

Menu

Settings

1-1 Crossbow Test Center

2

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1

Assignment

What happens if you hit a nitro tank with a crossbow? Interesting question, huh? You'll have to fire the arrow from the crossbow at the tank to see what happens. You'll get some extra credit for switching on the radio. This might also help you solve the main challenge.

Close



Help



Start



Menu

Settings

1-2 Free the Balloon

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Assignment

This experiment looks quite complicated... you'll find out in a second if that's the case. Your mission is to make the balloon fly. If you think that's too boring, why not try to destroy the two marked boxes using the C4. It's fun and gets you extra points!

Close



Help



Start



Menu

Settings

1-3 The Tennis Ball and the P

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Assignment

Wow, are sure you're ready to try this out? It's a tough one. The tennis ball has to end up in the target zone. To earn extra credit you should try to ignite all three C4s to destroy the big wall. Afterwards, we can finally build a new one.

Close



Help



Start



Menu

Settings

1-4 Space

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Assignment

Hold on, hold on. Aaah...we're not in space, are we? Well, it'll have to work here on earth, too. Your mission is to activate the gravity-machine that is set to "space-mode". But first the record player has to be switched on. Just drop something on it. If you want the bonus, help the flower bloom. But take it easy, don't rush the main challenge.

Close



Help



Start



Menu

Settings

1-5 The Castle

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Assignment

There will be fireworks over Castle Goodwin tonight and they've asked you to organize it. Now it's up to you to ignite the torch on the right hand side of the small tower and to fire the two rockets. You'll get extra points for lighting the left torch on the big tower and the one in the courtyard.

Close



Help

Inventory bar with icons and counts: 01, 01, 01, 05, 01, 01

Start



Menu

Settings

1-6 The Green Number Nine

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2

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Assignment

The green number nine is the most popular and explosive number of all. You'll have to fire all of the C4 charges to finally get rid of all those boxes. If you don't manage to do it, you'll have to schlep the boxes out yourself.

Close



Help

Inventory bar with icons and counts: C4 (04), Bomb (01), Grenade (01), Barrel (01), Box (01), and several empty slots.

Start



Menu

Settings

1-7 Decisions, Decisions

2

2

1

Assignment

This is a huge experiment. The creator must have been some kind of megalomaniac. Try to stay on top of things and activate one of the three bells. You can choose which one. If you want to earn extra credit you'll have to turn the TV on.

Close



Help

Start



Menu

Settings

1-8 The World of Mirrors

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2

1

Assignment

I think I have double vision - you, too? That's how it is in the mirror world. Try to activate either the radio or the fountain on the left or right side.

Close

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Settings

1-9 The Bucket Trip

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2

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Assignment

If you've ever dreamed of firing 5 rockets in a row - this is your day. Your mission though, is to bring the bucket into the target zone. If you manage to fire the rockets before the bucket touches base you'll get extra points for each one and a free rocket, too.

Close



Help

Start



Menu

Settings

1-10 Musical Fireworks

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2

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Assignment

This should be easy. Turn on the radio and set off all the fireworks.

Close



Help



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Menu

Settings

1-11 A Pile of Boxes

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2

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Assignment

We have way too many boxes here. Your assignment is to aim and fire the 4 cannons at the piles of boxes. I hope that we can get rid of some of them.

Close



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04

04

04

Menu

Settings

1-12 Something Easy

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2

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Assignment

They not only used dynamite in the wild wild west - but, here too! Make the two bundles of dynamite blow up. Have fun!

Close



Help



Start



Menu

Settings

1-13 Jump the Gap

2

2

1

Assignment

Can you jump over the gap with the wagon? Or maybe with a train? Your mission is to maneuver the wagon across the gap into the target zone AND ignite the three fireworks. Get extra credit for making the bulb light up over the target zone to indicate the wagon's arrival.

Close

Start



Help



Menu

Settings

1-14 Clear out the Hold

1

2

1

Assignment

The cargo hold in the ship needs to be cleaned up. Too many boxes by far! Just fire off the C4 explosive to clear the room.

Close

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Settings

1-15 Robocup

3

2

1

Assignment

It's your turn to participate in the super popular Robocup. I would love to go myself, but I sprained my ankle while cleaning up the lab. At the Robocup you'll have to bring the wagon wheel to the target zone - by using the robots! Easy as 1-2-3!

Close



Help

Start



Menu

Settings

1-16 Waste Electricity

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2

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Assignment

The last electricity bill was way too low. We'll just have to use more power, so please switch on the TV set, the radio, and the toaster. If that still isn't enough, you can earn some extra points by igniting the 4 fireworks. Ok, they don't use power, but they sure do look nice!

Close

Start

Help

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09

01

03

03

Menu

Settings

1-17 Be Careful

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Assignment

The goal of this experiment is to set off the C4 explosive. In order to do this, you'll have to activate the three radio controlled remotes. You'll need to take extra safety precautions for an explosive matter like this. As a bonus challenge you could take care of that wall - eliminate it!

Close



Help



Start



Menu

Settings

1-18 Space Junk

2

2

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Assignment

Even in space there are too many boxes, in other words, space junk. Your mission is to set off the two dynamite packs by bundling them with the suction cup to get rid of the junk once and for all. If both dynamite packs explode, then you've done it!

Close

Start



Help

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Menu

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1-19 Ice Age

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2

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Assignment

Deep-frozen wonderland, right? Be extra careful not to freeze your fingers off during this experiment. Your task is to fire up the two C4 charges and the two fireworks.

Close



Help



Start



Menu

Settings

1-20 The Ball Boy

2

2

1



Assignment

The ball boy is sick. To replace him, I built a great machine. It is now up to you to get the settings right. Catch the two tennis balls with the upper metal basket to terminate the experiment. For extra credit you can try to transport the soccer ball into the lower left hand metal basket.

Close



Help

Start

