals can actually serve dual purposes and thus save you an object. The **bear** is a great animal to introduce to this level. The bear can easily destroy the bee that hovers over the closest flower. But when dropped into the water, the bear is powerful enough to eliminate the piranha, too.



## ACTION LEVELS

### THE GARDENS 1-1

Difficulty: 1

Par: 3

Possible Words:



- **Ladder**
- **Wings**
- **Trampoline**
- **Jetpack**
- **Grappling hook**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

This action level has a very simple goal: Collect the Starite at the top of the tall tree. All Maxwell needs to do is get up to the Starite and pick it up. A **ladder** (either a normal or a **fixed ladder**) will do the trick. Flight via a **jetpack** or a set of **wings** will also work quite well. You can also pull the Starite out of the tree with the **grappling hook**.

### CRAZY SOLUTION

If you are going to fly up to the Starite, why not fly in style—mythological style? The friendly **sphinx** welcomes Maxwell on its back and will confidently fly right up to the Starite.



The Starite in this level is hidden behind a red door. The door is opened via a red switch, but that switch is protected by two impenetrable doors. The two doors are green and blue. Each door is controlled by a button at the bottom of two wells. When the button is pressed, the door opens. The pressure must be constant to keep the door open, though, so drop heavy objects, such as a **rock**, an **anvil**, a **dumbbell**, or a **statue**, on the buttons from a modest height. The objects rest on the buttons, opening the doors that lead to the switch. Flip the switch and collect the Starite.



This level can also be solved without writing in a single object. Walk into the rocks at the top of the wells to push them down on the buttons and collect some extra Ollars for not using any objects.

### CRAZY SOLUTION

Heavy objects are required to press the buttons that open the doors. Get clever with the definition of a heavy object. You don't always have to go with something inanimate. Drop a **walrus** down there to open a door, and whistle a little "goo-goo-g'job" while collecting the Starite.



### THE GARDENS 1-2

Difficulty: 2

Par: 2

Possible Words:



- **Rock**
- **Statue**
- **Anvil**
- **Dumbbell**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### THE GARDENS 1-3

Difficulty: 1

Par: 2

Possible Words:



- **Scuba tank**
- **Respirator**
- **Diving helmet**
- **Shovel**
- **Pickaxe**
- **Wings**
- **Jetpack**
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

# SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

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WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

The Starite in this one is sitting right out in the open; all Maxwell has to do is walk up to it and pick it up to solve the level. However, before he can make that little walk, he needs to swim underwater, tunnel through soft dirt, or fly over a tall ledge to reach the Starite's perch. The dirt is easily chewed through with a **shovel**, a **pickaxe**, and any handheld earth-moving equipment. **Wings** or a **jetpack** will get Maxwell over the tree and down to the other side of the level. Getting through the water requires an object that allows underwater swimming, such as a **diving helmet**, a **respirator**, or a **scuba tank**.

## CRAZY SOLUTION

Friendly sea life are also good objects to conjure up when Maxwell needs to get through an underwater passage.

Ride a cute **dolphin** beneath the island to reach the Starite!



## THE GARDENS 1-4

Difficulty: 2

Par: 2

Possible Words:



- **Wings**
- **Jetpack**
- **Pegasus**
- **Safe**
- **Sofa**
- **Statue**
- **Rock**
- **Crate**

The Starite in this level is protected behind a heavy blue door. The door cannot be broken through, but there is a blue button at the top of the level that controls the door's position. Maxwell must fly up to the button and then push something against it to keep the door open. Use something to fly up there, such as a **jetpack**, a set of **wings**, or a flying creature like a **pegasus**.

Once up there, use something heavy and tip it into the button, such as a **sofa** or a **statue**. You need to make sure it is something that can be tipped and then stayed tipped. A small object, such as a log, is very difficult to position. As soon as the door is open, return to the ground level and pass through the door to collect the Starite.

## CRAZY SOLUTION

Get extra Ollars by conjuring up creative objects to perform tasks. Yes, pegasus is a pretty cool ride for flying, but everyone wishes they could ride a **pterodactyl**, right?



## THE GARDENS 1-5

Difficulty: 2

Par: 3

Possible Words:



- **Wings**
- **Chain**
- **Rope**
- **Bungee cord**
- **Magnet**
- **Glue**
- **Jetpack**
- **Wings**
- **Helibackpack**

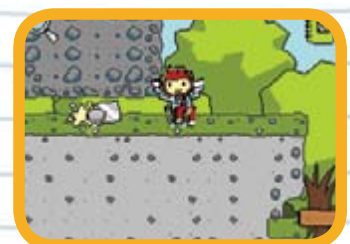
The Starite in this level is in a low-ceilinged tunnel up on a high ledge. That tunnel is blocked by a metal crate. The ledge next to the crate is directly above a hole in the ground, covered only by a narrow wooden plank. Maxwell must find a way to get the crate out of the way and pull the Starite out of the tunnel. Traditional means of getting up to the platform work well, such as **wings** or the **helibackpack**. Once there, Maxwell can attach a length of rope to the crate. Fly away from the ledge to pull the crate out of the way. Use the **rope** to pull the Starite out of the tunnel.



## TIP

Alternatively, Maxwell can use other rope-like objects, such as a **chain** or two **bungee cords** connected together.

The **magnet** that pulls aside the crate can also be used to coax the Starite out of the tunnel. Attach **glue** and a piece of **metal** to the Starite. The magnet pulls the metal, which in turn yanks the Starite toward Maxwell.



# SUPER SCRIBBLENEUTS

## CRAZY SOLUTION

There are many ways to pull the Starite out of the tunnel, as described here. To prove yourself a prodigy, write in a **tractor beam**. This sci-fi device slowly draws an object toward it. The only catch with the tractor beam is that it is huge. You must clear the ledge of the crate to use it, although repeatedly balancing it on the edge will eventually pull the crate out of the way.



## THE GARDENS 1-6

Difficulty: 2 Par: 3 Possible Words:



- Wings
- Jetpack
- Helibackpack
- Shovel
- Pickaxe
- Jackhammer

The Starite is located at the bottom of this level, just beyond two obstacles: a wall of dirt and a metal door. The metal door is opened via a switch. The switch is at the top of the level and accessible only by flying up to it. The vertical shaft is fairly narrow, so it will require a small flying machine, such as a **jetpack**. A plane is just too large.

After throwing the switch to open the door, Maxwell must burrow through the soil wall to reach the Starite. A **shovel** or **pickaxe** is an obvious tool for the job, but objects such as an **auger** or a **jackhammer** will also break through the dirt. Then it's just a short hop down to the Starite.

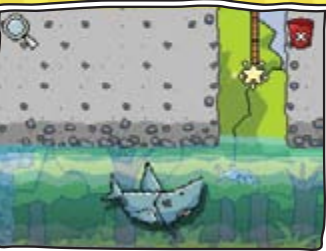
## CRAZY SOLUTION

You've dug through dirt walls with shovels and whatnot—maybe it's time to really move some earth. Use a **bomb** or **dynamite** to blast through the soil and access the Starite. After placing the explosive, use a fire source, such as a **campfire**, a **lighter**, or a **torch**, to ignite the fuse. Get out of the way, because the explosion is powerful enough to rock Maxwell...and not in a good way.



## THE GARDENS 1-7

Difficulty: 2 Par: 4 Possible Words:



- Wings
- Jetpack
- Helibackpack
- Sphinx

All that stands between Maxwell and the Starite is a tornado—a giant tornado. The tornado moves back and forth in the center of the level, directly beneath two small alcoves. Maxwell is small enough that he can fly through the narrow space between the top of the tornado and the alcove on the right using flying objects like **wings** or a **jetpack**. Just time the flight so Maxwell squeezes through as the tornado reaches the farthest point on its trip to the right. Then it's smooth sailing right to the Starite.

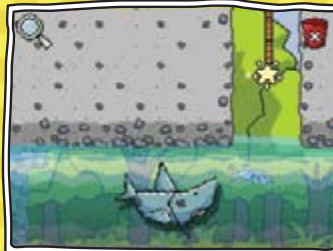
## CRAZY SOLUTION

Circumventing the tornado by flying over is the obvious route, but what if there was a way to either minimize the tornado or destroy it altogether? Blast the tornado with a **shrink ray** to make it small enough to pass over or under. Or, drop a **black hole** in the path of the tornado to eliminate it from the level.



## THE GARDENS 1-8

Difficulty: 2 Par: 4 Possible Words:



- Alligator
- Crocodile
- Shark
- Sea monster
- Scuba
- Snorkel
- Dolphin
- Respirator

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

# SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

The Starite dangles over piranha-infested waters, attached to a rope. That rope is tied to the underside of a rickety board that spans a well. Maxwell must somehow clear the water of the dangerous fish before knocking the Starite into the drink. When the Starite swims, Maxwell needs to dive in after it. Getting rid of the piranha requires a bigger, nastier animal, such as a **shark** or an **alligator**.



Don't use an object to break the board and drop the Starite. Just kick it to the side by walking into it. The Starite will then drop into the water.

When the Starite is in the water, Maxwell needs the means to dive in after it. Jot down a **respirator**, **scuba gear**, or a **snorkel**. Even a **dolphin** is a good ride for Maxwell on his quest to nab the Starite.

## CRAZY SOLUTION

Remember all those public service announcements you saw as a kid about not using electronics near water? Well, they weren't kidding. Drop a **toaster** or **TV** into the water and watch the piranha pop and sizzle like bacon in a frying pan. After a brief moment, the water is then safe for Maxwell to dive into.



## THE GARDENS 1-9

Difficulty:

Par: 4

Possible Words:



- Auger
- Flamethrower
- Shovel
- Jetpack
- Wings
- Sphinx
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

What's worse than a Starite protected by an angry bear? A Starite protected by two angry bears, that's what. At least these bears aren't just miffed at Maxwell—they are not terribly fond of each other, either. Maxwell can use that to his advantage, but first he must free the bear at the top of this level. A **flamethrower** will melt the ice block and push the big gray bear off the ledge to the right. Or Maxwell can burrow through the loose soil to the left of the ice block with a **pick**, an **auger**, or a **shovel** while wearing a **jetpack**. Once the hole in the floor has been dug, free the bear and then fly up so it marches right through the hole. The bears will then commence their fighting. Expect the big polar bear to win every time.



Once the bear on the top level has been dealt with, Maxwell must fly down to the Starite. The **sphinx** works well because it can hover. If Maxwell is using a jetpack or **wings**, let him fall down to the ledge with the polar

bear and then immediately take flight over to the Starite. Trying to fly down the right side of the level puts Maxwell in danger of petering out too soon and dropping into a bottomless pit.

## CRAZY SOLUTION

The polar bear can be defeated so the bottom tier of the level can be used as a safe staging ground for flying over to the Starite. The flamethrower alone only pushes the bear back. Place an explosive, such as a **bomb** or **dynamite**, near the bear, though, and you have the makings of a real party. Pop the bear and fly for the Starite.



## THE GARDENS 1-10

Difficulty: 2

Par: 4

Possible Words:

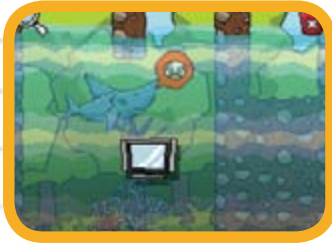


- Crocodile
- Radio
- Blow dryer
- Toaster
- TV
- Scuba
- Respirator
- Snorkel
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

# SUPER SCRIBBLENEUTS

This level is a funny little trap. There are two tripwires that control access to the Starite. The first tripwire near the starting point must be touched so the Starite itself drops down to the middle area of the level. The second tripwire is halfway down a vertical well below Maxwell's feet, under a wooden plank. When the plank is pushed down the well, it triggers the tripwire that drops the Starite down to the bottom of the level.

A shark patrols the waters that Maxwell must swim through to reach the Starite. Fry the shark with electronics, such as a **TV**, a **toaster**, or a **microwave**.



Use diving equipment, such as a **diving helmet**, to swim through the water and collect the Starite.

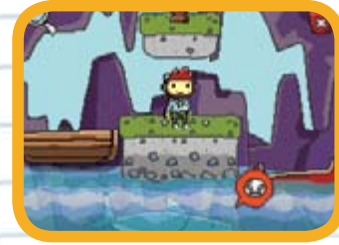
## CRAZY SOLUTION

Maxwell does not need to trigger the tripwire in the well to complete this level, but it does require using an extra object than the previous methods. **Glue** something, such as a **log**, to the metal square next to the tripwire. Drop down to the log (or fly down) and then burrow through the sand with a digging utensil, such as a **pickaxe**.



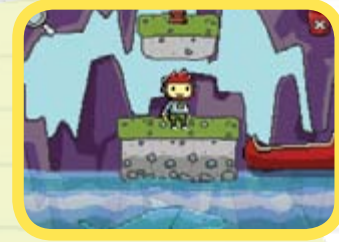
The Starite is being held at the top of this level behind a steel beam. The beam cannot be destroyed, only moved aside by stepping on a button on a small platform in the middle of the multi-tiered level. At the very bottom of the level, a shark patrols the waters. And as if this isn't enough, several spikes poke out of the walls around the Starite, as well as one directly below it. If the Starite is not shielded from the spike, it will break on contact and end the level.

Maxwell can fly up to the ledge beneath the Starite and stand just to the side of the spike. Drop something heavy on the button (such as an **anvil** or a **coffin**) and then get ready to walk toward the Starite as it falls from its resting place. Other things can be stacked on top of the spike, such as **boards** and **mattresses**, to break the fall. If you attempt this route, be sure to frizzle the shark in the water with electronics, such as a **TV** or a **radio**, so it does not attack Maxwell when he dives for the Starite. A sea monster like the **kraken** is another way to get rid of the shark.



## CRAZY SOLUTION

Bypass the shark altogether by making sure the Starite never even touches the water. Place floating objects such as a **rowboat** and a **canoe** in the water. These will catch the Starite once it bounces off of whatever you place on the spike to keep the Starite from hitting it.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

## THE GARDENS 1-11

Difficulty: 3

Par: 3

Possible Words:



- Lamp
- TV
- Radio
- Dumbbell
- Helibackpack
- Coffin
- Anvil
- Pegasus
- Kraken
- Jetpack
- \_\_\_\_\_
- \_\_\_\_\_

