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SuperCheats.com's Unoffical Guide to

Little Big Planet

by Absolute Steve



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SuperCheats.com Unofficial Guide to Little Big Planet



Welcome to Little Big Planet, a wonderful little big game in which you can make your own worlds, play worlds that others have created, and play them together.

In this creative title, there is a lot you can do; So much that you can almost get lost, and that's something I'd regret to see happen. I hereby present you my newest project on Little Big Planet, in which I will guide you through the story mode, help you build your own worlds, and even help you finish worlds that were created by others.

More importantly, I'll guide you through the levels in such a way that you will get the items as soon as possible - and as quickly as possible. Add to that mix a good injection of humor in combination with visual aid and you get this Guide as result

Furthermore, this Guide also features the newest Metal Gear Solid downloadable content. It will guide you through the levels and tell you where all prize bubbles are, just as with the main walkthrough. This Guide will stay up-to-date whenever a large Level Pack comes out.

Thank you for reading, and I wish you loads of fun in Little Big Planet. May we meet each other some day there!

Absolute Steve

Little Big Planet Guide

General Controls

Left Analog: Move your Sackboy to the left, right, front, back.

Right Analog: Used to rotate objects, Sometimes for camera movement.

L3 Button: Press to switch SIXAXIS movement from head to pelvis.

R3 Button: Flip/Mirror an object in creation mode.

D-Pad: Used to control your Sackboys emotional expressions. There are three degrees in emotion; Press Up 3x and witness insane happiness

Up = Happy

Down = Sad/Down

Left = Worried/Frightened

Right = Tough/Angry

X: Jump. Hold X longer to jump further. X is also an “action/confirm” button during creation mode, and X also allows for faster movement when equipped with a Jetpack.

O: The Cancel button, Return button.

Square: Open Popit Menu.

Triangle: Used in creation mode to delete things.

R1: [hold] Grab onto an object. In menus used for shuffling between pages.

L1: Used to shuffle between pages in menus.

L2 [hold] Left Analog: Move Sackboy’s Right Arm (on the left for the player).

R2 [hold] Right Analog: Move Sackboy’s Left Arm (on the right for the player).

[Start]: Access Start Menu.

[Select]: In a community/user-created level, accesses the Good Grief! Menu which allows for reporting improper content.

SIXAXIS: All movements you make with your controller will move Sackboy. To fixate Sackboy, press L3.

Little Big Planet Guide

Menu and Popit

Options & Menus:

If you press start you'll automatically pause the game, and the main menu will pop up. Here -depending on what you're currently doing you can do a variety of, mostly self-explanatory, things such as re-watch any missed tutorials, fiddle with some options regarding the screen, or check on your LPB messages/friends.

Popit:

The Popit is the little menu you can bring up with Square at almost any time.
In the Popit you will gradually and quickly gain more options until all options below are available.

The options and corresponding icons are like this:

Frog Sperm: Popit Cursor

Question: Do a new Tutorial when available

Heart: Heart Menu

Bag: Fun things Menu

Sackboy: Customize your Sackboy Menu

Sticker: Sticker & Decorations Menu

Bag w/wheels: Tools Menu

Text bubble: Enter Chat Screen

Burn Sackboy: Retry the area by holding X

Some options can only be used during Creation Mode, keep that in mind.

Little Big Planet Guide

Prize & Score Bubbles

The difference between score and prize bubbles, visually speaking, is size. Score Bubbles are small orbs which are worth 10 points, and Prize Bubbles are larger bubbles that are worth 50 points. Besides, if you collect a certain Prize Bubble for the very first time, you receive the prize that it was holding.

You can score multiplier points in the following way:
[Every 5 Bubbles in a row] = 1 Multiplier (Max = x100)

Which means that if you score 5 to 9 bubbles in a row, you get a 2x multiplier, if you score 10 to 14 bubbles in a row you get a 3x multiplier, and so on. The highest multiplier you can get is 100x, which is gotten from 495 score bubbles in a row.

Changing Language:

If your game is set in a different language than the one you want (perhaps English, the standard, so you can follow this guide more easily?), the only thing you have to do is go into your Playstation Menu and change the system's language. This will automatically adjust in LBP, with no effect to your save.

Using Other Save Games:

It is possible to use the save games of others, but keep in mind that you will not be able to gain any Trophies from this, plus not being able to score any Trophies while playing that save game. Besides, some saves are region locked.

Using Costume Codes:

There were several promotional codes to gain Kratos, Nariko, Minotaur, or Medusa costumes. You can use these codes up to five times, but only with one account. So, how do you go about doing this? You have to use the account, continue with an other account without deleting the used account from your Playstation, and you should be able to keep the costumes. If a Costume Code does not work, this is because it is region locked.

Little Big Planet Guide - Walkthrough

Intro

This is the introductory level for LBP. The game will introduce you to Sackboy and it's creators. Head to the right, jump over some cog wheels, push the blue barrel with X on it into the hole, make your way to the stairs and watch the instruction video on how to use the Popit for changing clothes. You'll be able to get various costumes during the game. Head past the Gong (these are known as checkpoints - should you die, you're brought back here and the Gong's light circle is reduced slightly, so you can't keep dying infinitely). Next, follow the path to the next introductory video - which is about the emotions of your Sackboy. Up = Happy, Down = Sad, Left = Worried, Right = Tough. You can also move the Sixaxis controller to move your Sackboy. And.. that's the end of the Introductory level. Yay! You'll gain access to your personal pod, which you should see as your homebase where you can select what you want to do next. A new world will open up for you, called The Gardens. The next few levels will teach you more new things, plus they unlock a few goodies for you. What are you waiting for, let's go! Use Square to use your Podcomputer.

Little Big Planet Guide - Walkthrough

The Gardens

General Information:

Levels have prize bubbles. There are tiny blue bubbles which give 10 points. Furthermore, there are Pickups inside large prize bubbles to be found when you play through levels. If you grab these and play the level again, the pickup will be replaced by bubbles. Regardless of the Pickup, these bubbles are always worth 50 points. If you complete a level 100% by getting all pickups (small bubbles are not necessary), then you'll unlock a prize. Lastly, if you manage to "Ace" a level, which is a different term for beating a level without dying once, you get a prize once more. This walkthrough mostly only mentions prize bubbles with pick-ups.

Take note of Cardboards hanging in the background. You will not always be able to place stickers on these the very first time you play the level, but after doing the level (and some other levels) you can place stickers in order to get more pick-ups.

You'll often come across a little sign in the background that flips when you pass it. It has a red cross through a sackboy. This means that - should you be playing online - other players can no longer join you on this level.

This walkthrough will guide you through the level in a way that you can get all prize bubbles you can normally get the first time you play the level. Switches will be pointed out, and summarized at the end of the text, so that when you come back to the level with the necessary stickers, you can immediately skip ahead to that paragraph. Furthermore, the levels always have a nifty checklist in which you can check for any missed items. 100%, here we come!

As for the checklists, the numbers in brackets () behind the items indicate the items' position at the in-game inventory. This goes from left to right, and there are 6 items in a row. If you see an asterisk (*), this means you can only get the item by doing a multiplayer stage - not on your own.

Little Big Planet Guide - Walkthrough

First Steps

# Prize Bubbles In Level:	18	
Complete Level Once:	Costume: Big Kiss, Bunny Ears	
100% Completion Prize:	Sticker: The Gardens Concept	
	Object: The Gardens Concept with Frame	
Ace Level Prize:	Costume: Pirate Hook, Pirate Eye Patch	
=====	=====	
PRIZE BUBBLE PICKUPS IN LEVEL:		
-----	-----	-----
STICKERS:	COSTUMES:	PLAYSTATION EYE:
-----	-----	-----
<input type="checkbox"/> Rainbow Shoe (1)	<input type="checkbox"/> Elizabethan Trousers (2)	<input type="checkbox"/> Circle Frame (3)
<input type="checkbox"/> Round Blue Body (5)	<input type="checkbox"/> Elizabethan Doublet (6)	<input type="checkbox"/> Body-Outline Frame (4)
<input type="checkbox"/> Henry Face (18)	<input type="checkbox"/> White Ruff (7)	<input type="checkbox"/> Photo Frame (8)
	<input type="checkbox"/> Fancy Moustache (9)	<input type="checkbox"/> Speech Bubble Frame (10)
	<input type="checkbox"/> Bonnet (11)	<input type="checkbox"/> Mouth Frame (12)
	<input type="checkbox"/> Elizabethan Dress (14)	<input type="checkbox"/> Black and White
	<input type="checkbox"/> Elizabethan Hat (16)	Photo Frame (13)
		<input type="checkbox"/> Red Star Frame (15)
		<input type="checkbox"/> Square Frame (17)
-----	-----	-----

Head to the right and the King will speak with you. Triangle allows you to hear whatever someone has to say again. Head right to meet Dumpty, and jump over a bunch of mushrooms. You can kick Dumpty off to the left and grab a point or 70 that are hidden inside him. Take note of the cardboard shoe hanging above the wall, you'll need it for 100% completion. Jump over the wall and pass the Gong.



Jump over the next wall and pass another gong. Here you officially meet bubbles, which are points. Get 5 in a row and you'll double your points. You can also grab Dumpty (the one speaking) and pull him off to grab more points when he breaks. Head to the right past the Gong and climb the hills. At the end jump over a few obstacles and you'll get to the first dangerous situation.. Water, which is deadly. If you want all bubbles, jump on each part of the cog wheel.



Deadly Cog. Sackboys/girls don't like water; the stuff dehydrates them for some reason and then vaporizes them.

Once across, you'll notice some bubbles on a platform you can't reach with just jumping. To get those, pull Dumpty off to the left and jump on him to reach the platform. Also grab the prize bubbles which contain: [FANCY MUSTACHE], [BONNET], [ELIZABETHAN DRESS], [ELIZABETHAN DOUBLET], [ELIZABETHAN HAT], [WHITE RUFF], and [ELIZABETHAN TROUSERS].

Continue until you get to a bridge that tears apart. Stand on the red button to activate a tutorial on suicide.. Which, it has to be said, is quite useful in LBP here and there. You'll end up across. Proceed until you meet the queen and watch the introductory video on stickers and how to use them. Grab the [RAINBOW SHOE], [ROUND BLUE BODY] and the [HENRY FACE]. Stick some on the doll and the bridge will open. Points can be collected here, and if you're wise, move away until all points have stacked. Grab them all at once for a nice multiplier.



That's how you ace this level; Do the race and grab this bird to swing over the collapsed bridge. Further down is a tutorial on the Playstation Eye Camera, so grab a [BLACK AND WHITE PHOTO FRAME], [CIRCLE FRAME], [OUTLINE FRAME], [PHOTO FRAME], [MOUTH FRAME], [SQUARE FRAME], [RED STAR FRAME], and [SPEECH BUBBLE FRAME]. Last but not least you'll get to the Scoreboard which indicates the end of the road. If you're online you can see how well you ranked against other players. You can now return to your pod to play the next level, or you can try this level again.

Replay:

To Ace the level, the only tricky point is the collapsing bridge. If you trigger the race by placing the Rainbow Shoe Sticker on the Carbon Shoe, a bird will drop down at the bridge, which you can grab (with R1) to swing over safely.



Rainbow Shoe. Stamp the Rainbow Sticker on here.

Little Big Planet Guide - Walkthrough

Get a Grip

# Prize Bubbles In Level:	51
Complete Level Once:	Costume: Happy Eyes, Pink Cat Nose
100% Completion Prize:	Sticker: The Fairy Tale Concept
	Object: The Fairy Tale Concept with Frame
Ace Level Prize:	Costume: Pirate Waistcoat Pirate Shorts
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

STICKERS:	MATERIALS:
-----	-----
<input type="checkbox"/> Black Brown Outline (28)	<input type="checkbox"/> Orange Flowers (10)
<input type="checkbox"/> Blue Monkey (1)	<input type="checkbox"/> Red Flowers (30)
<input type="checkbox"/> Castle Sketch Window(15)	<input type="checkbox"/> Red Mushroom (41)
<input type="checkbox"/> English Rose (5)	<input type="checkbox"/> Sun Doodle (46)
<input type="checkbox"/> Golf Club Bottom (9)	<input type="checkbox"/> Tea Pot (14)
<input type="checkbox"/> Grass Rough Doodle (18)	<input type="checkbox"/> Tudor House (2)
<input type="checkbox"/> Green Castle Banner (36)	<input type="checkbox"/> Tudor View (20)
<input type="checkbox"/> Leaf Doodle (27)	<input type="checkbox"/> Victorian Man
<input type="checkbox"/> Moody Cloud (19)	Sketch (13)
<input type="checkbox"/> Noughts & Crosses (29)	<input type="checkbox"/> Wooden Steed (23)
-----	-----
OBJECTS:	DECORATIONS:
-----	-----
<input type="checkbox"/> Blue Moon (35)	<input type="checkbox"/> Round Cloud (7)
<input type="checkbox"/> Cheering Crowd (6)	<input type="checkbox"/> Seesaw (31)
<input type="checkbox"/> Curly Cloud (4)	<input type="checkbox"/> Small Flag (22)
<input type="checkbox"/> Fancy Cloud (16)	<input type="checkbox"/> Small Wooden Steed (48)
<input type="checkbox"/> Gold Tea Cup (38)	<input type="checkbox"/> Smart Hovel (3)
<input type="checkbox"/> Hovel (50)	<input type="checkbox"/> Snail Shell (25)
<input type="checkbox"/> Large Wooden Steed (34)	<input type="checkbox"/> Soccer Ball (42)
<input type="checkbox"/> Loose Cloud (43)	<input type="checkbox"/> Tall Tree (8)
<input type="checkbox"/> Mushroom Block (44)	<input type="checkbox"/> Tower (26)
<input type="checkbox"/> Oak Tree (37)	<input type="checkbox"/> Twisty Cloud (47)
-----	-----

You can grab materials with R1, so try and push the crate near the wall in order to jump over. Same goes for the next wall, except with two crates. If you want to grab two hidden stickers, and I'm sure you'd like to, push the big crate to the left, near the rooftops. Use the other crate to jump on and head to the left to find the [TUDOR HOUSE] and [TUDOR VIEW STICKERS]. Also remember the cardboard star on the left of the rooftops. You'll be able to get that sticker later, at the end of the 3rd level.

For the next wall beyond, simply jump on, walk to the higher edge, grab it and knock it down, push it to the wall and voila. Grab the [TEA POT] sticker here, and attach it to the teapot in the background to reveal two prize bubbles with [GOLF CLUB BOTTOM] and [NOUGHTS & CROSSES]. There is also another Star here, which we'll get to in a later playthrough.



Yes, this really is a horse, not a donkey.

Continue to the horse and ride it down the hills (ride through the prize sticker holding [LEAF DOODLE]). If you want to get another hidden sticker - and beware because it's a little tricky to get - you must jump on the treetops about halfway down the hill. You have only one shot at doing this, and you must turn the analog stick a little bit so Sackboy will move away from you, deeper into the level as you will. If you fail, you can always restart the level later, but if you do make it on there, head to the right and carefully drop down for the [VICTORIAN MAN SKETCH] sticker. Also take note of the 3rd Star here.



The second horse you come across will reveal the [WOODEN STEED] sticker if you pull it. When you jump off the wall, be careful to grab all points, or it'll be a little tricky to grab them. Left of the gong, head to the background and look behind the bushes to find another prize bubble with the [SUN DOODLE]. Climb the walls, grab the prize bubble on the left with the [ENGLISH ROSE] sticker, then race the horse off on the right and grab the prize bubbles at the left bottom of the hill, which contain [ORANGE FLOWERS], [GRASS ROUGH DOODLE], and [RED FLOWERS] stickers.

In the next section, grab one of the objects and swing to another in order to make it across the water. Get the [BLUE MONKEY] and [CASTLE SKETCH WINDOW] stickers. Head up (take note of the 4th Star here) and climb the treetops by making good use of the stacked crates; Your reward are two more prize bubbles with the [GREEN CASTLE BANNER] and [MOODY CLOUD] sticker. If you check the clouds further to the left you'll also notice a 5th Star.



Head back and you'll stumble on the first Key - these things unlock challenges - which you can grab by swinging the object towards it. This Key unlocks the Castle Climb Challenge, a Mini Level. Head right afterwards and watch the decoration tutorial. Grab the [DONKEY TAIL] and [STICKER & DECORATION EDIT] tool. Look behind the talking doll to find another hidden prize bubble with the [BLACK CROWN OUTLINE] sticker. Put a tail on the donkey and grab the [EYE SPRING], [ORANGE FLOWER], [PURPLE FLOWER], and [PINK FLOWER]. Jump on the donkey, hold it tight, and ride it to the near end of the level. Get the [RED MUSHROOM] sticker, and during the race take note of the sixth and final Star that you surely should pay a visit sometime soon.

Replay:

You need not replay this level right away - it's better to wait until you have the Yellow Star sticker (which can be gotten at the end of the next level). When you have it, replay this level and get the following items from the stars:

Star 1: [SMART HOVEL], [TOWER], [HOVEL].

Star 2: [SOCCER BALL], [GOLD TEA CUP], [GREY TWEED].

Star 3: [LARGE SNAIL SHELL], [BLUE MOON], [DARKEST BROWN WOOD], [TALL TREE], [DARK GREEN WOOD].

Star 4: [SMALL GREY FLAG], [ORANGE FLORAL FABRIC], [GREEN CHECK DENIM], [SEESAW], [GRASS].

Star 5: [CURLY CLOUD], [ROUND CLOUD], [FANCY CLOUD], [LOOSE CLOUD], [TWISTY CLOUD].

Star 6: [CHEERING CROWD], [SMALL WOODEN STEED], [LARGE WOODEN STEED],

[FLORAL FABRIC], [MUSHROOM BLOCK].

Little Big Planet Guide - Walkthrough

Skate to Victory

# Prize Bubbles In Level:	63
Complete Level Once:	Costume: Bunny Tail Background: The Gardens
100% Completion Prize:	Sticker: Very Early LittleBigPlanet Concept Object: Early LBP Concept with Frame
Ace Level Prize:	Costume: Pirate Hat
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

STICKERS:	

<input type="checkbox"/> Big Green Bird (24)	<input type="checkbox"/> Green Castle Flag (20)
<input type="checkbox"/> Bingo (34)	<input type="checkbox"/> Green Doodle (7)
<input type="checkbox"/> Blue Knight (1)	<input type="checkbox"/> Green Finish (14)
<input type="checkbox"/> Blue Postcards (55)	<input type="checkbox"/> Green Start (45)
<input type="checkbox"/> Brick Wall Sketch (58)	<input type="checkbox"/> Green Submarine (18)
<input type="checkbox"/> Chips Logo (40)	<input type="checkbox"/> King of Hearts (63)
<input type="checkbox"/> Cotton Wheel (15)	<input type="checkbox"/> King Stamp (52)
<input type="checkbox"/> Crazy Sign (19)	<input type="checkbox"/> King's Head (23)
<input type="checkbox"/> Fancy Swirls (41)	<input type="checkbox"/> Neon Kababs (9)
<input type="checkbox"/> Golf Logo (51)	<input type="checkbox"/> Pixel Fish Blue (13)

<input type="checkbox"/> ROFL (49)	<input type="checkbox"/> Scary Ghost (30)
<input type="checkbox"/> Sketch Bricks* (48)	<input type="checkbox"/> Start Text (3)
<input type="checkbox"/> Thick Sketch Bricks(17)	<input type="checkbox"/> Tudor Tower (32)
<input type="checkbox"/> Vince Meat Pie* (4)	<input type="checkbox"/> Wheel of Fun (53)
<input type="checkbox"/> Yellow Crest (42)	<input type="checkbox"/> Yellow Danke* (56)
<input type="checkbox"/> Yellow Star (50)	

OBJECTS:	DECORATIONS:

<input type="checkbox"/> Birdy on String (39)	<input type="checkbox"/> Red Star Light(47)
<input type="checkbox"/> Blue Star Light (12)	<input type="checkbox"/> Rocking Glass (5)
<input type="checkbox"/> Cardboard Castle (21)	<input type="checkbox"/> Silver Fork (10)
<input type="checkbox"/> Dumpty (27)	<input type="checkbox"/> Silver Knife (61)
<input type="checkbox"/> Ghost on String (8)	<input type="checkbox"/> Skateboard (2)
<input type="checkbox"/> Green Star Light (16)	<input type="checkbox"/> Water Wheel (29)
<input type="checkbox"/> Large Flag (62)	<input type="checkbox"/> Windmill (25)
<input type="checkbox"/> Mushroom Tree (37)	<input type="checkbox"/> Wobbly Tree (35)
<input type="checkbox"/> Pinwheel (54)	

MATERIALS:	TOOLS COSTUMES AUDIO:

<input type="checkbox"/> Beige Cotton (60)	<input type="checkbox"/> Hessian Fabric (22)
<input type="checkbox"/> Dark Brown Wood (6)	<input type="checkbox"/> Pink Floral Fabric (11)
<input type="checkbox"/> Oak Tree (26)	<input type="checkbox"/> Wooden Struts (57)

<input type="checkbox"/> Blank Background (31)	<input type="checkbox"/> Light Brown Wood (36)

* = Multi-Player Stage

At the start of this level, head to the left and memorize the star. Yeah, yeah, we'll get to that later.

Head to the right and grab the bird. Grab the mills to swing over the swamps, while trying to swing right through all point bubbles. If you miss a few, it's better to use the mill again to swing back, rather than jumping back. When performing your last swing, the platform you land on will crumble. Push the analog stick to the right in order to grab an extra prize bubble containing the [GREEN DOODLE] sticker, then have Sackboy jump off the platform towards the player. The prize bubbles that fell down can be found on the left and hold [TUDOR TOWER], [WHEEL OF FUN], and [ROFL] stickers. The other prize bubble nearby holds the [KING STAMP] sticker. Also take note of the rotating Star in this area, which you'll again, yeah, yeah, get to later.

When you head right, jump on the cog wheel and get all prize bubbles: [START TEXT], [GREEN FINISH], [GREEN START LIGHT], [NEON KABABS], [BLUE POSTCARDS], [FANCY SWIRLS], [BLUE KNIGHT] and [GREEN SUBMARINE] stickers. You'll notice some stuff hanging on the left, but we'll get to those soon enough, so continue right. Grab the bird and the [CHIPS LOGO] attached to the wall. Once higher up, head to the left and swing the bird to the prize bubbles that you saw just now, which will give you [BIG GREEN BIRD] and [PIXEL FISH BLUE] stickers. Go back to where you came from and continue to the right for a tutorial on photo's (grab the [CAMERA TOOL]). Head over the bridges and grab the jetpack, which allows you to float in a certain range. Get the three prize bubbles that hold [KING'S HEAD], [KING OF HEARTS] and [LEAF] in the treetops among the points, and memorize the 3rd Star in this level. Yeah, yeah. I know. Let's focus our attention on the small puzzle closeby. Grab two of the barrels from the stack and place them in the box with the other barrel to open up the gate. Also grab Dumpty's upper half and snatch his points.

You'll now be in a very creepy place .. Use the smashing shoe to grab the prize bubble in the air with a [GREEN CASTLE FLAG] sticker, then make your way past it to meet some ghosts - which you should not touch at any time! Grab the small crate from the right and use it to hop on the platforms. Press the button at the third platform to free the way. Jump over the ghost to grab the prize bubble with the [SCARY GHOST] sticker, then go through the opened gate. The ghost here doesn't come down straight, so watch that bastard. Don't forget the prize bubble with a [COTTON WHEEL] sticker, then jump on the button to make a shoe come down, and ride it up. Here, press another button for a shoe once more, and ride it up. If you jump straight up when the shoe reaches it's summit, you'll be launched into the air which allows you to grab a prize bubble with the [BRICK WALL SKETCH]. You can also use the shoe to grab the Challenge Key, but be careful you don't hit the ghost. Also take note of the Red Lion Emblem here. You'll have to come back with it's sticker some other time.

2x Players:

When you continue, you'll come across the first 2 player mode. You can grab the [SKETCH BRICKS] sticker, but in order to grab the [VINCE MEAT PIE], [YELLOW DANKE], and [FUNNY FACE GLASSES], play this level online with 2 players and step on both buttons.

Head up and get the two bubbles with [BINGO] and [YELLOW CREST] stickers behind the kicking shoe. Grab the construction. It is possible to get two more prize bubbles that are hidden on the left of the ghost, but it's a little tricky to swing towards them. You'll need to release the button fairly quickly, plus the ghost must not hinder you. It may take several attempts to do this. Alternatively you can jump at the right time when the "lift" reaches it's summit. Again beware of the ghost. The prizes are [THICK SKETCH BRICKS] and [GOLD LOGO] stickers. Once here, you can also actually move to the left and find a hidden room with, yeah, yeah. Another star that we'll have to pass on.

Continue upwards, pull the rock and proceed. It's time for a little race. You can pull the "Dumpty" off and score points from his belly. Pull the skateboard and quickly jump on. Grab the Key and prize bubbles with [CLOTH LEAF] and [PINK SPRINGY STAR] decorations along the way. When you get to the finish, walk ALL THE WAY back, head UNDER the construction, and walk to the very end to find another hidden prize bubble with the [CRAZY SIGN]

sticker. Head all the way back, read the instruction about My Moon, and get all the prize bubbles: [BLANK BACKGROUND], [GREEN STAR LIGHT], [PINK FLORAL], [SKATEBOARD], [WATER WHEEL], [MUSHROOM TREE], [WOODEN STRUTS]. Most importantly, don't forget to grab the [YELLOW STAR] sticker that the bird is holding onto. Yeah, yeah. I told you. Proceed to meet the first creator and walk to the scoreboard to finish the level.

After finishing this level, you'll gain access to My Moon! You can now start to create your own worlds! The tutorials that explain this to you will give you many unlockable items, so it's worth doing. Oh, and .. that Red Lion Emblem you're dying to try? Well, go do some tutorials. :)

Replay:

Now that you have the Yellow Star sticker you can replay the level and do the majority of the justice. You'll have to wait for the Red Lion Emblem, however.

Star 1: [BEIGE COTTON], [LARGE GREY FLAG], [RED STAR LIGHT].

Star 2: [ROCKING GRASS], [BLUE STAR LIGHT], [TALL CARDBOARD HOUSE], [PINWHEEL].

Star 3: [SILVER FORK], [BIRDY ON STRING], [SILVER KNIFE], [WOBBLY TREE], [BROWN WOOD].

Star 4: [GHOST ON STRING], [DARK BROWN WOOD MATERIAL], [HESSIAN FABRIC], [CARDBOARD CASTLE], [OAK TREE], [DUMPTY].

Red Lion: [GET IT TOGETHER], [SKIPPING SYRATKI].

Little Big Planet Guide - Walkthrough

Mini levels (The Gardens)

Tie Skipping (Unlock with Challenge Key in Skate to Victory)

This game is about jumping at the right time.. Yes, it's all about timing. At the beginning it's best to stay in the middle, but as the tie swings faster you may need to move a little. Tough!

Castle Climb Challenge (Unlock with Challenge Key in Get a Grip)

This is a race, and the faster you race to the end, the higher your score. You have 120 seconds to reach the top. At the very start, smoothly go over the balancers and try to grab all points. When you get to the swingers you'll have to be careful to jump at the very edge of the platform to ensure that you make the jump. Some more balancers and swingers await you, but the hardest part of the level is the last bit with the clouds above a bed of spiky nails. Your best bet is to do this right the first time and jump "with the flow" so that the clouds don't move like crazy. This is exactly what happens when you die, and you don't want that.

Skateboard Freefall (Unlock with Challenge Key in Skate to Victory)

This is a short 'vehicle' race, but it can be difficult to score really high scores. You have to make sure you don't flip over with the skateboard, while going as fast as you possible can. The start also takes up quite some time, so immediately rush to the skateboard and push it with all your power. Jump on it in time and continue to tap X like madness, yes, MADNESS! I wish you luck.

Little Big Planet Guide - Walkthrough

The Savannah

Prepare yourself for a warm climate. Undress and make your way through the upcoming levels by rushing between the legs of giraffe's, swinging from monkey tail to monkey tail and riding wild buffalos.

Little Big Planet Guide - Walkthrough

Swinging Safari

# Prize Bubbles In Level:	54	
Complete Level Once:	Costume: Pink Fashion Sunglasses Green Daisy	
100% Completion Prize:	Sticker: The Savannah Concept Object: The Savannah Concept with Frame	
Ace Level Prize:	Costume: Ringmaster Jacket	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	MATERIALS:	DECORATIONS:
-----	-----	-----
<input type="checkbox"/> Horror Face (10)	<input type="checkbox"/> Orange Foliage (3)	<input type="checkbox"/> Butterfly (51)
<input type="checkbox"/> Fluffy Tree (21)	<input type="checkbox"/> Beaded Fabric (24)	<input type="checkbox"/> Sharp Tooth (53)
<input type="checkbox"/> Stylized Antelope (27)	<input type="checkbox"/> Blue Fabric	<input type="checkbox"/> Starfish (5)
<input type="checkbox"/> Grin Face (39)	<input type="checkbox"/> Leather & Beaded	<input type="checkbox"/> Orange & Blue Fish (9)
<input type="checkbox"/> Voodoo Face* (48)	Wood (49)	<input type="checkbox"/> Real Green Leaf (14)
<input type="checkbox"/> Zebra Skin Pattern(30)	-----	<input type="checkbox"/> Real Brown Leaf* (52)
-----	AUDIO:	<input type="checkbox"/> Orange African Mask (18)
OBJECTS:	-----	<input type="checkbox"/> Barnacle (20)
-----	<input type="checkbox"/> 'Tapha Niang' (7)	<input type="checkbox"/> Bunny Ear (22)
<input type="checkbox"/> Submarine Launcher (2)	-----	<input type="checkbox"/> Large Peacock Feather(15)
<input type="checkbox"/> Large Drum (6)	COSTUMES:	<input type="checkbox"/> Peacock Feather (26)
<input type="checkbox"/> Giraffe & Tree (8)	-----	<input type="checkbox"/> Seahorse (33)
<input type="checkbox"/> Jumping Ape (13)	<input type="checkbox"/> Stripy Lycra (12)	<input type="checkbox"/> Grey African Mask (36)
<input type="checkbox"/> Hanging Ape (28)	<input type="checkbox"/> Zebra (34)	<input type="checkbox"/> Seaweed (38)
<input type="checkbox"/> Wobbly Ape (46)	<input type="checkbox"/> Cat Eyes (16)	<input type="checkbox"/> Shield 2 (42)
<input type="checkbox"/> Big Crab Claw* (25)	<input type="checkbox"/> Cork Hat* (19)	<input type="checkbox"/> Brown African Mask (44)
<input type="checkbox"/> Octopus Tentacle (32)	<input type="checkbox"/> Zebra Head (29)	<input type="checkbox"/> Sea Shell (45)
<input type="checkbox"/> Orange Boar Fish* (11)	<input type="checkbox"/> Cute Lion Ears (31)	<input type="checkbox"/> Pink Fish (47)
<input type="checkbox"/> Mean Piranha Fish*(40)	<input type="checkbox"/> Lion Mask (35)	
<input type="checkbox"/> Giraffe & Tree	<input type="checkbox"/> Scary Fangs (43)	
& Platform (41)	<input type="checkbox"/> Lion's Mane (54)	
<input type="checkbox"/> Banana (4)	<input type="checkbox"/> Lion's Nose (1)	
<input type="checkbox"/> Bird Wing (50)	<input type="checkbox"/> Lion's Tail (17)	
-----	<input type="checkbox"/> Zebra Tail (23)	-----
-----	-----	-----

Push the button in the submarine to bash into a statue. A prize bubble can be found below containing [SEAWEED], and one more can be found on the very left with [SUBMARINE LAUNCHER]. Proceed to find tons of prize bubbles: [CAT'S EYES], [ZEBRA COSTUME], [ZEBRA HEAD], [ZEBRA TAIL], [CUTE LION EARS], [LION MASK], [SCARY FANGS], [LION'S TAIL], [LION'S MANE], [LION NOSE]. The floating bubble holds [WOBBLY APE]. Walk behind the first giraffe to find a more hidden prize bubble with [ORANGE & BLUE FISH].



Climb its neck and head to the right to find yet more. The easiest to collect holds the [LARGE PEACOCK FEATHER]. Use the Rose Sticker (from The Gardens; Get A Grip) and put it on the cardboard leaf in the background to grab the prize bubbles, which hold [GIRAFFE & TREE] and [STRIPY LYCRA].

Head back, climb up while grabbing the prize bubble on the 2nd giraffe containing [GIRAFFE & TREE & PLATFORM] and get the [PEACOCK FEATHER] and [BUTTERFLY] decorations more ahead. When you reach the third giraffe, swing to the left by making good use of the monkey tail in order to find two more prize bubbles with [ORANGE FOLIAGE] and [BEADED FABRIC].



Monkey *tails*, right?

Continue to the right and swing across the bed of spikes by using three monkey tails. The next monkey also lends a tail. You can use the wooden plank to eject you while jumping, allowing you to reach the [GRIN FACE] sticker nearby on the right. Admittedly this one can be tricky. (You can also get the giraffe's butt and try to get it that way.) The giraffe more to the right can be grabbed, after which he'll lift you up. However, if you stand between his legs and move to the background, you will then be able to move to the right and grab the seemingly inaccessible prize bubble that holds [HORROR FACE]. Climb the giraffe's neck and proceed more to the left to find three more prize bubbles with [REAL GREEN LEAF], [STYLIZED ANTELOPE], [HANGING APE].



A seemingly inaccessible prize bubble. Seemingly.

2x Players:

Head back to where you came from and climb the giraffe. To the right is a two player section. Have one player stand on the button so the other can grab three prize bubbles from above containing [VOODOO FACE], [REAL BROWN LEAF], [CORK HAT]. Then have the player above step on the button there to reveal three more prize bubbles below, holding [BIG CRAB CLAW], [ORANGE BOAR FISH] and [MEAN PIRANHA].

The second giraffe has two more prize bubbles between his legs, no pun intended obviously, plus one on his back. They hold [SEA SHELL], [BUNNY EAR] and [LARGE DRUM]. Follow the path and use the monkey tail to swing to the left where a whole punch of points and prize bubbles await you. The prize bubble on the far left holds [BLUE FABRIC]. There is also a monkey there which will lift you, so continue the path there (after grabbing everything on the very left). The upper path will lead you to five prize bubbles, holding: [LEATHER & BEADED WOOD], [BANANA], [GREY AFRICAN MASK], [BROWN AFRICAN MASK] and [ORANGE AFRICAN MASK].

Collect a few hidden prize bubbles this way.

After getting it all that stuff, continue to the right until you reach monkeys dancing in fire. Carefully jump past them, grab the somewhat hidden prize bubble below the next platform (which gives you the [JUMPING APE] object) and grab the prize bubble at Zola's Throne, which holds the [TAPHA NIANG]. Swing (and do NOT let go but swing back) with the monkey to grab another prize bubble for a [BIRD WING]. One more prize bubble can be found near the flower, and you'll have to drop down from the platform below. It holds the [PINK FISH] decoration. In the area below on the left you can place a donkey sticker on the wooden, well, donkey, and release four prize bubbles with: [SHIELD 2], [SEAHORSE], [BARNACLE], and [SHARP TOOTH].



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Says the cow to the milk: "Milk, I am your father!" Err, mother, actually. And aren't these like buffalo's?

Proceed to the race. You can step into the fore- or background and avoid the buffalo's, (don't forget the prize bubble halfway that holds a [STARFISH]) but you'll have to jump on the last one in order to reach the monkey's tail. Swing to the left in order to find three more prize bubbles with [FLUFFY TREE], [ZEBRA SKIN PATTERN] and [OCTOPUS TENTACLE], swing to the right to finish the race and the level.

Replay:

Well, basically try to ace the level and do the 2-player stage if you haven't done so already.

Little Big Planet Guide - Walkthrough

Burning Forest

# Prize Bubbles In Level:	23	
Complete Level Once:	Costume: Green Checked	
	Black and Pink Dress	
100% Completion Prize:	Sticker: Big Cat Concept	
	Object: Big Cat Concept with Frame	
Ace Level Prize:	Costume: Long Mustache	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	COSTUME:	DECORATIONS:
-----	-----	-----
<input type="checkbox"/> Attitude Face (2)	<input type="checkbox"/> Orange Stripy (4)	<input type="checkbox"/> Shield 1 (1)
<input type="checkbox"/> Pigeon House (14)	<input type="checkbox"/> Antlers* (8)	<input type="checkbox"/> Cardboard Support (3)
<input type="checkbox"/> Crazy Eyes (23)	-----	<input type="checkbox"/> Dangly Motif (10)
<input type="checkbox"/> Amazing Diamond (15)	AUDIO:	<input type="checkbox"/> Tiger Nose* (13)
-----	-----	<input type="checkbox"/> Bear Nose (21)
OBJECTS:	<input type="checkbox"/> 'Rock the Jungle'(12)	<input type="checkbox"/> Green Rope (9)
-----	-----	-----
<input type="checkbox"/> Big Snappy Croc (6)	<input type="checkbox"/> Wooden Buffalo (17)	MATERIALS:
<input type="checkbox"/> Large Red Vase (19)	<input type="checkbox"/> Scary Ornament (7)	-----
<input type="checkbox"/> Buffalo Emitter (11)	<input type="checkbox"/> Feathered Spiky (18)	<input type="checkbox"/> Coco Wood (5)
<input type="checkbox"/> Croc King (16)		<input type="checkbox"/> Mahogany Wood* (22)
		<input type="checkbox"/> Zebra Fabric (20)

When you start this level, jump on the rocks behind the monkey and head to the left to find a Challenge Key and the [COCO WOOD]. Proceed to the right, jump over the platforms, use the monkey to swing over a burning gap and reach a Gong.

Hop onto one of the buffalo's and head to the very right. Be sure to jump off to the right in time. In this little cave you'll find two prize bubbles with the [AMAZING DIAMOND] sticker, the [BIG SNAPPY CROC], and another holds [ZEBRA FABRIC] material. Now you're ready to hop onto one of the buffalo's headed left.



When you reach the next platform you'll notice you can't reach the prize bubble. This is part of a sticker puzzle to the left. Head there, grab the [WOODEN BUFFALO] and memorize the puzzle for later - you'll need the Cat Head Sticker. This one's gotten from the next level. Return and follow the bridge, ride some more buffalo's and be sure to hop on the platform with the Gong. Ride the buffalo's and quickly jump for the balls which you can use to safely swing over the giant crocodile. What follows is a straight forward swinging process over more crocodiles.



Mister Croc is suffering from a common disease; Obesitas. Or maybe he's just really hungry, I dunno.

You'll reach a platform with a monkey. Don't go into the crocodile mouth yet. Instead, swing the zebra balls until you stand on top of the crocodile mouth, move to the right and grab the [BEAR NOSE] and [SHIELD 1]. Open your Popit and use the Stylized Antelope Sticker (from the previous level; Swinging Safari) on the sticker puzzle to gain the [CRAZY EYES] sticker. Oh. Plus some points.



Now swing to the left as far as you can to reach a higher path. You'll get [GREEN ROPE] and [DANGLY MOTIF] along the way, plus at the very end the [LARGE RED VASE]. Jump on the platform below (slightly on the right if you grabbed the large red vase).

Head back to the monkey on the right and this time, head into the crocodile's mouth. Once inside, grab the somewhat hidden [PIGEON HOUSE] sticker on the left. Continue right and jump on the creatures (pop their heads). Use the boost you get from popping their head to reach the prize bubble with the [FEATHERY SPIKY] object. Head right and swing to the cave above for a 2-player cave.

2x Players:

In the cave, have a player pop the creature to death, then jump on the button in the background. Have the other player move the zebra block between the door so player one can get through when leaving the button. In the next room, have one player pull the ledge down so that the second player can reach the [TIGER NOSE], [ANTLERS] and [MAHOGANY WOOD]. Go back to where you came from.

Head down and beware of the crocodiles. You can swing to the right to find a [CARDBOARD SUPPORT] in an alcove. Smoothly swing down and pop the 3 creatures down below. Best to jump when they move toward you, I've found that works the best for me. Head to the left and you'll see a diamond shaped sticker trigger. Let's place .. hmm, I don't know? The diamond sticker maybe? And guess what? The Curator Creator must love us because we're rewarded with [ROCK THE JUNGLE] audio and [STRIPY] costume. Proceed to the right.



Diamonds are forever. Cardboard isn't, however..

You'll notice some crocodiles in the distance. On the very right, above a croc, you can find the [CROC KING]. You'll have to run and hop on the ball, use it to get onto the croc, and hop back to the ball afterwards. Go down and head right. Swing over some gaps and grab the [ATTITUDE FACE]. Now proceed to the end of the level and laugh at Mr. Croc.

Replay:

Once you have the Cat Head Sticker, play the level again to grab the [SCARY ORNAMENT] and [BUFFALO EMITTER]. Ace the level and .. that's it!

Little Big Planet Guide - Walkthrough

The Meerkat Kingdom

# Prize Bubbles In Level:	44
Complete Level Once:	Costume: Pink Scarf
100% Completion Prize:	Sticker: Red Wolves Concept
	Object: Red Wolves Concept with Frame
	Meerkat Mum & Scenery
Ace Level Prize:	Costume: Gold Monocle Ringmaster Top Hat
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

STICKERS:	MATERIALS:
-----	-----
[] Bat Wing (42)	[] Mr Beaver Says No(36)
[] Big Cute Nose*(15)	[] Orange Bird* (17)
[] Birdy Outline (26)	[] Red Boy (32)
[] Black Animal	[] Red Butterfly (22)
Nose* (28)	[] Red Lobster* (43)
[] Blue Fish* (8)	[] Rubber Duck (1)
[] Blue Wing	[] Scary Fangs* (31)
Graphic (33)	[] Scratch Pattern (7)
[] Cat Head (35)	[] Sleeping Elephant (40)
[] Cow Head (30)	[] White Butterfly (25)
[] Cow Udders (5)	[] Orange Block (6)
[] Crazy Donkey (34)	-----
[] Growl Face (13)	COSTUME:
-----	-----
DECORATIONS:	[] Red Roman Cape* (21)
-----	[] Blue Circles Denim(37)
[] Brown Stripy	-----
Buttton (12)	AUDIO:

	[] 'My Patch' (11)
	[] Savannah Int Music(41)

	OBJECTS:

	[] Big-Belly Meerkat (16)
	[] Baby Meerkats (20)
	[] Hanging Snapping Claw (19)
	[] Jet Cheetah (29)
	[] Meerkat Popup (38)
	[] Snapping Claw (4)
	[] Wooden Flamingo (39)
	[] Wooden Zebra (3)

Move through the wall on the right - yes, that's actually possible. Grab your Fluffy Tree Sticker (The Savannah; 1st Level - Swinging Safari) and place it on the submarine. The rocks will crumble and fall in the pit, releasing 5 prize bubbles: [ORANGE WEAVE], [PINK KNIT], [GREEN FELT], [BROWN STRIPY BUTTON], [BLUE CIRCLES DENIM]. Head left now.

Jump down the cliff and grab the [BABY MEERKATS] object. Continue until you get to a race. You can collect quite some points, plus a [CARVED HEADS] material, which is located behind the tiny white material on the right side of the center platform. Finish the race on the right.



This reveals a hole. Put your Sackhead in it to find a Prize Bubble.

Head more to the right and swing over to a little cave in which you'll have to jump over some spikes in order to find [COW UDDERS], [COW HEAD] and [CRAZED DONKEY] stickers. Swing down.



In the room to the left you can use the meerkats to eject you into the air. Get the Survival Key on the upper right along with [MY PATCH] audio, and the prize bubbles on the left which hold [MR BEAVER SAYS NO], [RUBBER DUCK] and [CARVED ANIMALS]. Continue your way.

The next part can be a bit tricky. Swing over to the left to find a [GROWL FACE] and swing back to the right to find a [CAT HEAD] sticker. The rocks nearby will be evaporated when you touch them, revealing a [BIRDY OUTLINE] sticker. When you drop to the ground, don't hit the spikes. (Should you fall down prematurely, you can use the spikes - or suicide - to get back on top)

2x Players:

To the left is a 2 Player stage. Have one player stand on the left side of the ledge so that the other player can go down and hold it down for the other one. Have one player pull the zebra block away from the wall so the other can use it to jump on the ledge. Upon doing so, another zebra block will allow the other player to come over and grab the four prize bubbles with: [RED ROMAN CAPE], [BLACK ANIMAL NOSE], [ORANGE BLOCK], [SCARY FANGS].

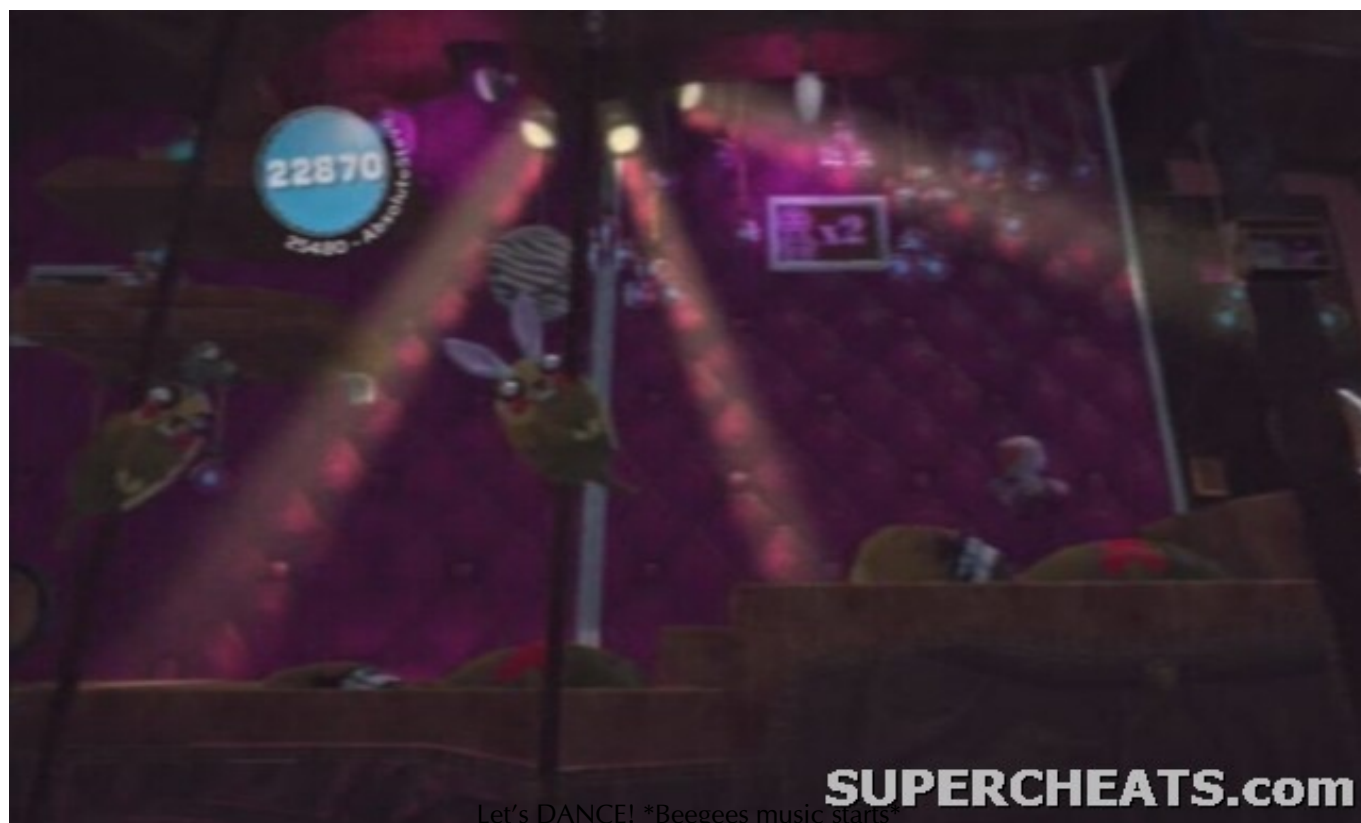
Continue to the right and have one of the players launch the other into the air by jumping on the belly of the meerkat, while the other stands on it's head. This allows the [WOODEN PLANKS] prize bubble to be grabbed.

The same applies for the second meerkat, which allows a [BIG-BELLY MEERKAT] prize bubble to be reached up above.

When you continue, beware of the ground that will crumble beneath your feet. You'll have to be quick to get the prize bubble on the right, which holds a [BROWN WOOD] prize bubble. Tough luck if you don't reach it - which means you're going to have to play the level again some time. The prize bubble below holds a [RED BOY] sticker. Continue down below, mind the spikes. Jump on the bigger meerkat to grab the [JET CHEETAH] object. Proceed, and you'll find Meerkat Mum.



Continue to the left and a meerkat will block the lower way. Jump on him and check out the background where the light is hanging (before any bubbles). From here, move right to a hidden area. The prize bubble contains the [SLEEPING ELEPHANT] sticker. Place the Growl Face sticker you found earlier in this level on the cardboard face, and some points and the [HANGING SNAPPING CLAW] object will become ripe for the taking. Head back and proceed left to the club.



2x Players:

This club is a 2 players stage, well, at least the prize bubbles are. Use the meerkats on the ground to launch one another in the air. You can get the [RED LOBSTER] sticker, and there are two more in the upper left part of the room that hold the [BIG CUTE NOSE] and [BLUE FISH] stickers.

Head to the left and climb the meerkat bouncer. You'll find Stripy Tail on the left side of the area, with some NICE looking female meerkats. My, HO my! Err, I meant, My OH my! Drag his ass off and check out the area behind the bouncer meerkat to find a [WOODEN FLAMINGO] object. Drag him all the way back to the similar situation with the other meerkat and grab a [SNAPPING CLAW] and [SAVANNAH INT MUSIC]. Now drag him back to his mommy and continue your way to the right.

You'll find a [WOODEN ZEBRA], [WALLPAPER] and [ENGRAVED METAL]. Jump over the spikes, and use the meerkats to jump to the higher levels here. In this area, look out for a Challenge Key, as well as prize bubbles with [SCRATH PATTERN], [RED BUTTERFLY] and [WHITE BUTTERFLY] stickers. When you get really high, head into the cave on the upper left with a Sackboy head. Select the Voodoo Face Sticker (The Savannah - Swinging Safari) and stick it on the head to release a [MEERKAT POPUP] object.

Head to the right and use the meerkats to launch you higher. The last meerkat will launch you almost straight into a few prize bubbles: The [BAT WING], [ORANGE BIRD], and [BLUE WING GRAPHIC] stickers are now yours. You can use the meerkat multiple times to score as many points as you like - but when you're tired of it you can also head right to end the level.

Replay:

Not much to replay, except for the 2 player stages and a tricky item. Go ahead and ace this level too!

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Mini Levels (The Savannah)

Flaming Seesaws [Easy - Medium - Hard] (Challenge Key from Burning Forest)

In order to unlock Medium, finish Easy. In order to unlock Hard, finish Medium. There are no bubbles in this level, it's just a race to the end. In Medium and Hard you'll often have to lower the seesaws by pulling them down at one end. In the Hard mode you'll come across a pinball flipper which - if you jump hard and accurately on it - will eject you all the way over a few nasty obstacles. This saves you the trouble .. AND the time. You get 60, 90, and 120 seconds for Easy, Medium and Hard respectively.

Tunnel Plunge: (Unlocked with Challenge Key from The Meerkat Kingdom)

Basically jump into the tunnel and avoid all spikes - while getting to the finish ASAP - within 60 seconds. Your best bet for getting high scores is to simply try over and over again.

Meerkat Bounce: (Unlocked with Challenge Key from The Meerkat Kingdom)

Bounce away baby! Hit the red button on the right to initiate the mini-game. Grab the bubbles as quickly as possible and try to get a highscore. I suggest you don't jump too high - because of the burning rocks and flytrap creatures.

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The Wedding

Oh no! Frida is desperately in need of help! Looks like her fiancé Don Lu is nowhere to be found. Many will know that Frida is easy to upset. It's up to you to save the wedding!

Little Big Planet Guide - Walkthrough

The Wedding Reception

# Prize Bubbles In Level:	63	
Complete Level Once:	Costume: Fairy Dress	Rainbow Dot
100% Completion Prize:	Sticker: Wrestling Ring Concept	
	Object: Wrestling Ring Concept with Frame	
Ace Level Prize:	Costume: Wooden Sword	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	DECORATIONS:	OBJECTS:
-----	-----	-----
[] Big Chin Skeleton(39)	[] Bow Tie (50)	[] Balloon Launcher (27)
[] Bowler Hat (57)	[] Glasses (15)	[] Bowler-Hatter Skeleton(25)
[] Calavera the	[] Lower Teeth (62)	[] Dismembered Hand (34)
Wrestler (4)	[] Plastic Ear (20)	[] Large Balloon (55)
[] Confused Skull (16)	[] Plastic Mustache(60)	[] Little Butler (43)
[] Green Skulls (6)	[] Plastic Nose (28)	[] Medium Balloon (12)
[] Half Moon (13)	[] Springy Arm (22)	[] Screaming Skull (9)
[] Huge Eye (3)	[] White Flower (33)	[] Skeleton Talking Head (5)
[] Psycho Bunny (53)	[] Wobbly Leg (52)	[] Skull Bungee Cord (21)
[] Purple Stuff (11)	[] Yellow Dandelions(51)	[] Skull Lift (41)
[] Purple Skeleton	[] Yellow Flower (2)	[] Small Balloon (40)
Torso (24)	-----	[] Spiked Screaming Skull(56)
[] Red Coffin (26)	COSTUME:	[] Stained Glass
[] Red X (35)	-----	Bouncy Platform (44)
[] Saint (61)	[] Black Tuxedo (31)	[] Teeter Platform (59)
[] Skeleton Hat (29)	[] Bow Tie (19)	[] Tilting Stained
[] Standing Skeleton(49)		Glass Window (36)
-----	[] Farmer's Cap* (42)	[] Wavy Davy Skeleton (7)
MATERIALS:	[] Red Wig (18)	-----
-----	[] Straw* (48)	AUDIO:
[] Basket (8)	[] Top Hat (32)	-----
[] Bevel Concrete (54)	[] Wedding Veil (46)	[] 'Volver a Comenzar'* (47)
[] Blue Glass (23)	[] White Wedding	[] 'Disco'n'Tinued' (10)
[] Brown Glass (45)	Dress (1)	
[] Green Glass (17)	[] Fuzzy Scribble(38)	
[] Purple Glass (63)	[] Zombie Boy (14)	
[] Red & Gold Cutout	[] Zombie Girl (58)	-----
Wood (37)	-----	
[] Red Glass (30)		

Head to the right to find the [ZOMBIE BOY], [ZOMBIE GIRL], [WEDDING VEIL], [TOP HAT], [WHITE WEDDING DRESS], [BLACK TUXEDO], [RED WIG] and [BLACK BOW TIE].

Continue through the skeleton's mouth and jump on the platform to the right. The prize bubbles on the higher platforms can easily be gotten by pulling the platforms to the side by grabbing the basket material in the middle.

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More to the right is another room with prize bubbles. The red button can launch you in the air - high enough to grab the fabric ball - so you can grab the prize bubbles that contain: [HUGE EYE SWITCH TRIGGER], [GREEN GLASS], [SKULL BUNGEE CORD], [BROWN GLASS] and [BLUE GLASS]. You can also reach these by using the bungee from the room on the left.

Continue to the right and jump over the skeleton (don't proceed up - yet). Kill the first butler, but only after you've jumped on his head in order to grab the points above. The second butler is even more important, because you can jump on his head to reach a prize bubble with the [SPIKED SCREAMING SKILL]. To the right is a 2 player room.



Don't kill this butler right away, you need him in order to get this Prize Bubble.

2x Players:

It's quite a simple puzzle: Use the cloth balls attached to the platform on the right to lower this platform - for which you need to switch between grabbing balls, until one player can reach the ball attached to the skeleton's mouth. Grabbing this one will open the mouth, releasing two prize bubbles with [VOLVER A COMENZAR], [STRAW] and [FARMER'S CAP]. Head back.

Now jump the skull right before the butlers to proceed upwards. The skulls on the left and right will open their mouths to reveal points. To get the prize bubble above the skull, use the Huge Eye Sticker on his eye and get the [FUZZY SCRIBBLE] costume. Then use the skull trampoline on the right to get another prize bubble with the [SCREAMING SKULL]. Continue to the right and ride the skull elevators up.

When riding the last elevator up, jump to the upper right platform just when the elevator is almost at the end (which should give you a slight boost) Grab the [SKULL LIFT] and from here, jump over the skeleton heads to grab prize bubbles that hold: [PLASTIC EAR], [PLASTIC NOSE], [BOW TIE] and [GLASSES]. Also take the low route for some points.



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Use the elevator's boost to get on top of the heads.

The next area is pretty self-explanatory. First of all, there is a hidden tunnel on the lower left - that is, before you use any of the jumping platforms. Drop yourself down carefully and press left.

You can get the following prize bubbles from there: [RED COFFIN], [BIG CHIN SKELETON], [HALF MOON], [TOP HAT], and [CALAVERA THE WRESLER]. Get back up using the skeleton head and use the jumping platforms to get across; Don't miss out on the higher placed prize bubbles which contain: [YELLOW FLOWER], [YELLOW DANDELIONS], [WOBBLY LEGS], [SPRINGY ARM], and [WHITE FLOWER].

Proceed right, head over the bridge, and use the skulls to lift you in the air. Time your jumps well to grab all prize bubbles around here: [SMALL BALLOON], [PSYCHO BUNNY], [PRUPLE SKULL TORSO], [PURPLE STUFF], [MEDIUM BALLOON], and the [SMALL BALLOON]. The last two are floating - and a bit more difficult to get. Time your jump well. Head to the left of the platform and jump onto the large skeleton with a hat. You'll get a Survival Key plus [DISCO'N'TINUED] and [WAVY DAVY SKELETON]. The one on top of the hat is trickier; Jump on the top part of the head (which is in the background, mind you) when it tilts to the right. Continue to the right to find Frida and the scoreboard.

Replay:

Use the acquired Skeleton Hat Sticker and place it on the upper platform near the start of the level (above a butler) as described in the walkthrough. This will net you the [PLASTIC MUSTACHE] and [LOWER TEETH].

Little Big Planet Guide - Walkthrough

The Darkness

# Prize Bubbles In Level:	38	
Complete Level Once:	Costume: Pink Fairy Wings	Pink Dot
100% Completion Prize:	Sticker: Themed Characters Concept	
	Object: Themed Characters Concept with Frame	
Ace Level Prize:	Costume: Roman Armor	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

OBJECTS:	DECORATIONS:	STICKERS:
-----	-----	-----
<input type="checkbox"/> Bull Skull (30)	<input type="checkbox"/> Grey Ghost (18)	<input type="checkbox"/> Blue Piñata Motif* (32)
<input type="checkbox"/> Christmas Light (3)	<input type="checkbox"/> Skeleton Arm (13)	<input type="checkbox"/> Cartoon Bone (8)
<input type="checkbox"/> Deadly Bat (5)	<input type="checkbox"/> Skeleton Leg (29)	<input type="checkbox"/> Flower Frame* (4)
<input type="checkbox"/> Fairy Light (28)	<input type="checkbox"/> Skeleton Torso (21)	<input type="checkbox"/> Green Piñata Motif*(36)
<input type="checkbox"/> Picture Frame (33)	<input type="checkbox"/> Skull (16)	<input type="checkbox"/> Piñata Dog (1)
<input type="checkbox"/> Red Candle (35)	-----	<input type="checkbox"/> Pink Piñata Motif (25)
<input type="checkbox"/> Seated Skeleton (22)	COSTUME:	<input type="checkbox"/> Pixel Skull (26)
<input type="checkbox"/> Small LED Light (15)	-----	<input type="checkbox"/> Purple & Orange (10)
<input type="checkbox"/> Sugar Bone* (6)	<input type="checkbox"/> Cyclops Eye* (27)	Piñata Motif
<input type="checkbox"/> Sugar Skull (37)	<input type="checkbox"/> Pink Star	<input type="checkbox"/> Purple Piñata Motif(23)
<input type="checkbox"/> Torn Cloth* (12)	Sunglasses* (34)	<input type="checkbox"/> Purple Skull Arm (31)
-----	<input type="checkbox"/> Brown Leather (2)	<input type="checkbox"/> Purple Skull Skirt (38)
AUDIO:	<input type="checkbox"/> Bunny (17)	<input type="checkbox"/> Red Piñata Motif* (20)
-----	-----	<input type="checkbox"/> Skeleton Hand (11)
<input type="checkbox"/> 'The Appliance of Science' (14)	MATERIALS:	<input type="checkbox"/> Skeleton Hip Bone (7)
	-----	<input type="checkbox"/> Spotty Skull Leg (9)
	<input type="checkbox"/> Ceramic Mosaic (24)	
	<input type="checkbox"/> Metal Skull Plate (19)	

This level is true to it's name seeing (or don't seeing) how it's quite .. dark. Proceed and meet up with the dog of Don Lu. You can ride his back, and if you're standing on his head he'll move forward - if you're standing on his behind he'll move backward. You can use him to ride over spikes and such. Let's give it a try shall we? You'll soon get to several spikes and two prize bubbles in the back. Get them, they hold a [BULL SKULL] and [SEATED SKELETON]. Continue, and when you start to ride up, jump left to grab the [CERAMIC MOSAIC].

Proceed .. and jump on the ledge. Grab the plank and drag it down so the dog can continue up with you. You'll have to take the lower path here because of the gas swirling around in the upper path. Stay close to the dog's light. When you're back together, grab the [GREY GHOST] to the left nearby. When you continue, make sure you grab the [SKELETON HAND], [SKELETON HIP BONE] and [CARTOON BONE]. When you reach the end of the path, jump on the ledge, flip the switch back and forth so our trusty dog can catch a ride with the lift, and hop on the rear of the dog. When you're close to the upper ledge on the left, time your jump well and grab the [PIXEL SKULL] and [CHRISTMAS LIGHT].

Continue, and hop off the dog's back when you reach the trap. Ride the skeleton lifts - beware you don't jump against their spiked roofs - and grab the prize bubble on the right during the last elevator ride. Yes, you can "walk" through the wall here, the bubble contains [SKULL]. The prize bubble on top of the final skeleton skull is tricky indeed to get. Hop on top of the second skull and leap all the way to the left so you can grab the skull and swing it all the way to the left. You'll get to a ledge where you can grab a Challenge Key and the [APPLIANCE OF SCIENCE] audio. Use the skull once more (either from the ledge you're standing on, or like you did before from the second skull) and swing it to the top of the third skull lift to snatch the [PICTURE FRAME] prize bubble.

The next area is very dark at times, so walk through it slowly. There are three well hidden prize bubbles to be found in the background (jump around in the background behind things). They hold: [SKELETON ARM], [SKELETON LEG] and [SHELETON TORSO]. Be careful of the spikes on the main path, and be more wary of the bats coming up next. Don't forget to pick up the [DEADLY BAT] object.

When you proceed from here, grab the skeleton skull to swing over the spikes while avoiding the bat. The next skull can be grabbed to slide over the next spikes. You'll find the [SMALL LED LIGHT] along the way. Jump across the next spiked floor and grab the [RED CANDLE]. In the next room, search the lower left for [PURPLE SKULL SKIRT], [PRUPLE SKULL ARM], and [SPOTTY SKULL LEG]. Pull the block with the skull away from the wall and grab the revealed [SUGAR SKULL]. Jump on the block from the stairs and proceed your way. Jump over the extending spiked block and get the [METAL SKULL PLATE] in the process.

Pull the block away.

Continue and find Don Lu on the ground. In order to drag him over to the right, swing over the spikes using the skull bungees. At the end flip the switch and the spikes will be removed. You can also use the first skull bungee to get to a 2 player stage up beyond, on the upper left.

This is a challenging 2 Player Stage.

2x Players:

Grab the next skull too, and in the next section, have one player grab the lamp while the other hops onto the lifted platform. The upper player must drop down from above and grab the three prize bubbles between the spikes. This means you have to drop down three times, but you receive the [RED PIÑATA MOTIF], [GREEN PIÑATA MOTIF] and [BLUE PIÑATA MOTIF]. In order to get the bubbles at the very end, the lower player must hop over all the spikes, which is impossible in the dark. The upper player must shine a light on them so they can make it through. The upper player must, in the end, hop on the button so the lower player can pass through. In the room on the left you'll find the [FLOWER FRAME], [CYCLOPS EYE] and the [PINK STAR SUNGLASSES].

Drag Don Lu all the way to the right and up a little platform launcher, that is, drag him until you can't go any further. Climb the stairs, jump on the button and Don Lu will be launched next to you. You can either continue or do another 2 player part.

2x Players:

Have one player stand on the launcher, the other one will press the button. The player that gets launched into the air must also jump themselves when the ejecter does it's thing in order to give an extra boost. With the right jump, the player will be able to grab the [SUGAR BONE] and [TORN CLOTH] in an alcove above. Proceed.

Drag Don Lu through the next hall. Since you're doing him such a big favor, don't be shy to use him as a stepping stone to reach the prize bubbles: [PIÑATA DOG], [BLUE PIÑATA MOTIF], [PINK PIÑATA MOTIF] and [ORANGE

PIÑATA MOTIF]. When you can't drag him further, proceed on your own. Ride the first elevator up and stand close to the wall. Hop into the background (Left stick up Jump) and move to the right to grab the [FAIRY LIGHT]. Go all the way up now. Instead of right, head left and grab the skull to go up. Go inside the Popit and select the Pixel Skull sticker (from this level) and place it on all five skeletons. This will reveal two prize bubbles: [BROWN LEATHER] and [BUNNY]. Now head back and head right. Follow the path to the scoreboard.

Replay:

There's not much to replay except for the 2 Player stages and Acing the level.

Little Big Planet Guide - Walkthrough

Skulldozer

# Prize Bubbles In Level:	18
Complete Level Once:	Costume: Long Bunches Wig Background: The Wedding
100% Completion Prize:	Sticker: Graveyard Concept Object: Skulldozer Graveyard Concept with Frame
Ace Level Prize:	Costume: Roman Helmet
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

STICKERS:	MATERIALS:
-----	-----
<input type="checkbox"/> Bowler Hat (17)	<input type="checkbox"/> Scary Skull (12)
<input type="checkbox"/> Graveyard Tux (11)	<input type="checkbox"/> Treasure Box Body (1)
<input type="checkbox"/> Hojaldra (8)	<input type="checkbox"/> Treasure Box Inside(4)
<input type="checkbox"/> Los Muertos (16)	<input type="checkbox"/> Treasure Box Lid (13)
<input type="checkbox"/> Owl Drawing (18)	
<input type="checkbox"/> Pirate Skull (9)	AUDIO:
<input type="checkbox"/> Purple Piano (10)	-----
	<input type="checkbox"/> Wedding Int Music (15)
	OBJECTS:

	<input type="checkbox"/> Candle Stick (6)
	<input type="checkbox"/> Real Bone (5)

This level is very hard to describe step-by-step, and it most likely won't do you any good. This is a race and you're being chased. While being chased you should try to get all prize bubbles as well, which is a difficult task. Once you start the race, run as fast as you can - but be SURE to stay on top of the plat forms: take your time doing so, because missing one usually means you miss out several prize bubbles. It must be noted that if you die, a gong will appear in the air and replace you there. This is a double-ringed gong, which grants you twice as much lives than a regular gong.

Keep the pace up and do the level several times: A few times to score all prize bubbles, and a few times (or perhaps once, if you're good) to ace the level.

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Mini Levels (The Wedding)

The Dangerous Descent (Unlocked by Challenge Key from The Wedding Reception)

This is a mini-game in which you will die eventually. Jump through the holes of the platforms in order to avoid the poison gas below and above you. As a rule, try not to go too low: sometimes two holes come right after each other.

Wobble Poles: (Unlocked by Challenge Key from The Wedding Reception)

In this minigame you'll have to race to the finish within 30 seconds! You'll come across plenty of wobble poles, which make for the upper path. Needless to say, the upper path is faster and holds more score bubbles. The score bubbles are nice to score points, but they also significantly improve your score due to their time-stopping ability. Unfortunately for you, the upper path is also more difficult. If you fall off somewhere, it doesn't necessarily have to mean your death. You can continue the lower path - and deal with a lesser score.

Bubble Labyrinth (Unlocked by Challenge Key from The Darkness)

Use the sponges to make your way around the labyrinth, and don't touch any hot coals twice. The best way to score major points is to finish this level as fast as possible - looking for score bubbles will not improve your score more than racing quickly.

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The Canyons

These levels are a blast to play! Just be careful if you don't want to lose any of your sacklimbs, as you'll be toying around with dangerous explosives many times.

Little Big Planet Guide - Walkthrough

Boom Town

# Prize Bubbles In Level:	80	
Complete Level Once:	Costume: Red Flowers	Fringed Dress
100% Completion Prize:	Sticker: Boom Town Concept	
	Object: Boom Town Concept with Frame	
Ace Level Prize:	Costume: Cowboy Boots	Leather Gloves
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	MATERIALS:
-----	-----	-----
<input type="checkbox"/> Angry Skull (5)	<input type="checkbox"/> Bandit Toy	<input type="checkbox"/> Brown Stripy Fabric(72)
<input type="checkbox"/> Big Spider (41)	<input type="checkbox"/> Soldier 1 (20)	<input type="checkbox"/> Check Fabric (43)
<input type="checkbox"/> Blue Paint (79)	<input type="checkbox"/> Bandit Toy	<input type="checkbox"/> Dark Wood (57)
<input type="checkbox"/> Border Bit (36)	<input type="checkbox"/> Soldier 2 (54)	<input type="checkbox"/> Green Stripes Fabric(6)
<input type="checkbox"/> Cactus (77)	<input type="checkbox"/> Birds in Tree (17)	<input type="checkbox"/> Orange Wood (13)
<input type="checkbox"/> Cactus Arm (14)	<input type="checkbox"/> Black Rubber	<input type="checkbox"/> Red Wood (75)
<input type="checkbox"/> Cactus Body (61)	<input type="checkbox"/> Scorpion (28)	<input type="checkbox"/> Red-Painted Wood (4)
<input type="checkbox"/> Colonial Arch Motif(9)	<input type="checkbox"/> Blue Pen* (27)	<input type="checkbox"/> Sandpaper (66)
<input type="checkbox"/> Colonial Balcony (48)	<input type="checkbox"/> Bumpy Cow* (65)	<input type="checkbox"/> Weathered Green Wood(32)
<input type="checkbox"/> Colonial Door (74)	<input type="checkbox"/> Calavera the	<input type="checkbox"/> Weathered Wood (8)
<input type="checkbox"/> Green Face (50)	<input type="checkbox"/> Wrestler* (49)	<input type="checkbox"/> White Panels (47)
<input type="checkbox"/> Long Colonial	<input type="checkbox"/> Cat Piñata (45)	-----
<input type="checkbox"/> Window (21)	<input type="checkbox"/> Fat Cactus (59)	COSTUME:
<input type="checkbox"/> Mexican Door (31)	<input type="checkbox"/> Green Ocarina* (53)	-----
<input type="checkbox"/> Mexican Shutters (64)	<input type="checkbox"/> Hillside Village (15)	<input type="checkbox"/> Feathered Head Band*(68)
<input type="checkbox"/> Mustard Colonial	<input type="checkbox"/> Impact Explosive	<input type="checkbox"/> Lace Trim Dress (46)
<input type="checkbox"/> Motif (12)	<input type="checkbox"/> Emitter (60)	<input type="checkbox"/> Long Moustache (73)
<input type="checkbox"/> Pixel Cactus (62)	<input type="checkbox"/> Iron Mine Cart (10)	<input type="checkbox"/> Mexican Wrestler (67)
<input type="checkbox"/> Red Paint (37)	<input type="checkbox"/> Jumbo Chili* (80)	<input type="checkbox"/> Patchy Eye* (52)
<input type="checkbox"/> Round Orange Face*(35)	<input type="checkbox"/> Large Cactus (34)	<input type="checkbox"/> Piñata (22)
<input type="checkbox"/> Smiley Sun* (33)	<input type="checkbox"/> Luchador the	<input type="checkbox"/> Red Poncho (19)
<input type="checkbox"/> Square Colonial	<input type="checkbox"/> Wrestler* (16)	<input type="checkbox"/> Ringmaster Trousers*(76)
<input type="checkbox"/> Motif (71)	<input type="checkbox"/> Mexican Basket*(42)	<input type="checkbox"/> Seniorita Wig (29)
<input type="checkbox"/> Square Colonial	<input type="checkbox"/> Mexican Rock Scene(78)	<input type="checkbox"/> Sombrero Hat (39)
<input type="checkbox"/> Window (55)	<input type="checkbox"/> Mexican Vase (1)	-----
<input type="checkbox"/> Warrior Hand* (58)	<input type="checkbox"/> Narrow Rooftop (70)	AUDIO:
<input type="checkbox"/> Warrior Swoop* (23)	<input type="checkbox"/> Pencil (44)	-----
<input type="checkbox"/> White Paint (40)	<input type="checkbox"/> Powered Mine Cart*26)	<input type="checkbox"/> 'Cornman' (2)
<input type="checkbox"/> White Window (3)	<input type="checkbox"/> Red Ocarina (11)	<input type="checkbox"/> 'Cries in the Wind'(30)
<input type="checkbox"/> Window Semi Circle(18)	<input type="checkbox"/> Rocket Cart (56)	
<input type="checkbox"/> Yellow Corner (69)	<input type="checkbox"/> Round Cactus (38)	
<input type="checkbox"/> Yellow Paint (25)	<input type="checkbox"/> Sombrero Hat (63)	-----
	<input type="checkbox"/> Thin Cactus (24)	
	<input type="checkbox"/> Wide Rooftop (7)	
	<input type="checkbox"/> Wooden Ruler* (51)	
-----	-----	

There are a lot of prize bubbles to be found in this level, and it starts right away. Jump to the ledge on the right to find two prize bubbles: [BIRDS IN TREE] and [WHITE PANELS]. Behind the cactus on the right, the [PIXEL CACTUS] can be found. Backtrack to the left and look for the [GREEN STRIPES FABRIC]. Then head right and grab the vast amount of prize bubbles: [PIÑATA], [LONG MUSTACHE], [RED PONCHO], [SOMBRERO HAT], [MLACE TRIM DRESS], [MEXICAN WRESTLER] and the [SENIORITA WIG]. Proceed.

Behind the cactus left of the person you can find [FAT CACTUS] and [CACTUS ARM] stickers - you'll have to jump for one of them. Continue your way and grab the [CACTUS] sticker. Next up, jump from platform to platform carefully, and make your way over the sharp cacti while getting the [MEXICAN ROCK SCENE] and [LARGE CACTUS].

Back on the ground, look behind the large cactus on the left for two prize bubbles - one is in the air: [RED WOOD] and [ORANGE WOOD]. Head right and pull the stacked blocks to the right. Grab the [BROWN STRIPY FABRIC], and look behind the small cactus nearby for a [THIN CACTUS]. Jump over the spikes and collect the [ROUND CACTUS] while doing it.

Climb the mountain - jump on the red button to blow up some explosives (and wait after that for a burning rock to roll down). At the next button be even more precautionous - two burning boulders come rolling down after blowing the wall that was rigged with explosives, so it might be best to jump back to the foreground.

At the upper left, give the cow a push and grab the [SANDPAPER]. Also grab the Challenge Key that's hanging around the cow's neck. Head up some more and grab the [HILLSIDE VILLAGE] object. If you step on the red button, be sure to hop to the foreground - or a huge burning boulder will crush you. A prize bubble that comes rolling down will hold the [CHECK FABRIC].

2x Players:

Have one player move the plank over to the ravine on the lower right so both can pass. The other player can grab one of the mines and carefully drag it to the rightmost minecart. Once inside, have the other player position the cart to the very end of the tracks - which should cause a standstill. Get out of the cart, flip the lever (which triggers the conveyer belt's movement), and when the cart is in place (on the left), so the exact same with the other cart, except when the cart is about halfway the conveyor belt, flip the switch the other way to raise the belt and have it move in the opposite direction. First of all, grab the [WEATHERED GREEN WOOD] already laying around, then hit the button for the party to go boom. Collect the [JUMBO CHILI], [POWERED MINE CART], [BUMPY COW], [WARRIOR HAND], [ROUND ORANGE FACE], [WOODEN RULER], [GREEN OCARINA], [BLUE PEN], [CALAVERA THE WRESTLER], [MEXICAN BASKET] and [LUCHADOR THE WRESTLER].

Head upwards and push the crate to a stack of explosives. Climb the houses and push the red button. After the blast, be sure to pick up the [MEXICAN SHUTTER], [WHITE WINDOW], [COLONIAL DOOR] and [LONG COLONIAL DOOR]. Climb the steps, grab the [DARK WOOD] and head left. Grab the [MEXICAN DOOR] from the platform, then push the red button on top and snatch [YELLOW CORNER], [COLONIAL ARCH MOTIF], [SQUARE COLONIAL WINDOW] and [YELLOW PAINT]. Also grab the [MUSTARD COLONIAL MOTIF] from the roof of the building on the very left. Now continue your way to the right.

Hop onto the big red Piñata to grab the [CAT PIÑATA], plus the [CRIES IN THE WIND] audio when the thing breaks. Also get the Challenge Key. Head right and jump on top of the Bank to find [NARROW ROOFTOP] and [COLONIAL BALCONY]. Also take your time to make the red dude fart alot by simply grabbing him. Tap that R1, alright! Head right from the bank and look behind the ramp for the [RED OCARINA] object. Proceed right.

You'll meet the evil sheriff here. Press the button and hop onto the rocket, which will get you over the ravine. Grab the [ROCKET CART] object while doing this. Head past the jail and go into the tunnel, but beware of the scorpions. Grab the three prize bubbles with [RED PAINT], [BLUE PAINT] and [WHITE PAINT].

At the end, grab the colored block (ignore The Collector who grabs the romancing pair from the hotel) and place it next to the explosives cart. Climb it to reach the higher ledge. Here, place the Orange Bird Sticker (The Savannah – The Meerkat Kingdom) on all five birds. If you miss, you get blown up. If you succeed, you get [CACTUS BODY], [ANGRY SKULL], [WEATHERED WOOD], [CORNMAN], [BORDER BIT] and [WINDOW SEMI CIRCLE].

Head back to the explosives cart and make your way through the scorpions. Use the cart to grab the prize bubbles in the alcove: [BLACK RUBBER SCORPION], [BIG SPIDER] and [MEXICAN VASE]. Now take the cart with you to the jail. Go to the door of the jail and stuff gets blown up. Grab the prize bubbles in the back which hold: [BANDIT TOY SOLDIER 1], [BANDIT TOY SOLDIER 2], [PENCIL], [SQUARE COLONIAL MOTIF], and [WIDE ROOFTOP]. Some are hidden in the building. Jump down the hole and grab the jetpack.

With the jetpack, grab an explosive ball and drop it at the end of the tunnel to remove the rocks. You'll have to do this several times. Also grab the [RED PAINTED WOOD], [IMPACT EXPLOSIVE EMITTER], and [GREEN FACE]. Once through, you will be able to get some more jetpacks. Explosives can be found to the right, and if you grab some you can blow a hole in the rock-floor on the left to reveal a 2 player area.

2x Players:

In this area, have one player push the red button to keep the panel open, and have the other player use the bombs to clear the way on the lower left. This takes 4 bombs at the very least. When cleared, grab the [PATCHY EYE], [SMILEY SUN], [RINGMASTER TROUSERS], [WARRIOR SWOOP] and [FEATHERED HEAD BAND].

Continue to the right and grab an explosive while having a jetpack equipped. Carefully and slowly make your way through the three wooden spikes, and don't swing that explosive around too much - that includes the ground. Use the bombs to clear the path ahead. A prize bubble can be found here: [SOMBRERO HAT]. Head all the way up, collect another prize bubble, the [IRON MINE CART], and hop into the mine cart to finish the level.

Little Big Planet Guide - Walkthrough

The Mines

# Prize Bubbles In Level:	42	
Complete Level Once:	Costume: Pigtails Hair Wig	Brown Camo
100% Completion Prize:	Sticker: Anteater Concept	
	Object: Anteater Concept with Frame	
Ace Level Prize:	Costume: Jeans with a Belt	Cowboy Bandana
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

OBJECTS :	MATERIALS:	STICKERS:
-----	-----	-----
[] Aztec Spiky (3)	[] Basket (23)	[] Apple Heart (24)
[] Big Platform Booster(14)	[] Framed Carved Wood(15)	[] Big Mouth Teeth (11)
[] Cardboard Mine Cart (26)	[] Leather Struts (1)	[] Bottle Logo (42)
[] Double Sponge Rotator(32)	[] Red Pattern Fabric(7)	[] Cactus Quench (13)
[] Empty Mine Cart (2)	[] Red Stripy Fabric(17)	[] Green Gecko (4)
[] Jumping Wrestler (5)	[] Wooden Basket (12)	[] Half a Tache (16)
[] Matchstick (37)	-----	[] Mexican Spice (30)
[] Mine Cart with	COSTUME:	[] Mexican Symbol (41)
Handles (35)	-----	[] Pink Wrestler Face(18)
[] Powered Chain	[] Dungarees Bottom*(28)	[] Red Explosives (34)
Platform* (10)	[] Rotten Teeth* (25)	[] Red Motif* (31)
[] Sardine Can (22)	[] Plain Natural (20)	[] Red Wrestler Face (29)
[] Single Sponge	-----	[] Sardine Label (9)
Rotator* (36)	DECORATIONS:	[] Shouting Mustache
[] Timed Explosive (33)	-----	Man (6)
[] White Cotton Bud (8)	[] Snake Stone (19)	[] Standing Man (40)
[] Standing Skeleton		[] Standing Man
[] Spikehammer Block (27)		Outline (21)
-----		[] Thin Sardine Label(38)
AUDIO:	-----	-----

[] 'Saregama Sun' (39)		

Go in the mines. Pop the two creatures, jump over the gap, and use the next creature (pop it) to get the prize bubbles that hold [RED STRIPY FABRIC] and [AZTEC SPIKY]. Hop onto the rolling wheels and grab the [RED PATTERN FABRIC] and [STANDING MAN] while you jump over to the right immediately. On the right you'll find a sticker puzzle. Grab your Angry Skull sticker (previous level - Boom Town) and place it on the cardboard to receive [SARDINE CAN], [RED EXPLOSIVES] and [MEXICAN SYMBOL].



Jump down below and grab the [RED WRESTLER FACE] and [MATCHSTICK], then hit the red button.

Hop onto one of the carts and enjoy the shaky ride. At the end, proceed and pop two creatures' heads. Hit the red button in the next room and pull the switch.



2x Players:

If one player stands on the tip of the bridge, the other one can lift him into the air with the switch, allowing the other to grab the [POWERED CHAIN PLATFORM] up above.

Before you cross the bridge, check out the hole on the left (where carts come from) to find the [CARDBOARD MINE CART]. Head right. Two carts are moving back and forth, one above your head and one on the same level as you.

Pull the lever when the one above you is exactly above your head in order to get the [STANDING MAN OUTLINE].

Pull the lever again to close the carts and ride it across. Grab the [CACTUS QUENCH] here, then head up. Jump to the upper cart and ride it across. Pop the creature here and collect the [JUMPING WRESTLER]. If you have the Red Explosives Sticker (from this level - but from the sticker puzzle for which you needed the Angry Skull Sticker) then place it here to get [PLAIN NATURAL] costume, [BIG MOUTH TEETH], and [BIG PLATFORM BOOSTER].



Fearsome creatures await you in these deep mines. A movie such as "The Descent" fades away after seeing these creeps. No, really.

Head back and continue your way. The creatures here can be disabled by walking under them and stay exactly in the middle when they land on their feet. The launcher on the left will eject you across the room, allowing you to collect the [THIN SARDINE LABEL] along the way. You should land on the upper platform on the right, where you can pull the fabric to release a bomb - which should clear the path immediately. Continue and jump to the ledge on the right to grab the [BASKET] material. Drop down and press the red button to release mine carts.

Hop onto one and prepare to grab a prize bubble in the air: [MINE CART WITH HANDLES]. Hold on tight from here until the end. When you continue, head down with the no-so-comfortable conveyor belt. You'll have to jump over to the other side, which can be a little tricky. Grab the [WOODEN BASKET] and make sure you jump in time when you have to get off.

Pop the nearby creature and get ready for a race. Hit the red button to release a timed-explosive, which will blow up if the arrows face each other. Pull one of them back to the right, near a destructible wall to find [TIMED EXPLOSIVE], [SHOUTING MUSTACHE MAN] and [SNAKE STONE]. Then push them to the rocks on the left to clear the path, and collect the [MEXICAN SPICE] sticker. Make your way to the next red button, head up the plank, jump on another red button to make the next path and collect the [APPLE HEART]. Jump to the left to finish the race, but do some backtracking to the room you were in and notice a cart with explosives. Push the cart to the very right and push it's button to reveal [BOTTLE LOGO] and [HALF A TACHE] stickers.

Continue to the left and hop in another cart. The only things of interest are the Challenge Key (and loads of points - if you're into that kind of thing) and the [WHITE COTTON BUD]. When you hop off, pop the creature and proceed to the rotating wheels which can grab. And you should grab the first one and let it spin you one round so you can get the [SPIKEHAMMER BLOCK]. Make your way through the wheels and also collect the [DOUBLE SPONGE ROTATOR] along the way. Hop into the next cart after pressing yet another red button.

Be warned, you'll have to take a leap at a fabric ball soon and swing it to get the [EMPTY MINE CART] object. A

next cart will bring you to safety. When you pass the gong, head into the background and walk up. Here is another sticker puzzle, and this one requires the Mexican Scary Mask (next lvl - Serpent Shrine) to unlock some prize bubbles. There is also another 2 player stage up ahead.

2x Players:

Have one player hold the pin up that is keeping the ball from rotating, and the other player to hold the fabric attached to the ball, which will clear the way.

In the next room, have one player hold on to the wheel(s) and have the other player press the button(s) so that the other player can move from wheel to wheel until they reach the ledge on the very left. Here, the prize bubbles with [RED MOTIF], [ROTTEN TEETH], [SINGLE SPONGE ROTATOR] and [DUNGAREES BOTTOM] are ripe for the taking.

Continue from the gong and hold onto the wheels - but beware! Not all wheels can be grabbed. There are two metal wheels, on which you can run/walk, but you can't grab them. Keep this in mind while navigating down. You can find the [FRAMED CARVED WOOD] material and the [SAREGAMA SUN] audio, as well as another Challenge Key. Jump into the hall on the right after having landed on the second metal wheel. Immediately beware of the three creatures roaming this place, and pop their nasty looking heads right away. Head right, and you'll fall down. Better start running, because a huge boulder will be chasing you a-la Crash Bandicoot style! Do TINY hops over any fiery rocks until you reach safety. Here you'll meet up with Jalapeño again, but before you jump on the scoreboard, be sure to find the well hidden [GREEN GECKO] sticker on the left. Switch between layer to move to the left. And.. that's it for the mines.

Replay:

After you have the Mexican Scary Mask, use it near the end of the level, near the last 2 Player stage to release the following prize bubbles: [SARDINE LABEL], [LEATHER STRUTS] and [PINK WRESTLER].

Little Big Planet Guide - Walkthrough

Serpent Shrine

# Prize Bubbles In Level:	31	
Complete Level Once:	Costume: Frying Pan	Object: The Canyons
100% Completion Prize:	Sticker: The Mines Concept	
	Object: The Mines Concept with Frame	
	Sheriff Zapata's Explosive Machine	
Ace Level Prize:	Costume: Cowboy Hat	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

OBJECTS:	STICKERS:	MATERIALS:
-----	-----	-----
<input type="checkbox"/> Jade Snake (28)	<input type="checkbox"/> Aztec Face (29)	<input type="checkbox"/> Aztec Gold (22)
<input type="checkbox"/> Jade Track Circle (5)	<input type="checkbox"/> Aztec Sackboy tm(12)	<input type="checkbox"/> Aztec Jade (19)
<input type="checkbox"/> Jade Track Cross (2)	<input type="checkbox"/> Face Motifs (7)	<input type="checkbox"/> Aztec Stone (17)
<input type="checkbox"/> Jade Track Emitter (9)	<input type="checkbox"/> Mexican Dollar (13)	<input type="checkbox"/> Bevel Aztec Stone (8)
<input type="checkbox"/> Jade Track Gate (10)	<input type="checkbox"/> Mexican Scary Mask(18)	-----
<input type="checkbox"/> Jade Track Straight(18)	<input type="checkbox"/> Orange Mexican	DECORATIONS:
<input type="checkbox"/> Jade Track Turn (14)	Pattern* (27)	-----
<input type="checkbox"/> Raising Steps (21)	<input type="checkbox"/> Orange Motif (3)	<input type="checkbox"/> Face Stone (6)
<input type="checkbox"/> Sheriff Zapata (20)	<input type="checkbox"/> Strong Man Logo (16)	<input type="checkbox"/> Gold Motif (15)
<input type="checkbox"/> Snake Bubble		<input type="checkbox"/> Man Stone* (31)
Guardian (23)		<input type="checkbox"/> Quetzal Feather (11)
<input type="checkbox"/> Wooden Mask (1)	-----	<input type="checkbox"/> Snake Stone (25)
-----	AUDIO:	
COSTUMES:	-----	
-----	<input type="checkbox"/> Canyons Int Music (4)	
<input type="checkbox"/> Zombie Brain* (30)		
<input type="checkbox"/> Clown (26)	-----	

Head to the left and flip the switch to create a stairway. When at the top, jump to the left in order to grab the [RAISING STEPS] object. Continue and hop over the gap, grabbing the [SNAKE STONE] in the progress. Pop the creature's head and head right. Use the launcher to get a prize bubble with [AZTEC GOLD] high above.

Continue and hop over a few more gaps, then use the trampoline to jump into the air. Land on the snake and pop his three brains to reveal a prize bubble with a [AZTEC SACKBOY] sticker. Also pop the enemy below, and use the trampoline to land on the platform way in the upper right. You can find [FACE STONE], [AZTEC FACE] and [BEVEL AZTEK JADE] here. Pop the two creatures below, and continue to the right.



Before you use the trampoline, pop the creature and grab [AZTEK STONE]. Then proceed upwards and hop over the gap. Swing over the fire and head into the tunnel when the snake has just passed. Quickly drop down to a lower level, but beware of the snake. Take your time and pop it's three brains to reveal a [JADE TRACK STRAIGHT] object.

Head right again and leap over the gaps and fire until you reach another trampoline. First, head right and pop the creature. You can place the Aztek Face Sticker (this level) here to reveal [STRONG MAN LOGO], [GOLD MOTIF], and [MEXICAN DOLLAR].

img=serpent2.jpg title=And.. another sticker puzzle solved!]

Head up until you reach a gong. From here, walk to the left to find a prize bubble with a [JADE TRACK GATE] object. You can also use the Green Gecko Sticker here - which will lower a series of blocks that serve as a bridge. Walk over them and don't get squashed between the ceiling and the blocks, until you reach your reward, three prize bubbles with [ORANGE MOTIF], [JADE TRACE EMITTER] and [CLOWN] costume. Head back to the gong.



The prize bubble nearby can be reached by popping the creature and get that extra jump boost. It holds a [JADE TRACK CROSS] object. Head over the bridge, jump over the gap, pop the snake, and grab it's [AZTEK JADE] material. Use the fabric ball on the right to ascend. You can go left to get some more prize bubbles. Head into the tunnel when the snake has just passed by, and grab onto the fabric ball (which comes tumbling down when the snake nears again), and use it to get to the left platform. The trampoline will do the rest of the work for you, and your rewards are: [WOODEN MASK] and [QUETZAL FEATHER].

Head back to the gong and hop from platform to platform while dodging the giant snakes. Continue right until you get to a fabric ball. Jump over the gap and grab the [MEXICAN SCARY MASK] sticker. You can hold onto another fabric ball right above you, which leads to a 2 player area.

2x Players:

Make your way to the trampoline and jump to the gong. Have one player hop over the gap and head for the red button - but don't press it yet - and have the other player make a run for the fabric ball in the tunnel, right when the snake has passed. When the player reaches the ball, have the other player stand on the button in time so that the other gets pulled into safety. Move onto the other two fabric balls and repeat the process. The other player can grab the [MAN STONE], [ORANGE MEXICAN PATTERN] and [ZOMBIE BRAIN].

Head back and descend with the fabric ball. Pass the gong and push the crate to the right, and hop into the background to proceed further to the right. Here is a sticker puzzle, and you need the Orange Motif Sticker (this level, but only with the Green Gecko Sticker). Your reward will be [JADE SNAKE], [JADE TRACK TURN] and [CANYONS INT MUSIC] audio. Head back and proceed to the left.

Jump from platform to platform, and watch out for snakes and falling rocks. When you reach the tunnel with the gong, dive in after the gong. Here, pop the creature on the left and use it to reach the [JADE TRACK CIRCLE]. Also pop the snake to the right which holds the [SNAKE BUBBLE GUARDIAN]. Proceed to the right and carefully hop and hop and hop. When you reach the creatures, go from hop to pop, and do what you have to do to grab the [FACE

MOTIF]. Cross the bridge - and beware - which will collapse when you pass halfway. Quickly make your way to the next gong.

When the snake has passed, hop into the tunnel and grab the fabric ball(s). Proceed and hide in the alcove with a gong. Dive down and quickly grab the next fabric ball. Nearby is a huge gap which you should smoothly swing over.. SNAP! Proceed right and meet the evil sheriff again. When he leaves, jump on the ledge he was standing and jump to the left. In the eye of the serpent you'll find the [SHERIFF ZAPATA] object. Head right when you're ready, and you'll meet sheriff Zapata once more. Time to teach him a lesson!

BOSS FIGHT 1: SHERIFF ZAPATA

First of all, note that the checkpoint has a double ring - which grants you twice as many lives as usual. Second, Zapata has a clear pattern. He will first throw three general bombs at you, one far away, one at medium distance, the last at close proximity. Stay in the middle and dodge these. He will then throw you a timed explosive, which you should immediately grab and lay next to his wall. Do this three times successfully and the fight moves on to the next stage.

The next stage is harder in my opinion, and you have only one circle at the checkpoint. He'll toss out a timed explosive, then highlight the box which he will bomb with two bombs, then the next, and then another timed explosive. The boxes move up and down, so you'll have to be extremely quick with the explosive to drag it to the sheriff. Do it three times successfully and he'll be toast. Only the middle box and the box closest to the sheriff will be bombed, by the way.

And here's how to do it!

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Mini Levels (The Canyons)

Wrestler's Drag (Unlocked by Challenge Key in Boom Town)

This is a variation on the normal races, because you must drag Luchador the Wrestler along with you. Make sure you keep holding him tight, and speaking of tight, pressing X will give you extra power at tight spots - in case you're about to get stuck. The faster you are, the higher your score, obviously.

Roller Run (Unlocked by Challenge Key in The Mines)

This is another variation on the regular race, because you're dealing with spinning wheels. I suggest you don't always grab a wheel - jump when you can, and grab when you must; This seems to be the golden rule. There are three difficulties: Easy, Medium, and Hard. Finish a difficulty to unlock the next.

Puzzle Wheel (Unlocked by the Challenge Key in The Mines)

Quickly jump to the lever and pull it right. Keep pulling it right until the two inner barrels have to drop down slightly, then continue to the right. Do this a few times for practice and you'll get the hang of it. It's a matter of hundreds of seconds, and don't forget to quickly run to the finishline after opening the door.

Cowabunga (Unlocked by Challenge Key in Boom Town)

What to say? Stay on the cow! Bubbles will be shot in the air behind the cow, and you must grab them while staying on the cow. Don't go out of your way for them, and keep your cool. At the start, just walk around smoothly. When things get nastier, still try to relax and don't jump too often. Only jump when you absolutely have to jump.

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The Metropolis

Welcome to the city! Mags the Mechanic and her archenemy Ze Dude are in a conflict once again. Travel through the city, use the underground subway to make your way to the construction site and solve the problems once and for all.

Little Big Planet Guide - Walkthrough

Lowrider

# Prize Bubbles In Level:	69	
Complete Level Once:	Costume: School Girl Dress	Grey Tweed
100% Completion Prize:	Sticker: Early Sackboy Concept	
	Object: Early Sackboy Concept with Frame	
Ace Level Prize:	Costume: Dinosaur Tail	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	COSTUMES:	OBJECTS:
-----	-----	-----
[] Bacon Slab (9)	[] Afro Wig (22)	[] Bling Curtain (50)
[] Bobcat (55)	[] American Jacket* (33)	[] Custom Sports Car (69)
[] Coffee Logo (68)	[] American Trousers* (27)	[] Electrified
[] Dripping Smile (41)	[] Baseball Cap (65)	[] Hazard Sign (56)
[] Fruity Logo (34)	[] Baseball Vest (39)	[] Hanging Traffic
[] Graffiti Scrawl (20)	[] Big Quiff Wig* (47)	[] Light (26)
[] I Heart LBP (45)	[] Bouffant Hairdo Wig(52)	[] Mags' Car Garage (53)
[] Ice Cream Sign (42)	[] Cannonball Helmet* (49)	[] Piston Lowrider (19)
[] LOLZ (8)	[] Dollar Chain (57)	[] Red Skyscraper Scene(5)
[] Pink Blaster (11)	[] Hero Cape* (13)	[] Scrap Car Lift (51)
[] Pink Donuts Logo (1)	[] Mirror Sunglasses(15)	[] Scrap Cars 1 (12)
[] Red Bicycle (66)	[] Tracksuit Bottoms (67)	[] Scrap Cars 2 (21)
[] Route 77 (60)	[] Tracksuit Top (6)	[] Scrap Cars 3 (46)
[] Skyline 3 (28)	[] Sequin Dress (17)	[] Skyscraper Scene (36)
[] Statue of Liberty(61)	-----	[] Spanner (62)
[] Wanted Poster (54)	DECORATIONS:	[] Spotlight (16)
[] Yeah (29)	-----	[] Tricycle Wheel (38)
-----	[] Bling Ring (24)	[] Uncle Jalapeños Car(37)
MATERIALS:	[] Button Eyes (25)	[] Wheel Gear (3)
-----	[] C Pipe (44)	[] Wrench (30)
[] Brown Rusty Metal (2)	[] Car Bling (58)	[] Red Lowrider (18)
[] Chrome and Velvet (59)	[] LBP Badge (14)	-----
[] Concrete Panelling (4)	[] Metal Support (43)	[] Rough Red Tartan
[] Taxi Metal (31)	[] Pipe (48)	[] Patch (40)
-----	[] Red Tartan	[] Toy Car Engine (63)
AUDIO:	[] Patch (7)	[] Toy Car Exhaust (23)
-----		[] Toy Car Spoiler (10)
[] Metropolis Int Music (64)		[] Y Pipe (32)
[] 'Rythm Trax 07' (35)		-----

Hop into the car and grab the [UNCLE JALAPEÑO'S CAR] prize bubble. Pull the lever to the left to drive the car to the front, and pull it to the right to drive backwards. If only driving was so simply in real life ...



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You'll grab the Route 77 Sticker later on in this level.

A sticker puzzle is nearby - A Route 77 board (for which you get the sticker later on this level) is easily passed. Replay the level when you get the sticker. Drive up and back and up, collecting the [SCYSCRAPER SCENE]. When you meet Mags the Mechanic it's time to leave the car and proceed to the right, where loads of prize bubbles await you: [WHITE SEQUIN DRESS], [TRACKSUIT TOP], [WHITE SEQUIN DRESS], [BASKETBALL VEST], [TRACKSUIT BOTTOMS], [BASEBALL CAP], [MIRROR SUNGLASSES], [DOLLAR CHAIN], and the [BASEBALL CAP].

Proceed to the right and hop on the red car. Press the button to be launched in the air. If you only launch yourself slightly, you can swing from light to light and grab the [C PIPE], [Y PIPE], and [PIPE] decorations. Continue to the 2nd red car on the left. Press the button and grab the light. Swing into the alcove on the right and flip the switch to the right to open up a gate below. You'll open up a taxi garage, and a sticker puzzle is inside. You'll first have to collect the Pink Blaster Sticker however (this level), so go back to the red cars.

Head up and use the 3rd car to reach the lights, which in turn can be used to swing to the left and grab various prize bubbles: [PISTON LOWRIDER], [GRAFFITI SCRAWL], and [SPOTLIGHT]. In the tower you can find the [BROWN RUSTY METAL] and below that room the [PINK BLASTER]. To get to the lower room, drop down and immediately push left to fall in that room. From the lowest room, however, you can continue your swinging to the left by jumping to the yellow stoplight. Grab the [PINK DONUTS LOGO] and jump on the building at the statue of liberty. Grab the [STATUE OF LIBERTY] sticker, then jump to the next stoplight and grab the [COFFEE LOGO] sticker. Swing on the yellow roof on the left and grab the final three prize bubbles: [WRENCH], [SPANNER] and [MAGS' CAR GARAGE].

With the Pink Blaster Sticker in hand, head back to the taxi room and use it to gain [METAL SUPPORT], [I HEART LBP], [LBP BADGE], [WHEEL GEAR], and [METROPOLIS INT MUSIC]. Now use the 3rd red car to reach the light again, and swing to the right. Move the car somewhat to the right and use the button to lift yourself up in the air. Beware of the electrified spinners, but don't let those stop you from getting the Challenge Key and [RED LOWRIDER], [RED SCYSCRAPER SCENE] and [ELECTRIFIED HAZARD SIGN].

After grabbing these obvious prize bubbles, let's not forget the less obvious placed ones, shall we? Oh you didn't know? Well, if you drive the car to the left, and use it to launch yourself on the ledge above, there is a little block you can push to the left, which will poop the prize bubbles through the tunnel, making them ripe for the taking for

you. Get the [BACON SLAB] and [WANTED POSTER] from these bubbles. Drive the car all the way to the right afterwards.



Lower the ramp by bumping Sackboy against it, then drive back with your car and move over.

In order to grab the [TAXI METAL] bubble high above, jump to the max with the car. Push the ramp on the left down and get the [ICE CREAM SIGN] sticker. Hop in your car and drive over the ramp. Now you can hit the switch and also grab the [HANGING TRAFFIC LIGHT]. Proceed to the right. Park the car under the electric spinners and launch yourself through the middle. Grab the [CONCRETE PANELING] material and make your way over the car to the right.

Jump on the tire and jump over the electrified bits to grab the [ROUTE 77], [TRICYCLE WHEEL], [SCRAP CARS 2], [ROUGH RED TARTAN PATCH], [BOBCAT], [SKYLINE 3], and [RED TARTAN PATCH]. Hop on the next car and grab the [BUTTON EYES] sticker on there. Drop down on the car below, and jump over to the left to grab the [SCRAP CARS 3]. Make your way to the car-elevator, which you should use to grab all the prize bubbles in this area: [LOLZ], [YEAH], [RED BICYCLE], [BLING CURTAIN], [CHROME AND VELVET], [BLING RING] and [SCRAP CAR LIFT]. Also check out the 2 Player area by flipping the lever and going down. You can grab the [SCRAP CARS 1] even when you're playing alone.

2x Players:

Have one player hang onto the fabric ball below, and have the other one drive the car. Make sure the player below doesn't get electrified. Use the levers both below and up to open the gates, and you'll be able to grab the [AMERICAN TROUSERS], [CANNONBALL HELMET], [BIG QUIFF WIG] and at the upper end, [AMERICAN JACKET] and [HERO CAPE].



This 2 Player Area has quite a genius design.

Continue to the right, and meet up with Mags again. Flip the switch, then put the Route 77 Sticker (this level) on your new car and grab [TOY CAR SPOILER], [TOY CAR EXHAUST], [CAR BLING] and [TOY CAR ENGINE]. Race the car to the right afterwards, and race Ze Dude.. which speaks for itself. At the end, grab the [RYTHM TRAX 07] Audio (which might be hidden behind the car now). Finish the level on the right.

Replay:

Slap the Route 77 Sticker on the board at the start of the level in order to get the [FRUITY LOGO] and [DRIPPING SMILE] stickers.

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Subway

# Prize Bubbles In Level:	48	
Complete Level Once:	Costume: Wellington Boots	Green Damask
100% Completion Prize:	Objects: Grabbing Machine	
	Rock God Concept with Frame	
Ace Level Prize:	Costume: Green Sock Puppet	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	COSTUMES:
-----	-----	-----
[] Big Burger (41)	[] Airvent (18)	[] Pink Hair Wig* (46)
[] Blue Arm (22)	[] Double Airvent (35)	[] Stitched Button
[] Blue Leg (24)	[] Female Doll Arm (15)	Eyes* (28)
[] Blue Star Banner (33)	[] Female Doll Head (39)	[] White Weave (10)
[] Brown Beard (20)	[] Female Doll Leg (34)	-----
[] Cassetta Tape (44)	[] Female Doll Torso (8)	MATERIALS:
[] Chug Lite (11)	[] Powered Airvent (17)	-----
[] Eagle Drawing (27)	[] Quadruple Airvent (9)	[] Blue Deck Chair (12)
[] Eagle Wing Drawing (4)	[] Railroad Crossing (26)	[] Blue Denim (36)
[] Hairy Leg (45)	[] Rollerskate (30)	[] Blue Felt (3)
[] Hello Card (6)	[] Rollerskate Lift (21)	[] Blue Knit (40)
[] Hut Roof (32)	[] Rollerskate Wheel (5)	[] Red Deck Chair (31)
[] Old Guitar (13)	[] Straight Subway	[] Rusty Metal Grill (38)
[] Old-Timer (25)	Tunnel (1)	[] Shiny Metal (29)
[] Pink Stetson (2)	[] Subway Slide Tunnel(42)	-----
[] Red Star Banner (14)	[] Subway Train (48)	
[] Sackboy Spray Paint(16)	[] Triple Airvent (47)	
[] Scary Mouth (7)	[] Ze Dude's Wheels (23)	
[] Skyline 4 (43)	-----	
[] Waffle (19)		
[] Yellow Fries (37)		

Head to the right, meet up with Mags again, and ride the elevator down. There are a total of 13 prize bubbles to be found during your descent, and you can't get them all during one playthrough, unfortunately. You can get: [BLUE KNIT], [FEMALE DOLL HEAD], [YELLOW FRIES], [RED DECK CHAIR], [FEMALE DOLL], [BLUE DENIM], [ROLLERSKATE LIFT], [FEMALE DOLL ARM], [FEMALE DOLL TORSO], [BLUE FELT], [ROLLERSKATE WHEEL], [BLUE DECK CHAIR], and [ROLLERSKATE].

Head to the right and hop onto the metro. Hop on the platform coming up at the right when you get the chance. Hop to the left part and get the Yellow Fries Sticker (which you should or could've gotten just now from the elevator), and stamp it on the wall below when no metro is passing in front of it. This will release two prize bubbles: [WHITE WEAWE] and [SUBWAY TRAIN]. Ah, so they're called trains here? In my country we have Trams, Metros and Trains, and when something is driving in the subway, it's called a Metro. It's also possible for a Train to go underground (which essentially can also called a subway, but not on the streets), but trains are much larger - and they're yellow. Anyway, what am I talking about? let's get back to the game, shall we?

Go through the ventilators, grab the [DOUBLE AIRVENT] and make your way over the next gap by using another train/metro/whatever (I'm 100% sure it's not a tram, though!). Head right and step into the elevator. Pull the lever down, and.. down goes you. Make a stop about at the 2nd electrified tracks, and look to the left. You'll notice an opening and you can move through the ventilators to find five prize bubbles containing: [BIG BURGER], [TRIPLE AIRVENT], [AIRVENT], [POWERED AIRVENT] and [QUADRUPLE AIRVENT]. Head back to the elevator and ride it all the way down.

Hop onto the metro going left and prepare yourself to jump over some (electrified) objects. Grab the [STRAIGHT SUBWAY TUNNEL] and take a breather at the gong. Continue, going down this time, and make your way to the next platform with a gong. Also grab the [SUBWAY SLIDE TUNNEL] object on the left by going to the background and use the other metro (See? I'm being consistent now) to reach it.

Hop onto the metro in the background. Be warned, you'll soon have to manoeuvre through some tricky placed ventilators that can easily kick you off the metro, but you know what they say: A warned Sackboy counts for two! Head to the end, and prepare yourself for a race. Also take note of the sticker puzzle here, which you can't solve yet, because the Intense Blue Graffiti Sticker is found in the next level.

In the race, you must crawl through the rotating vents while trying to make it in time, and also grab the Challenge Key, [SKYLINE 4] and [RAILROAD CROSSING]. You and I both know that's not going to happen the first time through, and the Challenge Key will take some practice. But don't worry (be happy), there's always the Replay option.

Meet up with Mags again, and pull the lever to the left. Drop the crane and her car will be pulled out of the sewer drains. Grab the filthy prize bubble that holds [ZE DUDE'S WHEELS]. On the stacked boxes in the background, the [RUSTY METAL GRILL] is sneakily hidden. Before you continue, check out the 2 player area on the very left (before Mags).

2x Players:

Have one player jump in the vent, have the other press the button. Have the player on the left side jump on the button there so that the first player can also continue. Have one player hop onto the cart to the left. The lever on the car manouvrrers left/right, and the lever available for the other player allows the up/down movement to be controlled. With a few attempts you should be able to make your way through the gas with some teamwork, so you can snatch the [PINK HAIR WIG] and the [STITCHED BUTTON EYES].

Continue by riding the elevator up and grabbing tons of (well, 13 actually) prize bubbles. Many come right after a lethal gas leak which you should try to avoid. You may want to replay the level to get all prize bubbles here: [BLUE ARM], [BLUE LEG], [SACKBOY SPRAY PAINT], [CASSETTE TAPE], [HUT ROOF], [CHUG LITE], [EAGLE DRAWING], [EAGLE WING DRAWING], [BROWN BEARD], [PINK STETSON], [HAIRY LEG], [OLD GUITAR] and [OLD-TIMER].

When you get to the surface, grab the three prize bubbles on top (and one behind) the stacked boxes: [SCARY MOUTH], [HELLO CARD] and [WAFFLE].

Replay:

You'll want to replay the level to grab the prize bubbles from the elevators, plus before the race starts you can put the Intense Blue Graffiti Sticker (from the next level, Construction Site) in place to get the [BLUE STAR BANNER], [SHINY METAL] and [RED STAR BANNER].

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Construction Site

# Prize Bubbles In Level:	44	
Complete Level Once:	Costume: Blonde Hair Wig	
	Background: The Metropolis	
100% Completion Prize:	Sticker: Boss Concept	
	Objects: Giant Concept with Frame	
	Monster Truck	
Ace Level Prize:	Costume: Dinosaur Mask	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	MATERIALS:
-----	-----	-----
[] Electric Guitar (25)	[] Basketball (12)	[] Blue Cardboard
[] Fragile Warning (37)	[] Basketball Head (38)	Skyscraper (8)
[] Front Red Football	[] Big Crane* (16)	[] Brown & Cream
Hat (29)	[] Boxing Glove Back*(26)	Concrete (41)
[] Half Glasses	[] Boxing Glove Front*(28)	[] Brown Cardboard
[] Intense Blue	[] Chicken Drumstick (9)	Skyscraper (1)
Graffiti (21)	[] Crane Hook (11)	[] Bumpy Concrete (36)
[] Lightning Outline (27)	[] Fiery Coal Emitter(44)	[] Checked Concrete (18)
[] Plane Silhouette (30)	[] Long Conveyor (10)	[] Dark Grey Concrete(19)
[] Red Football Hat (3)	[] Power Digger Man (22)	[] Disco Metal (43)
[] Skyline 1 (17)	[] Red Stiletto* (24)	[] Flame Motif Metal (7)
[] Skyline 2 (40)	[] Spike Hammer Block(34)	[] Grey Concrete (6)
[] Two Arrows Warning(14)	[] Wheelbarrow Man (15)	[] Knitted Fabric (32)
[] Umbrella Warning (33)	[] Ze Dude's	[] Polystyrene Packing(4)
-----	Private Jet (35)	[] Red Cardboard
COSTUMES:		Skyscraper (13)
-----		[] Rough Concrete (42)
[] Dungarees Top* (39)		-----
[] Yellow Builder Cap*(31)		AUDIO:
[] Red Flash (5)	-----	-----
[] White Burlap (23)		[] 'Atlas'* (20)
-----		-----

Head to the right and start off with a race. Dodge the burning barrels while grabbing the [CRANE HOOK]. You can easily dodge the barrels by moving in the fore/background. A little further, hop onto the platform and grab on to the fabric ball which you should swing to the left. This allows you to reach the [SKYLINE 2] and [WHEELBARROW MAN]. Continue to the right to finish. Hop over the beams, and when you get to the last one, stand on its left side so its right side goes up. Quickly storm to the other side and jump to the upper right platform. Here you can find the [TWO ARROWS WARNING], [FRAGILE WARNING] and [UMBRELLA WARNING] stickers.

Hop down and press the button so you can continue to the right. When you've made it across the gap, hop onto a small beam. Perform the same trick as you did when you grabbed the three prize bubbles on the higher platform, and jump to your left. The [POWER DIGGER MAN] looks like it wants to be taken very badly. Press the button, and the "lift" will come up again. The main path wants you to go left, but you can also use the lift to get on the platform on your upper right. Let's try that, shall we? Perform the same little trick by stepping on the left side of the beam and

running up the higher end on the right.

Once there, head right and hop onto the beam. A big sticker puzzle is here for you to solve. You should have all three stickers by now: Skyline 2 3 4.

There is an upper row and a bottom row. Here's where to place the stickers:

Upper Row(Left to Right): Skyline 4 (mirrored), Skyline 2, Skyline 4 (mirrored).

Lower Row(Left to Right): Skyline 4, Skyline 3, Skyline 2.

Your rewards? 7 prize bubbles with: [SKYLINE 1], [RED FLASH], [WHITE BURLAP], [FRONT RED FOOTBALL HAT], [RED FOOTBALL HAT], [LIGHTNING OUTLINE] and [ELECTRIC GUITAR]. Nice, very nice indeed. Head back to the main path, and go left.

A creature will bother you here, but you need his brain boost for a prize bubble located on the left. Wait for him to move there and pop his brains out - it can not be helped - so you can grab the [SPIKE HAMMER BLOCK]. Use the next few fabric balls to swing over the gap, and you'll be right at the start of another race.

Dodge the barrels (jump or go to the background) and collect the two prize bubbles along the way: [CHICKEN DRUMSTICK] and [BASKETBALL]. The latter is near the red gas of the second section, so, eh, beware. Yeah. Use the fabric balls to make your way through the race and ride the elevator up.

If you continue, some sort of basketball will roll towards you. Dodge the flaming barrels, but grab the [BASKETBALL HEAD] object inside. So that's what they call these things nowadays.. Head for the gong. You can move to the back if you're on the right of this gong, and if you're in the far background you can snatch another prize bubble on the left that holds the [BLUE GRAFITTI] sticker. Remember this one? You can now do the puzzle sticker in the previous level.

Pop the creature on the next platform and use the beam to get higher up. The next beam allows you to go higher up once more, but this time you can choose which way. To the left is a 2 player area, to the right is the regular level.

2x Players:

Place one player on the beam, have the other control the crane's lever so that the player on the beam can reach the left side. Here, grab the block and put it onto the beam. After doing so, the block allows you to reach the prize bubbles on top of the crane control room. These hold [YELLOW BUILDER CAP], [BOXING GLOVE FRONT], [DUNGAREES TOP], [RED STILLETTO], [BOXING GLOVE BACK] and [ATLAS]. Use the fabric ball to swing yourself to the right and grab the [BIG CRANE].

Head to the right and evade the creature. Or rather, pop it's head - but only when you're standing under the fabric ball. Get to higher ground and collect the prize bubbles here: [CHECKERED CONCRETE], [BROWN & CREAM CONCRETE], [GREY CONCRETE], [KNITTED FABRIC] and [FLAME MOTIF METAL]. Don't forget the Challenge Key while you're at it. By now you know how to handle these beams, don't you? Just move to one and another side.. You know the drill.

Go back to below and proceed to the right. Use the beams to cross and prepare yourself for the upcoming flaming barrels. In the first part, make sure you get the [DARK GREY CONCRETE], [BUMPY CONCRETE], [ROUGH CONCRETE] and [POLYSTYRENE PACKING] materials. Take a break at the platform, then make another dash for the remaining prize bubbles on the right, and hop over any and all barrels.

Collect the [LONG CONVEYOR] first, then grab the [BROWN CARDBOARD SKYSCRAPER], [BLUE CARDBOARD SKYSCRAPER], [RED CARDBOARD SKYSCRAPER] and lastly the [DISCO METAL] material.

Near the checkpoint, grab the [HALF GLASSES] and [PLANE SILHOUETTE] stickers, then hop from beam to beam.

Jump over a barrel when you're standing still on a beam - this works best. When you reach the end, add the [FIERY COAL EMITTER] to your collection. Take a good look at the checkpoint; it's got two rings. One guess what that means.. You're right, it's time for a boss fight!

BOSS FIGHT 2: ZE DUDE BOUNCERS

The fight starts with Ze Dude's Bouncers getting at you. They shoot burning barrels from their guns, and your goal is to bounce them back at the bouncers by grabbing the device marked with R1 on the right. One hit back at them will suffice in destroying them. First, take out the left bouncer (he's somewhat easier), then the right one.

Ze Dude is much tougher than his bouncers, as you might've expected. The stage will now move up and down, which can cause the multiple barrels he shoots at you to roll towards you. Needless to say, he also moves much faster than his bouncers, making him harder to hit. The bright side is that you only need to hit him once as well, just like his bouncers. Time this well, because that's all it takes, timing.

Once you've toasted him, head to the right and grab the prize bubble under the scoreboard. Go to the background to walk past the stairs and it will be yours. Inside is the [ZE DUDE'S PRIVATE JET] object. Now step on the scoreboard to finish the level.

Little Big Planet Guide - Walkthrough

Mini Levels (Metropolis)

The Drag Race: (Unlocked by the Challenge Key in Lowrider)

A race to the finish with cars. I suggest riding the red car, I think it's a little bit faster than the blue one. You can grab the sponge material to boost your speed, but only for a really short time (a few seconds). Boost when you're on the ground, riding upwards.

The Discombobulator (Unlocked by the Challenge Key in Subway)

You're running onto a conveyor belt and obstacles will come at you. Oh, you should also collect point and stay alive! If that's not multitasking, then I don't know what is. Or maybe I do. What I know for certain is that this minigame can get very difficult when the conveyor belt starts moving really fast, and you should make it your goal to stay alive, rather than scoring points. Let those points come automatically. Almost.

Elevation (Unlocked by the Challenge Key in Subway)

You may recognize this from the Subway level, and it's the exact same principle, except this time it's a race as well with a 180 seconds timer. Avoid the gas leaks and score as many points as you can. That's all there is to it.

Little Big Planet Guide - Walkthrough

The Islands

Grandmaster Sensei also has a few troubles that need to be dealt with. A big sumo wrestler has taken a hold of her castle and it also looks like a terrible demon called Oni needs to be defeated.

Little Big Planet Guide - Walkthrough

Endurance Dojo

# Prize Bubbles In Level:	57	
Complete Level Once:	Costume: Dungaree Dress	Escaped Convict
100% Completion Prize:	Sticker: The Islands - Temple Detail Concept	
	Objects: The Islands - Temple Detail Concept	
	with Frame	Mystical Dragon
Ace Level Prize:	Costume: Japanese Festival Robe	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	COSTUMES:
-----	-----	-----
<input type="checkbox"/> Black & Blue Tie (21)	<input type="checkbox"/> Blue Wave Fan (23)	<input type="checkbox"/> Ninja Scarf (27)
<input type="checkbox"/> Black Japanese Text(33)	<input type="checkbox"/> Clockwork Box (8)	<input type="checkbox"/> Ninja Skin (38)
<input type="checkbox"/> Daruma San (5)	<input type="checkbox"/> Coat Hanger (41)	<input type="checkbox"/> Red Kimono (1)
<input type="checkbox"/> Fried Egg* (6)	<input type="checkbox"/> Domino Platform (20)	<input type="checkbox"/> Wooden Wig (28)
<input type="checkbox"/> Geisha (52)	<input type="checkbox"/> Double Rocker	-----
<input type="checkbox"/> Japanese Angry Eye(10)	Platform (46)	AUDIO:
<input type="checkbox"/> Lemon Graphic (49)	<input type="checkbox"/> Egg Sushi (44)	-----
<input type="checkbox"/> Moshi Moshi Logo (34)	<input type="checkbox"/> Egg Sushi Monster (25)	<input type="checkbox"/> 'Girly Goodie
<input type="checkbox"/> Pink Cupcake (22)	<input type="checkbox"/> Grab-Swing Platform(54)	Two Shoes' (43)
<input type="checkbox"/> Pink Microchip	<input type="checkbox"/> Long Fence (12)	<input type="checkbox"/> 'Islands Int Music'(50)
<input type="checkbox"/> Motif* (40)	<input type="checkbox"/> Long Rocker	-----
<input type="checkbox"/> Pink Sundae (42)	Platform (57)	<input type="checkbox"/> Samurai Fan (11)
<input type="checkbox"/> Pink Umbrella Top*(26)	<input type="checkbox"/> Prawn Sushi (18)	<input type="checkbox"/> Short Fence (39)
<input type="checkbox"/> Play (4)	<input type="checkbox"/> Prawn Sushi Monster(48)	<input type="checkbox"/> Short Rocker
<input type="checkbox"/> Straight Whiskers (14)	<input type="checkbox"/> Quadruple Rocker	Platform (30)
<input type="checkbox"/> Triple Cone (15)	Platform (36)	<input type="checkbox"/> Tall Prawn Sushi
<input type="checkbox"/> Wavy Beige Motif (55)	<input type="checkbox"/> Red Lantern	Monster (32)
<input type="checkbox"/> Wooden Cane* (56)	<input type="checkbox"/> Rotating Wheel	<input type="checkbox"/> Tilting Kanji
	Platform (13)	Platform (24)
	<input type="checkbox"/> Salmon Sushi (35)	<input type="checkbox"/> Wooden Tower
	<input type="checkbox"/> Salmon Sushi Monster*(3)	Platform (9)
	<input type="checkbox"/> Thin Wooden Tower	
	Platform (51)	

MATERIALS:	DECORATIONS:	<input type="checkbox"/> Piñata Cloth* (17)
-----	-----	<input type="checkbox"/> Red Charm (45)
<input type="checkbox"/> Black & Gold Leaves (47)	<input type="checkbox"/> Gold Charm (19)	<input type="checkbox"/> Red Flower Button(53)
<input type="checkbox"/> Green & Gold Pattern(31)	<input type="checkbox"/> Green Flower Button (7)	
<input type="checkbox"/> Green Mosaic (2)	<input type="checkbox"/> Jumbo Flower Button (16)	
<input type="checkbox"/> Rough Stone Bricks (37)		

Jump out of the plane and proceed left. Four prize bubbles are ripe for the taking, and they hold: [RED KIMONO], [WOODEN WIG], [NINJA SCARF] and [NINJA SKIN]. Cross the bridge and pass the gong. Grab the red lantern on the left and swing it to the right in order to find the [GEISHA] sticker. Continue left and meet Grandmaster Sensei, who's cloud you should not touch if you want to live.

Grab the red lanterns and swing across the gas-filled gap. The second lantern can swing you right on top of the platform holding [RED LANTERN] and [WOODEN TOWER PLATFORM], but only if you're holding it at the end. Continue to the left to find another gong and two prize bubbles: [GOLD CHARM] and [RED CHARM].

Jump over the tiny platforms on the left and catch the [BLUE WAVE FAN] and the [SAMURAI FAN]. Hop over some other platforms and quickly in-one-go jump onto the fabric ball. Immediately jump as far left as you can, and pray you make it to the prize bubble holding the [THIN WOODEN TOWER PLATFORM]. That's a tricky one.

Mimic this and you'll get your prize.

Cross the bridge and grab the [EGG SUSHI] and [PRAWN SUSHI] from behind the gong. Quickly run over the wooden planks until you have to jump to a fabric ball. Grab the [DOMINO PLATFORM] and swing to the red lantern, which in turn swings to a platform that hold the [TILTING KANJI PLATFORM].



Speaking of tilting platforms, hop onto them and make your way to the top, popping the creatures (which you don't need in order to get any of the prize bubbles). To get the prize bubbles, just stand on the high side of the platform and jump in the air at the right time. You can get the [EGG SUSHI MONSTER], [PRAWN SUSHI MONSTER] and [MOSHI MOSHI LOGO] from here (you can also jump from the upper left platform to reach this one). On the platform to the right you can also find the [TRIPLE CONE] and [PINK CUPCAKE]. Head right.

Continue to the right and grab the fabric ball, while getting the [GREEN & GOLD PATTERN] in the process. Swing to the next ball and get the [SALMON SUSHI], then just head for the gong. So, what's next? Well, a bunch of platforms that flip every few seconds. It's not hard to walk over them, but don't miss out on the [BLACK & GOLD LEAVES] and [GREEN MOSAIC] prize bubbles. Grab the fabric staff when Sensei tells you to, and be lifted into higher spheres.

Here, head left and pop the three creatures. Don't proceed left quite yet, instead hop on the wooden box and jump from platform to platform. Yes, it's tricky. Yes, the rewards are nice. Yes, you'll probably die several times. When you get to the second red lantern, smoothly and carefully land on the small platform. Again, jump from platform to platform until you reach a bigger one, you know, one you can safely stand on. By now you should have gotten the [STRAIGHT WHISKERS], [BLUE & BLACK TIE] and [PRAWN SUSHI MONSTER], plus the one on this platform holds [ROTATING WHEEL PLATFORM], you can step behind the wall. To get the final two prize bubbles (below you), use the red lantern on your right and swing it all the way to the left. That will net you the [JAPANESE ANGRY EYE] and the [PLAY] stickers. Yes, now it's time to proceed to the left.



Let the wheel take you down, but be sure to hold on to it. The prize bubble on this platform holds the [ROUGH STONE BRICKS]. Don't go down the next wheel just yet, but take the time to place the Geisha Sticker on the cardboard to the left. This will lower three platforms which are, admittedly, quite tiny. You have managed worse though, so don't fret and grab the [BLACK JAPANESE TEXT], [SHORT FENCE] and [PINK SUNDAE]. Now go down with the wheel, run over the small planks (don't jump!) and make it to yet another checkpoint.

Next up are more shaky platforms, but we've been there, done that. Pop the creatures and decide for yourself if you want to enter the 2 player stage above, or continue with the level by simply moving to the left.



The 2 Player Area is just up ahead.

2x Players:

Head up the platforms and use the trampoline to reach the 2 player area. Have one player stand on the lift, have the other one pull the lever. Have the first player step into the big wheel, and start rotating it. Player two can now advance because of the pillars going down. Just be sure to keep the pace steady, because the pillars close again behind player two. Grab the [PIÑATA CLOTH], [PINK MICROCHIP MOTIF], and the [SALMON SUSHI MONSTER]. Now return in the same way, and have the other player collect the [PINK UMBRELLA TOP], [WOODEN CANE] and the [FRIED EGG] from the wheel.

Continue to the left and jump from platform to platform, but time especially your first jump well, because you'll want to have some time to make it across.

There's a gong right before you start a race. It's a peculiar race, and a tricky one at that. You'll have to step from stone pillar to stone pillar until you reach the highest one. My advise, go slow, really slow. It's best to do this right in little attempts and save a lot of time. You can grab the [SHORT ROCKER PLATFORM], [LONG ROCKER PLATFORM], [DOUBLE ROCKER PLATFORM] and [QUADRUPLE ROCKER PLATFORM] during this race.

Cross the bridge and use the trampoline to eject you up. Grab the [ISLANDS INT MUSIC] audio, use the fabric balls here to reach a lift, and pull the lever to go up. Stop halfway and grab the prize bubble to your left.



This bubble is easy to overlook.

Continue to the top and head left. However, right before the gong you can move to the background and give yourself a perhaps not-so pleasant deja-vu. In order to grab the [RED FLOWER BUTTON], [DARUMA SAN], [JUMBO FLOWER BUTTON], [GIRLY GOODIE TWO SHOES] and last but not least a Challenge Key .. you will have to hop from tiny platform to platform once more. You may want to wait doing this, because there's also a sticker puzzle up there for which you need the Japanese Samurai Sticker, and you don't get it until the next level. You might as well swat two flies in one, right?

Continue with the main path and use the wheels to get down. At the end, the [GREEN FLOWER BUTTON] is waiting for you. Head down the ramp and before you proceed, have a look at the sticker puzzle here. This one requires a sticker you get in the third level of this world, but remember it for a Replay.

Replay:

The second sticker puzzle you need the Japanese Samurai Sticker for, which you get in the Sensei's Lost Castle. Solve the puzzle and get [WAVY BEIGE MOTIF], [CLOCKWORK BOX], and the [LONG FENCE].

The third sticker puzzle near the end of the level requires the Japanese Stork Sticker, gotten from The Terrible Oni's Volcano. You get the [COAT HANGER], [GRAB-SWING PLATFORM], and the [LEMON GRAPHIC].

Little Big Planet Guide - Walkthrough

Sensei's Lost Castle

# Prize Bubbles In Level:	42	
Complete Level Once:	Costume: Angel Halo	Rainbow Squares
100% Completion Prize:	Sticker: The Islands Concept	
	Objects: The Islands Concept with Frame	
	Big Sumo	
Ace Level Prize:	Costume: Googly Eye Glasses	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	DECORATIONS:
-----	-----	-----
[] Big Cute Eye (4)	[] Big Rotating Sponge(2)	[] Gold Charm (41)
[] Blue Mountain (23)	[] Brushcloud (30)	[] Pink Flower Button(29)
[] Dragon Eye (11)	[] Brushcloud with	[] Sakura* (19)
[] Dragon Scale (32)	Sponge (12)	[] White Flower Button(33)
[] Grass Doodle (40)	[] Cherry Blossom Tree(35)	[] Yellow Button (25)
[] Japanese Fish (7)	[] Daruma San (28)	[] Purple Button (10)
[] Japanese Samarai (24)	[] Diagonal Large Wheel(42)	-----
[] Japanese Wave (27)	[] Diagonal Small Wheel(9)	MATERIALS:
[] Pink Warrior Mask (14)	[] Fat Ninja (15)	-----
[] Red Japanese Text (17)	[] Green Bamboo Stick (39)	[] Pale Green Wood (22)
[] Sakura Flower (36)	[] Little Doll (31)	[] Red Wicker (34)
	[] Mini Sumo (37)	[] Screen (21)
	[] Shuriken (16)	[] Sushi (6)
	[] Shuriken Tower (18)	-----
	[] Spiked Rotating	COSTUMES AUDIO:
	Wheel (38)	-----
	[] Swinging Ninja (5)	[] Flip Flops* (3)
	[] Thin Ninja* (26)	[] Metallic Tunic* (8)
	[] Wooden Catapult (13)	[] 'Song 2' (20)
		[] 'Tricky Business'* (1)

Head right and use the catapult to launch yourself over the wall. First pull it to the right with the lever, then hit the button and swing away. If all goes well you should land in a small alcove, and the [JAPANESE WAVE] and [WOODEN CATAPULT] are yours for the taking. In the air, the [CHERRY BLOSSOM TREE] can also be grabbed. Hop down and proceed right.



Use this catapult to fling yourself into the air.

Pop the two creatures here and head upstairs. Jump to the ledge on the left first and beware of the creature. Pop it. On the very left, a hidden prize bubble with [SCREEN] material is yours for the taking.

Step back to the right and spin the wheel up, grabbing the [BLUE MOUNTAIN] sticker while doing it. On this platform, first head left and walk "through" the wall. This is a sticker puzzle, but you should already have both stickers required to unlock the prize bubbles, namely the Blue Mountain and Japanese Wave Stickers, both from this level. The prize bubbles that are revealed hold: [PINK WARRIOR MASK], [LITTLE DOLL], [GREEN BAMBOO STICK] and [BIG CUTE EYE].



Head back to the wheels. The next part is a bit tricky. You'll have to make your way by going from wheel to wheel, and some wheels have material on them that cannot be grabbed. To top it all off, there is a prize bubble that you have to jump for at the upper right, and this isn't difficult, but it means you'll have to start over again from below. Oh well, at least you get the cool [DRAGON EYE] sticker from it.

When you've made it to the top, check your left to find the hidden [PALE GREEN WOOD]. Pop the creature on your left - time this well - and proceed. Jump from platform to platform and collect the prize bubble on the very right, which holds the [GOLD CHARM] decoration. Grab one of the balloons, float to the left and grab the [SUSHI] from the ledge. Float more to the right to get the score points and head left again to find the [SAKURA FLOWER]. Lastly, float to the ledge on the right and grab the [FAT NINJA]. To do this all at one try may be hard, but there's always the Replay, right? Also grab the [GRASS DOODLE] when you're back on your feet; it's on your left.

Use the wheel on the right to grab the [BRUSHCLOUD WITH SPONGE] below, and the Challenge Key and [SPIKED ROTATING WHEEL] and [SHURIKEN TOWER] objects. Head right and manouvrer your way through the spinning shurikens. Just make a dash for it and wait for them to come up. Next up are more little spinning wheels. I don't know about you, but I'm getting pretty sick of these right now. Either way, grab the [SHURIKEN] object and even higher up the [DIAGONAL LARGE WHEEL]. It's self-explanatory how to get them, just jump for them at the right time.

Also grab the [RED JAPANESE TEXT] and the [DIAGONAL SMALL WHEEL] near the top.

When you make it to the top, use the fabric ball to swing across, but only when the electrified plates are lowered. Grab the [BRUSHCLOUD] object in the process. Next up, grab the fabric ball attached to the wall and roll it down. Grab the [DRAGON SCALE] sticker from the fire on the left, then carefully continue and grab the [JAPANESE FISH]. The last part is somewhat tricky, as you'll have to swing to the right and grab the [RED WICKER] before falling down to ashes below.

2x Players:

Use the fabric ball to swing to the higher ledge, and press the button for any other player who possibly didn't make it on the higher ledge to be able to come up. Have one player stand on the other red button so the wheel starts spinning, and the second player can get to the platforms below. Have the first player roll the magnetic fabric ball under the shurikens to make them go up, so that player two can get past them. At the end he/she will be able to grab [METALLIC TUNIC], [SAKURA], [FLIP FLOPS] and [TRICKY BUSINESS].

Also drag the fabric ball all the way down in order to grab the [THIN NINJA] object that's closed off.



The 2 Player Area houses a fabric ball that's useful in 1-Player-Mode as well.

Proceed and beware of the many ninjas that play hide and seek. Use the very last ninja to grab the [DARUMA SAN] object just above you. Continue to the right and grab the [BIG ROTATING SPONGE] from below the first wheel. Yes, more of these bastardly wheels again. Ride them up and watch out for the fiery walls. At the top, to make things worse, you'll also have to snag the Challenge Key and the [SONG 2] by jumping on top of the fabric ball.

Head right and two big sumo creatures jump you. Jump at you? Let's jump on their brains, shall we? Easier said than done, plus you must also try to grab the prize bubble above you that holds the [MINI SUMO] object. If you wish to pop their heads, jump just when they land to hop onto their arm, then onto their head.

Continue to meet a big sumo. Jump on one of his feet to be launched into the air and hold on to one of the red lanterns. Hop onto his head and pop his three brains. Go back to the ground and move under him, but make sure you don't get squashed underneath his smelly feet. Pop the two brains here and he'll be toast. Continue to the right and ride the ninja balls up. You can grab a [SWINGING NINJA] somewhere along the right of this path.

At the top, free the cat and ride the fabric ball down. This will net you many prize bubbles: [PINK FLOWER BUTTON], [PURPLE BUTTON], [YELLOW BUTTON], [WHITE FLOWERS BUTTON], and [JAPANESE SAMURAI]. You have now reached the end of the level.

Little Big Planet Guide - Walkthrough

The Terrible Oni's Volcano

# Prize Bubbles In Level:	34	
Complete Level Once:	Costume: Pink Hair with Feathers Wig	
	Objects: Flying Machine The Islands	
100% Completion Prize:	Sticker: The Islands - Mini City Concept	
	Objects: The Islands - Mini City Concept with Frame	
Ace Level Prize:	Costume: Japanese Festival Headband	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	DECORATIONS:
-----	-----	-----
[] Black Waveform (8)	[] Bonsai Pot (21)	[] Cream Marble Button*24)
[] Bouncy Cloud (19)	[] Dagger (22)	[] Dark Wooden Button (32)
[] Dragon Tooth (26)	[] Japanese Coin*(20)	[] Square Blue Button (17)
[] Japanese Pattern (6)	[] Long Vase (13)	[] Wind Charm (1)
[] Japanese Samurai 2 (3)	[] Ornate Bridge (14)	[] Wooden Button (9)
[] Japanese Stork (16)	[] Pointing Grandmaster	-----
[] Japanese Sun (30)	Sensei (31)	MATERIALS:
[] Kimono Outline (25)	[] Rainbow Tree (23)	-----
[] Old-Fashioned Specs(28)	[] Rustic Vase (34)	[] Beige Wood (5)
[] Pretty Leaf (10)	[] Spike Trap (33)	[] Ceramic (4)
-----	[] Wind Up Teeth (2)	[] Golden Wood (29)
COSTUMES:	[] Wind Up Teeth	[] Illuminated Screen (18)
-----	- Bottom (27)	[] White Wood* (15)
[] Fairy Star Wand (11)	[] Wind Up Teeth	
	- Top (12)	
-----	[] Wooden Pagoda (7)	

Walk down the stairs and swing the second red lantern to grab the [JAPANESE PATTERN] sticker. Hop into the flying machine and use the three sponges to float to the upper right. Keep an eye out for the two prize bubbles: [JAPANESE SUN] and [ORNATE BRIDGE]. When you reach the upper ground, grab the [[LONG VASE] object, and also grab the [WOODEN PAGODA] object that is somewhere in the region of the roof you're close to. Land the flying machine and go to the left to drop down for some exploration.



This will be your transportation to the volcano's interior.

Pop the creature on the right and collect the nearby [SQUARE BLUE BUTTON].

Further below, go past two more creatures until you reach the centipede spikes. Try to stay in the middle, and use the trampoline when the spikes have only retracted just now. At the top, flip the lever to open the gate and use the newly revealed stairs to board your flying machine.

Fly off to the right and be on the lookout for prize bubbles. Two of them are found by solving a sticker puzzle for which you don't have the needed sticker yet (the Bouncy Cloud Sticker). When you do, return here and slap it on the cardboard cloud below.

Stamp the Bouncy Cloud Sticker on here.

Land on the next tower, and grab the [GOLDEN WOOD] from around the roof. Hop down two levels and move through the spikes on the right to grab the [SPIKE TRAP]. On the far left of this platform lies the [ILLUMINATED SCREEN]. In this same small room you can also solve a sticker puzzle by placing the Sakura Flower Sticker (Sensei's Lost Castle - previous level) on the board and receive the [RAINBOW TREE] and the [PRETTY LEAF].

Hop down when the spikes can't bother you and move to the background to find the [JAPANESE SAMURAI 2] sticker. Head right and avoid all spikes. Use the same trampoline vs centipede spikes construction to get on top and open the gate using the lever. Fly off into the sky and make your way to the volcano. Oh, and grab the 4 prize bubbles near clouds while on your way. They hold: [BEIGE WOOD], [DRAGON TOOTH], [BOUNCY CLOUD] and the [POINTING

GRANDMASTER SENSEI]. Fly into the volcano and make sure you grab all five prize bubbles during your descent. You can add [JAPANESE STORK], [KIMONO OUTLINE], [OLD-FASHIONED SPECS], [WOODEN BUTTON] and the [BLACK WAVEFORM] to your collection this way.

2x Players:

Have the first player step on the red button so the stream of magma rocks is blocked. Have the other player cross and stand on the button on the other side so that the player left behind can also cross. Grab the [WHITE WOOD], then continue to the left.

Here, have one player drop down on the cart, and have the other move the cart to the left with the lever. But beware, more magma blocks are falling from above at the opening nearby the prize bubbles, so the upper player should do their best to manouvrer the cart through at the right time. The lower player has very little room for movement. The prize bubbles hold [CREAM MARBLE BUTTON] and the [JAPANESE COIN]. Head back to the main area.

Head to the right, and jump over the two little gaps. Continue, make a little stop in between the wheel to jump over the flaming obstacle, hop onto the stairs, and make your way across the platforms to the left. You can hop through the wall on the left here and place the Pink Warrior Mask Sticker (previous level) to get the [DARK WOODEN BUTTON] and the [BONSAI POT]. Next up is a similar wheel construction, this time with four burning rocks swinging behind each other. Dodge them and grab the [CERAMIC] and [RUSTIC VASE].

BOSS FIGHT 3: THE TERRIBLE ONI

Next up is The Terrible Oni Boss, which is really, really easy in my opinion. There are two layers here: The front, on which Oni swings his kitchen knife at the second platform, and the back, where Oni will hurl fireballs at the lever. It's just a matter of jumping to the second platform, and then to the back. Here you can never get hit. When the fireballs have been spit out, quickly go to the lever and pull it right to move the cat towards Oni. A fraction of a second after Oni swings his knife, rush back to the right while staying in the back. The cat will be pushed back slightly by the rocks, but not much. When you get the chance, return to the lever and move the cat a little bit closer. Do this a few times and the cat will defeat Oni.

Head to the right to collect the [DAGGER], [WIND UP TEETH], [WIND UP TEETH-TOP], and the [WIND UP TEETH-BOTTOM].

Replay:

Use the Bouncy Cloud Sticker after your departure from the first tower, and collect the [FAIRY STAR WAND] and [WIND CHARM].

Little Big Planet Guide - Walkthrough

Mini Levels (The Islands)

Wheel of Misfortune (Unlocked by Challenge Key in Sensei's Lost Castle)

Run over the wheel and collect the score bubbles while avoiding the obstacles. At the start, grab as many points as you can while the wheel is still spinning slowly. As the wheel starts to spin really fast, go for survival instead and make your goal to just not die. This will make for a fine score.

Roller Castle (Unlocked by Challenge Key in Sensei's Lost Castle)

Grab onto the wheels and launch yourself up within 120 seconds of time. If you collect points the timer will temporarily freeze, but don't let that be your goal. Be sure to not get spiked against the walls, and make your way to the top in a calm yet speedy/steady pace.

Daruma San (Unlocked by Challenge Key in The Endurance Dojo)

Race to the end while jumping over the Daruma Dolls. The key here is to do this as fast as possible. NEVER go back for any points you may have missed, but be sure to grab as many as you can while going for the finish.

Little Big Planet Guide - Walkthrough

The Temples

Everything in the temples moves in mysterious ways, and one is almost inclined to say that higher magical powers rules this place. Regardless, you must make your way through several dangerous obstacles in order to reach your final destination.

Little Big Planet Guide - Walkthrough

The Dancer's Court

# Prize Bubbles In Level:	40
Complete Level Once:	Costume: Dotted Line Green Goggles
100% Completion Prize:	Sticker: Background Environment Concept
	Objects: LittleBigPlanet Concept with Frame
Ace Level Prize:	Costume: Chicken Beak
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

STICKERS:	OBJECTS:
-----	-----
[] Cobra Head (26)	[] 12 Teeth Cog (21)
[] Girl Arm (20)	[] 18 Teeth Cog (1) [] Cat (35)
[] Girl Body (22)	[] 24 Teeth Cog (31) [] Flame-Throwing Cat (8)
[] Girl Face (39)	[] 36 Teeth Cog (9) [] Four Rotating
[] Prince Arm (10)	[] Big Wave Snake (30) Platforms (2)
[] Prince Face (32)	[] Blue Boy Dancer (38) [] Ornate Windows (16)
[] Sara Sama	[] Blue Dancer (5) [] Palace Curtain (15)
[] Temple (6)	[] Blue Dancer Arm* (37) [] Rubber Snake (14)
[] Tiger (29)	[] Blue Dancer Leg* (24) [] The Shopkeeper (11)
[] Tower (34)	[] Blue Yoga Dancer (25) -----
-----	[] Bouncy Rubber Snake*17
COSTUMES:	[] Cardboard Arch (4)
-----	[] Blue Dancer Head* (28)
[] Baggy Silk Trousers(27)	-----
[] Beard (33)	-----
[] Blue Headscarf (3)	DECORATIONS:
[] Blue Sari (7)	-----
[] Sherwani (36)	[] Fabric Hair Wig (13)
[] Turban (12)	-----
-----	AUDIO:

	[] The Goddess Parlour(19)
	[] 'Dancing Drums' (40)
-----	-----

Head to the right and grab the [BLUE SARI], [BAGGY SILK TROUSERS], [SHERWANI], [TURBAN], [BEARD] and [BLUE HEADSCARF]. Talk to the Shopkeeper, then continue to the right and grab the [FLAME-THROWING CAT ATTACK], [FLAME-THROWING CAT] and [SHOPKEEPER] by grabbing the fabric ball. This will cause the kittens to drop down, allowing you to jump on them and grab all three prize bubbles. There is also a sticker puzzle here, but you need the Prince Face Sticker (this level) in order to solve it. Tough luck.

Extend the steps by using your Schwarzenegger-Sackmuscles.

Continue your way and extend the stairs by pulling. Hop onto the swami further down, and collect the two prize bubbles on the left that hold [TOWER] and [PALACE CURTAIN]. Move on to your right, use the blue lift platforms to make your way across the fiery pits and take a break at the next gong. The really well made woman can bring you to the [TEMPLE] sticker on the right, as well as the [BLUE YOGA DANCER] on the top left. Just don't get squashed between her legs, that's something a tiny Sackboy like you wouldn't like, would you? No pun.

Jump from platform to platform until you reach the next checkpoint. Continue the level and jump from arm to arm while grabbing the [PRINCE ARM], [BLUE DANCER], and the [FABRIC HAIR WIG] in the air. Proceed the linear path by hopping to the next platforms until you get to a rotating platform. You can find a [FOUR ROTATING PLATFORMS] object on the lower right of it, hidden in an alcove. Head up to the checkpoint above.

Things are about to get more tricky. The basic idea is the same, hopping from platform to platform, but the platforms start to wiggle, and more obstacles are running in between them. Do your best to avoid them, and praise the lord, or rather, the level creator, that he placed quite a lot of checkpoints between the sections.

Continue until you get to the crushing platforms. When the first one opens, make a rush for it to the very last one, then hop on top of the platforms and head for the safe checkpoint on the left. Although, safe? There is a huge snake hissing in your face, and you're about to get on. It's best to go with the flow of the snake, if you catch my drift. If you want to grab the [COBRA HEAD] and [PRINCE FACE] stickers up above, wait for the snake to curl up and launch you higher while jumping.

On the following three platform rotators up ahead, don't miss the [12 TEETH COG] and the [18 TEETH COG]. On the last rotator, the [24 TEETH COG] and [36 TEETH COG] are waiting to be found. You can also access a 4 Player area on the left.

4x Players:

This is not a very difficult puzzle once you know what you're doing, so it's a good thing you're here, reading this. First of all, have three players stand on the elevating platforms in the back - two on one, and the other on one - and have player four step on the button (easy job, lucky).

Now have two players stand on the buttons so that one player can reach the middle button, and grab the [BLUE DANCER HEAD]. The player that is not required to stand on a button can now hop onto the other platforms while the middle player controls the highest platforms. [BLUE DANCER ARM] and [BLUE DANCER LEG] can be found on each sides, while the [BOUNCY RUBBER SNAKE] prize bubble is found all the way on top.

The dancer on the right is swinging with it's arms; Good for you, as you can jump to his hands (which you can grab for comfort too) and use them to grab the three prize bubbles high above. These contain: [BLUE BOY DANCER], [GREEN PATTERN WOOD] and [BROWN PATTERN WOOD].

Continue and race towards the finish. Use the platforms to get across, and jump over any obstacles you come across. Obviously easier said than done, but it needs to be said and done both. When you reach the rattlesnake, use it to bounce to the [TIGER] sticker above you. Continue, and manouvrrer your way through the level, using the platforms and hopping over and under and .. Well, you get the point. Just get to the next checkpoint.

It looks like you're going down, but before you do, solve the sticker puzzle here. Use the Temple Sticker plus the Tower Sticker (x4) on the cardboard on the right of the checkpoint. Grab the [GIRL ARM], [GIRL FACE] and [GIRL BODY].

Going down isn't all that hard, but you really should take your time to do it. When you're standing on the platforms, not much can happen. It's when you make the jump to the next that things can go wrong - and when they do, it's all bad.

At the wave below, don't miss out on the [SARA SAMA] sticker. Next up is a snake similar to the one earlier in this level, except this one's on fire. Crawl under it and go with the flow. You can hide in one of the alcoves if you're about to get crisped. This certainly helps in getting the [BIG WAVE SNAKE] object.

On the left, proceed past the goddess and grab the [RUBBER SNAKE] and [THE GODDESS' PARLOUR] before finishing the level.

Replay:

When you have the Prince Face, use it near the start of the level to get the [ORNATE COLUMN] and the [CARDBOARD ARCH].

Little Big Planet Guide - Walkthrough

Elephant Temple

# Prize Bubbles In Level:	36	
Complete Level Once:	Costume: Angel Halo	Rainbow Squares
100% Completion Prize:	Sticker: The Islands Concept	
	Objects: The Islands Concept with Frame	
	Big Sumo	
Ace Level Prize:	Costume: Chicken Tail	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	MATERIALS:
-----	-----	-----
[] Crown (17)	[] Double Oscillating	[] Blue Wood (9)
[] Jewel Crown Motif (24)	Platform (23)	[] Bollywood Collage (28)
[] Monkey (2)	[] Elephant Head Statue	[] Gold Metal (6)
[] Pink Elephant (13)	[] Extendable Stairs (10)	[] Gold Sequin Fabric (7)
[] Straight Cobra Body(8)	[] Five Section Wave	[] Green Fabric
[] Tiger Patterns (27)	Platform (20)	[] Latticed Stone (3)
	[] Large Wave Platform (5)	[] Silk Pattern (11)
	[] Mechanical Stone	[] Stone (34)
	Elephant	[] Temple Stone
-----	[] Oscillating Platform(15)	-----
COSTUMES:	[] Puzzle Platform (26)	DECORATIONS:
-----	[] Six Section Wave (1)	-----
[] Mini Sackboy tm* (19)	[] Sliding Block	
[] Short Sleeved Shirt*21	Platforms (29)	[] Emerald Jewel*(12)
[] Brown Burlap (14)	[] Stone Elephant (16)	[] Green Fabric Star* (4)
[] Brown Carpet (30)	-----	[] Green Star (18)
-----	[] Crystal Earring (25)	[] Ruby Jewel* (36)
	[] Elephant Mosaic (22)	

Go right and hop over the pillars. Grab the [STONE ELEPHANT] sticker from the platform, and make a mental note of the sticker puzzle to your upper left. Once you get the Blue Elephant Sticker (Next Level: Great Magician's Palace) you can smack it on the wall to add the [CROWN], [TIGER PATTERNS] and [JEWEL CROWN MOTIF] to your collection.

Continue to the right and crawl so to speak through the tunnel until you reach a vertical ejecting pillar, and a whole lot of horizontal pillars ready to break all of your Sackbones. Launch yourself up, and jump when the pillars retract. You should have enough time to make it to the top. Extract the stairs on your right, move past the checkpoint and climb the rising platforms. You can get the [MONKEY] sticker while doing so. When you move right, the pillars will form a bridge for you to walk on (nostalgic prince of persia {90's classic} moment) and extract another pair of stairs. Don't miss the [SWITCH ACTIVATED BRIDGE] object in the alcove.



Proceed right, and pull the block away from the wall to reveal a hole. Move to the background and make your way to the [EXTENDABLE STAIRS]. Extend the stairs back to your right in order to climb the large block. From here it's not that hard to catch the [BOLLYWOOD COLLAGE]. Before you move on, take a closer look at the big block. Is that a sticker puzzle? Why it is! Slap the Monkey Sticker on it, which you should already have from mere minutes ago, and reveal three prize bubbles: [BROWN BURLAP], [PINK ELEPHANT] and [BROWN CARPET].

Run over the pillar-bridge to the right and pass the gong. Jump to the middle platform and cross to the right when the stone brick allows you. Flip the lever to open up the previous platform, and while you're here, grab the [GOLD METAL] from the brick. Step on the button of the opened platform and get a hold of the fabric ball. Swing it to the left for the [ELEPHANT HEAD STATUE], swing it to the right to continue with the level.

Hop over the coal ejecting pillars and proceed to the room with the two rotating cubes. Don't go through yet, first head up into the small opening to the left and grab the [PUZZLE PLATFORM] and the [TEMPLE STONE]. Head past the rotating blocks and make your way over the moving platforms until you get to the vertical ejecting pillar. If you jump at the right time you'll be launched high enough into the air in order to get the [DOUBLE ASCILLATING PLATFORM]. If you manage to get onto the upper left platform, you'll notice a sticker puzzle here. It requires the Tiger Sticker (previous level), and the rewards are: [GREEN STAR], [OSCILLATING PLATFORM] and [STRAIGHT COBRA BODY]. The last two are in the hole of the tunnel, which is also home of a huge block of hot coal that ejects through. Watch yourself.

Continue over the moving platforms until you get solid ground under your feet. The room on your right has two pillars and a few fiery gaps. Hop across and flip the lever. Aha! Perform the same trick on the upper left side and by

making the pillars rise you will easily make it to the next room. Next up is another room with two rotating blocks. Make your way to the [STONE] material, followed by the checkpoint. Drop down on loads of moving pillars. Grab the [SIX SECTION WAVE PLATFORM] from the hole in a pillar on the very left, then make your way across.



Watch the middle section, it might get squezy.

A hole in a pillar, placed right after the squashing pillars, holds the [FIVE SECTION WAVE PLATFORM] object. All the way to the right, a combi of a Challenge Key and the [LARGE WAVE PLATFORM] can be found in the alcove on the very right.

2x Players:

Have both players pull the fabric balls and a platform will lower. In the back, a lever can be pulled that controls the three pillars. The middle pillar will retract when the others are lifted. Grab the two bubbles here that hold the [SHORT SLEEVED SHIRT] and the [GREEN FABRIC STAR]. Have one player jump on the pillars, and when the other player raises the middle pillar, time your jump. At the other side you can find the [MINI SACKBOY], [RUBY JEWEL] and [EMERALD JEWEL].

Another room with two rotating blocks is up next, except this time there's also a hot coal bottom as given extra, plus the blocks are hollow. Grab the [GREEN FABRIC] Material inside one of the blocks by moving to the safe ground below. After doing so, hop on the back of the elephant on the right and prepare for some quick flashy moves.

First of all, quickly jump on the platforms ahead to grab the [GOLD SEQUIN FABRIC], [SILK PATTERN] and the Challenge Key. Hop back on the elephant and try to stay near his head. The [LATTICED STONE] can be gotten next, after which you have to flip the lever in order for our trusty elephant to bring us further.



What would an elephant temple be without an elephant? Did you know that Nantes, a city in France, has a mechanical elephant as well? Perhaps the creators inspired it from there.

Drop down from the right and receive the [MECHANICAL STONE ELEPHANT]. Continue, and hop on the platform you soon cross. Left from here, you can grab the [CRYSTAL EARRING], while more on the right, the [BLUE WOOD] is ripe for the taking. Also make sure to get the [ELEPHANT MOSAIC] from the alcove - and all of that without being burned. All that's left to do is to ride the elephant to the end of the level.

Little Big Planet Guide - Walkthrough

Great Magician's Palace

# Prize Bubbles In Level:	38	
Complete Level Once:	Costume: Green Swimsuit	Background: The Temples
100% Completion Prize:	Objects: Craft Cosmos Concept with Frame	
	Great Magician's Magic Box	
Ace Level Prize:	Costume: Chicken Wings	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	DECORATIONS:
-----	-----	-----
<input type="checkbox"/> Blue Elephant (13)	<input type="checkbox"/> Descending Stone	<input type="checkbox"/> Cream Handkerchief (16)
<input type="checkbox"/> Cobra Tail (37)	<input type="checkbox"/> Barrier (12)	<input type="checkbox"/> Gold Coin Chain (32)
<input type="checkbox"/> Curvy Cobra Body (15)	<input type="checkbox"/> Fire Pit Swing (26)	<input type="checkbox"/> Gold Earring (24)
<input type="checkbox"/> Elephant Motif (35)	<input type="checkbox"/> Fire Pit Double Jump (38)	<input type="checkbox"/> Gold Swirly Chain (11)
<input type="checkbox"/> Indian Motif (5)	<input type="checkbox"/> Fire Pit Triple Jump (14)	<input type="checkbox"/> Golden Sun (20)
<input type="checkbox"/> Yellow Motif (29)	<input type="checkbox"/> Grab-Bridge (4)	<input type="checkbox"/> Green Tassels (2)
-----	<input type="checkbox"/> Large Magic Bridge (6)	<input type="checkbox"/> Oval Jewel (34)
COSTUMES:	<input type="checkbox"/> Magic Flower Bridge (25)	<input type="checkbox"/> Sackboy Symbol (23)
-----	<input type="checkbox"/> Mechanical Magic	-----
<input type="checkbox"/> Brown Felt (10)	Bridge (27)	AUDIO:
<input type="checkbox"/> Cardboard Mask (18)	<input type="checkbox"/> Medium Magic Bridge (30)	-----
<input type="checkbox"/> Cartoon Eyes (1)	<input type="checkbox"/> Ornate Arch (36)	<input type="checkbox"/> 'New Dehli Dawn' (9)
<input type="checkbox"/> Green Felt (28)	<input type="checkbox"/> Pink Straw (3)	<input type="checkbox"/> Temple Int Music (33)
<input type="checkbox"/> Grey Side Parting	<input type="checkbox"/> Shehnai (22)	-----
Wig (8)	<input type="checkbox"/> Small Magic Bridge (19)	
<input type="checkbox"/> Trainers (31)	<input type="checkbox"/> Stone Block Emitter (7)	
<input type="checkbox"/> Grey Trainers	<input type="checkbox"/> Sun & Moon (17)	
	<input type="checkbox"/> Great Magician's Magic Box (21)	

Head to the right to meet The Great Magician. To the right is a continuously forming bridge of dissolving blocks falling from above. When in place, rush over while grabbing the [SMALL MAGIC BRIDGE] and [GOLD EARRING]. The same applies for the next falling blocks, except here are three prize bubbles, plus a few blocks are much longer than the others. Take your time and make sure you hop on the longer blocks so you can grab all three prize bubbles: [ELEPHANT MOTIF], [INDIAN MOTIF] and [MEDIUM MAGIC BRIDGE].



Stand in awe, looking at the magically dissolving blocks. Just don't stand under them when they're still solid!

The next bridge is the opposite principle of the previous two, as blocks appear from out of thin air, rather than dissolve. At the highest point, hop to the ledge in the background to your left. You can add the [GOLDEN SUN] and [SHEHNAI] to the left from here, and the [SUN & MOON] and [LARGE MAGIC BRIDGE] behind the wall on the right. Proceed to the next checkpoint. Drop down to grab the [MAGIC FLOWER BRIDGE], then wait for the two longer blocks to dissolve and jump over the rest of the blocks.

In the next obstacle course, make your way through the dropping blocks, which you can use to make a jump for the [DESCENDING STONE BARRIER] and [STONE BLOCK EMITTER]. The next bridge consists out of dissolving rocks again, with to the mix added some descending stones. Make your way through to the next gong, and grab the [PINK STRAW] object on your way there.

Here, the gap seems to big to cross. However, the lever in front of the gong controls a block spitting device up above. To pop out a block, simply press the button by jumping your head into the stone pillar. Create a stairway and proceed to the next obstacle course, but don't miss the [MECHANICAL MAGIC BRIDGE].



This next course consists of a lower and upper part, once again with dissolving rocks. The lower path has some gaps in it, the upper part consists simply out of the regular dissolving blocks, but you have to jump on it without a break. Grab the [OVAL JEWEL] and the [SACKBOY SYMBOL] while you're there.

Next, hop over the gaps and do your best to avoid the spitted coals. Next is another dropping blocks obstacle course, but this time the blocks move faster, AND they're on fire. The two prize bubbles at the end can be reached with a regular jump and hold: [CREAM HANDKERCHIEF] and [ORNATE ARCH].

The next obstacle course is different from any other you've seen so far. Once you press the button on the right, blocks will drop from the air in a way only a tetris master could drop them. Be sure to not get squashed or stuck, and hop a level higher until you reach the top. Here you can grab the [COBRA TAIL].

Be precise and careful. Don't jump off at the right, unless you don't feel like doing the challenging 2 Player Area to the left.

2x Players:

The path to the left leads to a 2 Player area. This is arguably the most difficult multiplayer challenge in LBP. Have one player hop into the tetris esque hole in the wall, and have the other player hit the buttons on the left and the right while the other player makes his way to the top. Once on top, you have two choices. You can either activate the checkpoint on the right and have the other player pop theirselves so they start there as well, or you can jump from the right to the left button on top - which will also release blocks so that player two can reach the top.

At the next checkpoint, things get tricky. The lower player can make blocks appear by running below the upper player, who must keep up quickly, due to the vanishing ability of the blocks. You'll both have to jump twice until you

reach a platform of safety. Next up are several switches which cause pillars or blocks to appear and create a path for the other player. When both players reach the end, you'll be able to find the precious and elusive prize bubbles: [NEW DEHLI DAWN], [GREY TRAINERS], [GREY SIDE PARTING WIG], [GOLD COIN CHAIN], [CARDBOARD MASK], [CARTOON EYES]. Worth it? I think so!

Next up are familiar, common, trusty fabric balls. Swing over to the next checkpoint, dodge the coals, and grab the [FIRE PIT SWING] object. The next few gaps are also easy, which makes adding the [FIRE PIT DOUBLE JUMP] to your collection an easy task.

If you jump to the window while leaping from the higher ledge, it's very possible to grab the [CURVY COBRA BODY] sticker from there. Grab the blocks on the right to create some stairs, and don't forget to snatch the [BLUE ELEPHANT] and [GRAB BRIDGE] from the window. There is also a sticker puzzle here - how else would you plan on getting those three prize bubbles high above? The Cobra Tail can be put on the cardboard, followed by the Straight Cobra Body, and to make things complete, the Cobra Head Sticker. These are all found in this world, 2nd and 3rd levels. Your reward will be: [GREEN FELT], [BROWN FELT] and [TEMPLE INT MUSIC].



Complete the Cobra with stickers to release a bunch of Prize Bubbles.

The next few gaps are yet again not much to write home about. Collect the [GREEN TASSELS], [FIRE PIT TRIPLE JUMP] and [GOLD SWIRLY CHAIN] on your way to the next gong. Next up is The Great Magician again. He will magically make things appear from under his box: A burning triangle, a burning coal, a movable block, or nothing, after which it repeats. The Block is what you want. Move it to the right to grab the Challenge Key, and hop onto his arm. You can launch yourself in the air - on top of his head - to find the [GREAT MAGICIAN'S MAGIC BOX].

Little Big Planet Guide - Walkthrough

Mini Levels (The Temples)

Fire Pits: (Unlocked by Challenge Key in The Great Magician's Palace)

This is a race to the finish, and there are a lot of burning coals. Jump over all of them, but don't go too fast or you'll have to start over again. You can mostly get burnt here and there once, just don't push your luck.

Pillar Jumping: (Unlocked by Challenge Key in The Elephant Temple)

This is a matter of timing and concentration. The pillars below you will drop down below while others go/stay up. Your goal is to stay alive, simply put. Don't go out of your way for bubbles - ever - and don't jump all that often. The golden rule is, if you don't have to jump, don't.

The Shifting Temple: (Unlocked by Challenge Key in The Elephant Temple)

Another race to the finish, but this level has an incredible variety of obstacles. Well, they all involve crushing blocks and fiery objects, but they're all a little bit different. Your best bet is to play through the stage a couple of times to see what goes where. Fortunately, there are various checkpoints placed over the entire level. It goes without saying that a real top score does not allow for deaths.

Little Big Planet Guide - Walkthrough

The Wilderness

This is it. Cold snow, electric fiends, an army against one. You, Sackboy, must defeat The Collector for once and for all – he must be learnt that he cannot just go about stealing in LBP.

Little Big Planet Guide - Walkthrough

The Frozen Tundra

# Prize Bubbles In Level:	51	
Complete Level Once:	Costume: Green Camo	Robot Box Helmet
100% Completion Prize:	Stickers: Circus Concept	
	Objects: Circus Concept with Frame	
Ace Level Prize:	Costume: White Neon Eyes	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	COSTUMES:
-----	-----	-----
[] Brown Stripe Patch (16)	[] Breakable Ice Platform (51)	[] Devil Tail* (41)
[] Dice-6 (38)	[] Falling Icicle (6)	[] Devil Trousers* (1)
[] Gear Graphic (23)	[] Grenade Toy Soldier (31)	[] Fur Hat (42)
[] Half Scissors (34)	[] Gun Turret (10)	[] Long Grey Coat (4)
[] Hazard (11)	[] Iron Bridge (43)	[] Ponytail Hair Wig(20)
[] Jigsaw Piece (25)	[] Iron Oil Rig (39)	[] PVC Raincoat (35)
[] Light Bulb Graphic(46)	[] Level Ice Slide (27)	[] PVC Trousers (12)
[] Merman Fork (9)	[] Lone Double-Wiper Enemy (40)	[] Red Dress* (37)
[] Pencil (33)	[] Lone Wiper Enemy (45)	[] Red Horns* (32)
[] Red Circles Pattern (14)	[] Missile (13)	[] Pink Splat (49)
[] Retro TV (7)	[] Narrow Hammer (44)	[] Red Devil* (26)
[] Spiral Graphic (5)	[] Relaxed Toy Soldier (48)	[] Tree (21)
[] Stylized Red Smoke(22)	[] Rocket Dog with Sled(29)	MATERIALS:
[] Wiry Tree (30)	[] Shooting Toy Soldier(24)	-----
-----	[] Short Ice Slide (3)	[] Bunker Stone (2)
AUDIO:	[] The Last Stand (28)	[] Cream Concrete (36)
-----	[] Soldier* (19)	[] Newspaper (15)
[] Wilderness Int Music (50)	[] Triple-Decker Enemy (47)	[] Snow Paper (8)
	[] Winter Tree (18)	
	[] Long Ice Slide (17)	-----

Head to the right for some appropriate costumes: [PVC RAINCOAT], [FUR HAT], [PVC TROUSERS], [LONG GREY COAT] and [PONYTAIL HAIR WIG]. Also grab the [WINTER TREE] and proceed to Mr. Bear. He holds the [IRON OIL RIG].

Continue to the sleds and ride the one in the back. During your ride, add the [ROCKET DOG WITH SLED] to your collection. Hop off and proceed to the right. Things are about to get slippery. Next to the gong is a sticker puzzle that you can't solve - yet - as you need the Gear Graphic Sticker (this level, later on).

Continue to the right and hop on the higher ice platforms. Be sure to rush it across, because all platforms in the background will collapse rather sooner than later, and there's a fine collection of prize bubbles you would otherwise have to leave alone in the poison gas below. The prize bubbles below can be gotten at any time. All in all, collect the: [DICE-6], [JIGSAW PIECE], [HAZARD], [RETRO TV], [BROWN STRIPE PATCH], [MERMAN FORK], [PENCIL], [GEAR GRAPHIC], [HALF SCISSORS], [BREAKABLE ICE PLATFORM], [FALLING ICICLE] and [SNOW PAPER].

If you hop to the middle row you can push the iron block to the right to reach some more prize bubbles, 6 in total: [IRON BRIDGE], [STYLIZED RED SMOKE], [RED CIRCLES PATTERN], [RELAXED TOY SOLDIER], [GRENADE TOY SOLDIER] and [SHOOTING TOY SOLDIER].

If you continue to the right, icicles will drop down so make sure you dodge them. At the very right, you can use the fallen icicle to climb the platform holding the [NEWSPAPER] material.

The ledge in the background can also be reached with the help of an icicle. Pop the creatures (don't get crisped!) and collect the [CREAM CONCRETE], [SPIRAL GRAPHIC] and [LONE WIPER ENEMY]. Continue right and a very unique creature will drive away from you. Chase it and make sure you don't get crushed by icicles that tear the bridge apart behind you. Collect the [GUN TURRET].

You can now go down the stairs to collect more prize bubbles. One prize bubble can be found near the stairs, two more are at the end, along with a Challenge Key. The prize bubbles hold: [BUNKER STONE], [LIGHT BULB GRAPHIC] and [THE LAST STAND]. Continue to the right and watch out for the rockets. Drop in the holes between until you reach the button to destroy the mechanism. Continue in the background. You can now choose from two strategies.

The first one is to come out of your hole and jump to the left. Wait for the rocket to be shot, jump over it, then quickly move left, jump over the machine and the soldiers, and hit the red button to destroy the machine. This will net you the [MISSILE] object. The other strategy is to continue to the right in a similar way like you did with the previous machine, but without destroying this one. Either way, drop down at the end of the path.

Start the race and drop down the slippery ice. It's best to just try and move as fast as possible. On your descent you can grab the [SHORT ICE SLIDE], [LONG ICE SLIDE], [WIRY TREE] and [WILDERNESS INT MUSIC]. At the very end of the course the [LEVEL ICE SLIDE] can be found either by leaping into it, or by doing some tricks by jumping on and over the boxes. Continue and drag the general all the way to the right (or do a 4 Player area first).

4x Players:

Have all four players stand on the red buttons, and happily hop on the elevator. There are four wheels that can be spun, and you should see them as a safe combination. From left to right, the correct code is: Skull, Egg, Target, World. Have each player hang onto a wheel and fixate it at the right picture. Then proceed to the right. You'll have to hop simultaneously on the jumping platform in order to blow the place to smithereens and unlock 6 elusive prize bubbles:

[DEVIL TAIL], [RED HORNS], [RED DEVIL], [RED DRESS], [DEVIL TROUSERS]. Head down the nearby shaft and collect the [SOLDIER].

The enemies on the right are quite nasty, don't get electrocuted and pop the first creature, then the other one with three brains. Be wary of the rotating electric device inside, and be sure to get the [LONE DOUBLE-WIPER ENEMY] and [TRIPLE-DECKER ENEMY]. Drag the general to the right and finish the level.

Replay:

Do the sticker puzzle with the Gear Graphic Sticker (this level) and receive the [TREE] and [PINK SPLAT].

The Gear Graphic Sticker can be used early on in the level.

Little Big Planet Guide - Walkthrough

The Bunker

# Prize Bubbles In Level:	47	
Complete Level Once:	Costume: Neon Wireframe	Box Robot Body
100% Completion Prize:	Stickers: Bad Witch Concept	
	Bad Witch Concept with Frame	
Ace Level Prize:	Costume: Neon Helmet	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

STICKERS:	OBJECTS:	DECORATIONS:
-----	-----	-----
[] 427 Motif (6)	[] Black Boot (19)	[] 1008 Bottle Top (17)
[] Faces in Circles (35)	[] Egg Carton Back(37)	[] 5 Coin (44)
[] Mellow Sun* (10)	[] Egg Carton Front (4)	[] Decayed Metal Plate* (47)
[] Red Clown Nose (28)	[] Egg Carton Side*(11)	[] Dog Tag* (25)
[] Russian Banner (38)	[] Flip-Top Enemy (13)	[] Green Tartan Patch (34)
[] Russian Border (45)	[] Free Range Egg (16)	[] Old Bottle Top (7)
[] Scary Head (24)	[] Iron Scaffold (3)	[] Pink Pin (30)
[] Spiral Doodle (15)	[] Iron Scaffold	[] Red Bottle Top (32)
	Base (42)	[] Sackboy Coin (9)
-----	[] Metal Spear (33)	[] Star Bottle Top (39)
COSTUMES:	[] Multi-Spear	[] Rubber Tongue (29)
-----	Machine (27)	-----
[] Cardboard Hat* (22)	[] Rotating	MATERIALS:
[] Collar and Tie*(31)	Hemisphere (21)	-----
[] Soldier's Helmet*(5)	[] Rotating Iron	[] Barbed Wire (1)
[] Blue Shellsuit (18)	Bridge (14)	[] Blue Concrete (43)
[] Grey Camo* (46)	[] Spinning Electric	[] Camouflage (40)
[] Yellow Damask (2)	Platform (20)	[] Grey Rusty Metal (26)
	[] The Scientist (12)	[] White Speckle Concrete(8)
	[] Tin Can (23)	-----
	[] Twisty Platform (41)	
	[] Rotating Barbed	
	Wire Cage (36)	

Drag the general to the platform in order to grab the [RUBBER TONGUE] and the [PINK PIN]. Continue to the right and hop onto the platform to launch yourself in the air. Grab the [MULTI-SPEAR] and the [BLACK BOOT], but make sure you don't get your sackself electrocuted. Continue your way and evade the electrocutors on your way to the next checkpoint.



You'll come to hate the sad sound when you get electrocuted.

Next, pop the creature and make your way through the rotating wheel. Getting in is easy, getting out requires a little precise timing. You should first acquire the two prize bubbles on top of the wheel, but that may be a bit tricky. While in the wheel (or still on the left platform) hop onto the edge of the opening. Let the wheel take you as high as possible before you fall off, then jump out to snag those two bubbles holding the [BARBED WIRE] and [ROTATING IRON BRIDGE].

Continue and move over the flipfopping platforms. Keep up, don't jump, don't fall - just keep up and grab the [TWISTY PLATFORM] at the end. Next up is another nasty electrocritter which switches between electricity and brains. Pop it to grab the [FLIP-TOP ENEMY]. Next up are half wheels that slam into each other. Use the fabric ball in the middle to get across.

At the checkpoint's platform, move to the very right and hop into the background. Go left, drag the block a little to the right behind the gong and hop to the background once more. Now you can grab the two elusive prize bubbles on the left: [ROTATING HEMISPHERE] and [CAMOUFLAGE].

Aha! So that's how you get those Prize Bubbles!

Continue through the two tunnels inside wheels - grab the Challenge Key in between - and make sure you start to dash through when they're lining up.

You can move to the background and hop onto the snow. Head left to find a sticker puzzle that you can't solve yet - you need the Power Fist Sticker - and even more to the left is a 2/3 Player area.

2x/3x Players:

You can grab some of the bubbles here with only two players, but the final few bubbles require a third player. Have one player hop into a wheel on the lower platform and pull the lever.

This allows you to go inside the second wheel and flip the lever here. Now it's time for the other player(s) to hop into the wheel on top. Have the player below flip the switch again. Now have one upper player move into the upper left wheel, and grab the [EGG CARTON SIDE]. Also step on the button to allow the first player to grab the [COLLAR AND TIE], [SOLDIER'S HELMET] and [DECAYED METAL PLATE] on the left. Are you flipping yet?

Now you really need the third player, which should still be located in the top right wheel. Flip the lever to allow the second player to grab the [DOG TAG], [CARDBOARD HAT], [GREY CAMO] and [MELLOW SUN].

Next is an electric spike obstacle course. You can grab the [EGG CARTON FRONT] during your manoeuvring. After this, pop the creatures that cross your path, but be SURE to pop them at the right time to grab all prize bubbles. The first bubble holds [IRON SCAFFOLDING BASE], the second [IRON SCAFFOLD], and from here you can walk to the right in the background to find the [GREEN TARTAN PATCH] and the [427 MOTIF]. Ride the green cart down, grab the [TIN CAN], then hop over the gaps with some electrified crazyness rotating around them. MADNESS.. I mean, CRAZYNESS!1!! Eh, actually, it's not all that bad, so just jump over them.

Another rotating wheel is up next, this time with only one opening, and electric bolts inside. Hop onto the ledge of the opening and jump to the background first for some prize bubble collecting. Here you can find the [SPINNING ELECTRIC PLATFORM] and the [1008 BOTTLE TOP]. Hop on top of the spinning wheel and jump to the background right of you. Four prize bubbles are waiting to be added to your collection: [RED BOTTLE TOP], [OLD BOTTLE TOP], [RED CLOWN NOSE], and the [STAR BOTTLE TOP]. Drop down to the right and find the [ROTATING BARBED WIRE CAGE] object. My.. You're quite the collector yourself, aren't you?

You'll find many Prize Bubbles by using the wheel to your advantage.

Jump in the wheel and immediately drop down. Grab the [EGG CARTON BACK] to the left of the conveyor belt, then proceed to the right. This is a tricky part:

Dodge the electric spikes and other obstacles while on the moving belt. To make things worse, there's also a bunch of prize bubbles placed along the way. I suggest you try to Ace the level some other time, because it's too difficult to do in one try. The bubbles here contain: [FREE RANGE EGG], [5 COIN] and the [SACKBOY COIN]. Next, pop the creature and free the scientist to get the [THE SCIENTIST] object.

Next is the hardest part of the game, a giant wheel with tons of gaps and electricity all around. It consists out of two parts: The first part is a series of green platforms on which you can stand, but which become increasingly smaller when you progress. Fortunately there is a gap after the smallest in which you can safely jump. Here you'll quickly have to grab the fabric ball and swing across the electrified floor. You'll now be near the next part, and you'll come across another checkpoint. Thank god.



The outer ring may be even more difficult. Hop over the electrified obstacles, after which you'll have to jump platform to platform in order to make the next. There are two series of platforms, and on the very last you can find the [WHITE SPECKLE CONCRETE] material. The hole you see is where you'll want to drop down. Many gamers die in the wheel of death - and have to start the level all over again - so don't consider it a shame if you have to restart. Only consider it a shame if you have to restart 5 times - no, that's a joke. Kind of. ;)

Now for the last part of the level. You're on another conveyor belt, except this one is going against the direction you're headed. You can grab the [GREY RUSTY METAL] from the left, and as you progress you'll also find the [BLUE CONCRETE]. Make your way to the end of the level, and don't sweat those hands if you're trying to ace the level. I know you can do it!

Replay:

When you get the Power Fist Sticker from the next level, return and place it on the cardboard during the place where you can hop in the background on some snow. Also check the walkthrough above for this information. When you've done so, you will be rewarded with the [SPIRAL DOODLE], [FACES IN CIRCLES] and the [RUSSIAN BORDER]. Also jump on the red button nearby a couple of times: This will cause the prize bubbles to fall down: [BLUE SHELLSHUIT], [YELLOW DAMASK], [RUSSIAN BANNER], [SCARY HEAD], and [METAL SPEAR].

Little Big Planet Guide - Walkthrough

The Collector's Lair

# Prize Bubbles In Level:	65
Complete Level Once:	Costume: Robot Trousers Object: The Wilderness
100% Completion Prize:	Stickers: Very First LittleBigPlanet Concept Objects: Very First LittleBigPlanet Concept with Frame Jumping Tank
Ace Level Prize:	Costume: Neon Dress
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	

OBJECTS:	MATERIALS:

<input type="checkbox"/> Angled Platform Expander (4)	<input type="checkbox"/> Grandmaster Sensei (37)
<input type="checkbox"/> Baby Doll Arm (16)	<input type="checkbox"/> Iron Circular Safe (13)
<input type="checkbox"/> Baby Doll Head (64)	<input type="checkbox"/> Jumper Platform (31)
<input type="checkbox"/> Baby Doll Leg (28)	<input type="checkbox"/> King Croc (61)
<input type="checkbox"/> Baby Doll Torso (34)	<input type="checkbox"/> King Zola (56)
<input type="checkbox"/> Bear (14)	<input type="checkbox"/> Little Xim (25)
<input type="checkbox"/> Big Xam (58)	<input type="checkbox"/> Mags the Mechanic (2)
<input type="checkbox"/> Bungee Bridge (43)	<input type="checkbox"/> Male Doll Arm (54)
<input type="checkbox"/> Butler (7)	<input type="checkbox"/> Male Doll Head (18)
<input type="checkbox"/> Complex Platform(50)	<input type="checkbox"/> Male Doll Leg (45)
<input type="checkbox"/> Cuddly Bear Arm (59)	<input type="checkbox"/> Male Doll Torso (23)
<input type="checkbox"/> Cuddly Bear Head(26)	<input type="checkbox"/> Mechanical Door (40)
<input type="checkbox"/> Cuddly Bear Leg (41)	<input type="checkbox"/> Mechanical Prison (53)
<input type="checkbox"/> Cuddly Bear Torso(8)	<input type="checkbox"/> Meerkat Mum (38)
<input type="checkbox"/> Danger Platform*(32)	<input type="checkbox"/> Platform Expander (65)
<input type="checkbox"/> Devante (19)	<input type="checkbox"/> Right-Angled Platform 1 (33)
<input type="checkbox"/> Don Lu (35)	<input type="checkbox"/> Right Angled Platform 2 (12)
<input type="checkbox"/> Don Lu's Dog (3)	<input type="checkbox"/> The Bouncer (22)
<input type="checkbox"/> Expandable Square 1 (6)	<input type="checkbox"/> The Goddess (52)
<input type="checkbox"/> Frida the Bride (60)	<input type="checkbox"/> The Great Magician (10)
<input type="checkbox"/> Frida, Don Lu & The Butler (5)	<input type="checkbox"/> The King (57)
	<input type="checkbox"/> The Queen (46)
	<input type="checkbox"/> Tube Race Crusher 1(11)
	<input type="checkbox"/> Tube Race Crusher 2(55)
	<input type="checkbox"/> Tube Race Rotators (39)
	<input type="checkbox"/> Tube Race Washer (1)
	<input type="checkbox"/> Uncle Jalapeño (29)
	<input type="checkbox"/> Ze Dude (51)

	COSTUMES:

	<input type="checkbox"/> Chinese Dragon Mask*(36)
	<input type="checkbox"/> Mermaid Tail (62)
	<input type="checkbox"/> Scale Swimsuit (27)
	<input type="checkbox"/> Blue Camo* (21)
	<input type="checkbox"/> Head Dress* (44)

	AUDIO:

	<input type="checkbox"/> 'Leaders of Men' (15)
	<input type="checkbox"/> 'Rainbow Warrior'* (63)

	STICKERS:

	<input type="checkbox"/> Factory Silhouette (20)
	<input type="checkbox"/> Pixel Green Block (47)
	<input type="checkbox"/> Power Fist (48)

	DECORATIONS:

	<input type="checkbox"/> Metal Plate (17)
	<input type="checkbox"/> Metal Vent* (30)

Head right and jump over the gap to the right before you drop down with one of the fabric balls. On the right you'll find a sticker puzzle for which you need the Wiry Tree Sticker (1st Level of The Wilderness). Stick it on the tree to find the [MERMAID TAIL] and [SCALE SWIMSUIT]. Now drop down the lengthy shaft which may remind you of the elevators in Metropolis. Avoid the electrified objects and grab as many bubbles as you can. Along the way you can

score the [BUNGEE BRIDGE], [CUDDLY BEAR TORSO], [CUDDLY BEAR LEG], [CUDDLY BEAR ARM], [CUDDLY BEAR HEAD], [RUSTY METAL] and [MECHANICAL PRISON]. The bubble directly under one of the electrified objects may take several replays to grab.

Once below, hop onto the crate nearby and pull the lever to free the animals. Grab the [BEAR] object, then push the little black box all the way to the right and open the blastdoors. Continue to the right, score the [MECHANICAL DOOR] and hop onto the moving platform. Snatch the [EXPANDABLE SQUARE 1] from the right, then drop down when possible. Flip the lever to release another imprisoned animal, then make your way to the right. Ignore the prize bubble for now, and make your way to the right. Ride the platform up, jump over the electrified floor and flip the switch to free another prisoner. Head right to the checkpoint and drop down when it's safe to do so. Free the dog, then go back up.

The dog helps you once again, this time by flipping switches, allowing you to collect two otherwise locked Prize Bubbles.

Grab the [IRON CIRCULAR SAFE] from the, well, Iron Circular Safe, which is opened by the dog you just set free. Wait a sec.. Could he also help you with that other prize bubble? Of course he can! Ride the fabric ball up, hop on some platforms and reach the top. Before continuing, head left to the previous checkpoint and drop down for the prize bubble you saved. Move towards it and the dog will too - making the ring open up for you. This requires a little timing, but it nets you the [TIN FOIL]. After adding this to your collection, continue to the next checkpoint on the upper right.

Be sure to not drop into the next two gaps - only an electrocution awaits you below - and make your way to the checkpoint in the hallway. The next part can be tricky. When hopping over the crates, be sure to hop on the lower crates first, since the higher crates will squash you against the ceiling. When possible, hop from crate to crate until you reach a higher pillar. From here you can grab the [METAL BEAM] on the right, but you can also free the crocodile on the left. Continue to the right and make your way over the horizontally moving stairs.

Leap for the lever attached to the wall on your right and free another prisoner.

Another tricky part lies ahead. L-shaped platforms flip back and forth. If you stand on the first one, grab the [FACTORY SILHOUETTE], and don't stand at the very end, but stand somewhere in the middle and jump to the right when it flips. This should allow you to snatch the [METAL PLATE] decoration prize bubble.

Continue to the right, and hold on to the fabric at the next L-shaped platform. You'll see another prize bubble to the right, which you can grab in the same way you grabbed the previous. This one holds the [PIXEL GREEN BLOCK]. However, you should try to grab the fabric material on this L-platform so that when it flips back, you also snatch the [RIGHT-ANGLED PLATFORM 1] object prize bubble. So that's how you call these suckers.

When you fall down, hold the fabric of the platform. When it swings up, quickly grab the hanging fabric ball to your left. Use this to swing to the platform when it's facing left, then quickly hop over the next few platforms until you reach a Challenge Key and the [LEADERS OF MEN] prize bubble. Flip the lever to free Mags, then move back by taking the lower path and grab the [WOODEN CRATE] and [RIGHT-ANGLED PLATFORM 2] along the way. From the checkpoint, make your way through the hall until you reach more moving obstacles.

Moving through the first set isn't very difficult, but be wary of the rotating flaming obstacle along the way. Move past the squashing bricks and jump for the platform with the checkpoint. On the next platform, flip the lever and free the Great Magician. Jump over the fire pit, but only when the platform is about to move to the right. Grab the [COMPLEX PLATFORM] while doing so. Hop over the next two platforms, and keep to the very right before trying to tackle the upcoming electrified obstacle. Quickly move between the electrified squashers and also jump between them to add the [JUMPER PLATFORM] to your collection, then smoothly hop onto the next platform in the background. Or die and try again, of course.

Flip the lever on the left to free Grandmaster Sensei, then grab the fabric ball and lower yourself through the shaft.

Hop onto the platform to your left and grab the [MALE DOLL HEAD]. Hop onto the platform more to the left and snatch the [MALE DOLL ARM]. From here, make your way to the lever on the very left, free the meerkats, drop down, grab the [POWER FIST] sticker, and make your way back to the checkpoint. Head right and grab the [MALE DOLL TORSO] and the [MALE DOLL LEG] objects before continuing at the next checkpoint.

Use the lift in the background - which is directly right from the checkpoint - in order to take you up and get the [ANGLED PLATFORM EXPANDER] and [PLATFORM EXPANDER]. Continue to the right and walk/jump over the diagonally moving platforms. Flip the switch and free Uncle Jalapeño. Head up some more and free Frida & Co. by flipping another lever. Make your way through some rotating platform boxes and ride the next few up until you reach another prisoner to free. There is also a 4 Player area up above which you can reach by holding onto the large fabric ball with 'x4' on it. Naturally.

4x Players:

This isn't all that hard of a puzzle, but it does require four players. Have each player positioned on a button, which will raise from the ground when the previous button is pressed, until the player on top can grab the [RAINBOW WARRIOR], [DANGER PLATFORM], [METAL VENT], [HEAD DRESS], [BLUE CAMO], and the [CHINESE DRAGON MASK]. That's all, folks!

Head to the right and drop down another shaft - this time a dangerous one with many electrified walls and moving wheels. You can collect the [BABY DOLL HEAD], [TUBE RACE WASHER], [TUBE RACE CRUSHER 2], [BABY DOLL TORSO], [BABY DOLL ARM], [TUBE RACE ROTATORS], [BABY DOLL LEG] and [TUBE RACE CRUSHER 1] along your descent. If you miss one or two bubbles, it may be worth it to try the shaft again, since it's near the end of the level.

Once you're all the way down, simply free the King & Queen and ride them past all the prisoners you've freed. Depending on who you have freed, you get their corresponding prize bubbles, which are quite a few magnificent ones: [THE KING], [THE QUEEN], [DON LU'S DOG], [THE BOUNCER], [MAGS THE MECHANIC], [BIG XAM], [LITTLE XIM], [ZE DUDE], [KING ZOLA], [GRANDMASTER SENSEI], [MEERKAT MUM], [THE GREAT MAGICIAN], [DON LU], [KING CROC], [FRIDA THE BRIDE], [THE BUTLER], [UNCLE JALAPEÑO], [THE GODDESS], [DEVANTE], [FRIDA, DON LU & THE BUTLER].

Now, all there's left to do is face The Collector himself. Prepare yourself...

Little Big Planet Guide - Walkthrough

The Collector

# Prize Bubbles In Level:	1
Complete Level Once:	Objects: The Collector The Collector's Boss The Collector's Pod
Ace Level Prize:	Costume: Yellow Head Object: The Wilderness
=====	
PRIZE BUBBLE PICKUPS IN LEVEL:	AUDIO: [] 'The Battle on Ice' (1)

BOSS FIGHT 4: THE COLLECTOR

Follow the straight path and ride the large elevator down until you reach the boss area. You'll get a double circle gong-checkpoint, but use your lives very sparingly, especially at the start of the battle.

Good luck with acing the level.

Stage 1:

The Collector has three stages. The first stage is fairly easy; pop the sides of the machine and make sure you don't get crushed by it. The machine has a fixed pattern as it will crush the left, right, and center sides respectively. After popping both sides once, the machine will gain an added attack. It will spit out three electrified barrels. Again, this goes in a fixed pattern. If the machine is about to slam the right, it fires the barrels to the left - and just the other way around when it's about to crush the left. When it's about to crush the center, it will aim for the center, so now you know where to stay away. After popping both sides once more, the machine is devastated and the next stage will begin shortly.

Stage 2:

You should move to the very right of the elevator, because it's possible to get a sneak attack of some sorts on the next boss. Hop against the brain on it's arm before it even moves - that's a little extra right there! The machine quickly grows angry so avoid the crushing arms. It will send out two smaller creatures that follow you, so pop their brains quickly. After more creatures have been spit out, brains on the inside of the arms are revealed. Pop these brains, along with the brains on the left and right sides of each arm, and the arms are disposed of. Thus, the third and most difficult stage begins.

Stage 3:

The machine is much smaller now, but it's also more agile than ever. It quickly opens it's arms from which tons of, well, electrified tons will be shot. Your best bet for survival is to stay exactly in front of the machine. Pop the two brains on the side when you get the chance. The machine will pound the ground with a big stamp, causing it to rain electrified barrels from the sky. You can move all the way to the left, or you can try to sneak through two barrels, but it's fairly tricky. The machine repeats the pattern of shooting and pounding, with more difficult patterns of raining barrels, but it comes down to the same.

At the next stamp, a box comes falling down. When you get the chance, drag it to the middle of the machine. This allows you to eventually pop the remaining five brains when the arms are extended and ready to shoot electrified

barrels.

After destroying the machine, chase The Collector and make sure you grab the [THE BATTLE ON ICE] Audio object prize bubble along the way. Sit back and enjoy the LittleBigEnding, you've certainly earned it in my opinion!

Little Big Planet Guide - Walkthrough

Mini Levels (The Wilderness)

Rotor Tubes (Unlocked by Challenge Key from The Bunker)

This is another race to the end, and you'll have to make your way through several rotor tubes. These things can be annoying, but once you get the hang of it, you'll notice that you can actually stay inside while rotating. Practise this, and you should have little trouble to make it to the end of the race.

Spline Rider (Unlocked by Challenge Key from The Frozen Tundra)

Hop onto the sled and race your way to the finish. When in the air, make sure you balance the sled well in order to stay alive. You don't want to get fried by electric ice, do you? You can score a large amount of points at the hill on the very right, but this requires some speed.

Jetpack Tunnel (Unlocked by Challenge Key from The Collector's Lair)

Use the Jetpack to fly between two electrified walls and barriers of gas. One thing is for sure, you're a dead sackperson, but you might as well do your best to score as many bubbles as possible. Take it easy, survival has priority here. Never go out of your way, only pick up bubbles that you can smoothly grab.

Just don't go out your way to collect bubbles.

Little Big Planet Guide - Metal Gear Solid DLC

Introduction & Additions

The Metal Gear Solid Level Pack is the first DLC that introduces a pack of new, fully playable levels: In total there are 6 new levels; 5 Main Story Levels and 1 Mini/Bonus Level. The pack costs \$5.99, and I'm sure Europe gets ripped off.

This Level Pack adds 72 new stickers, 12 new materials, 10 decorations, and 18 objects. You also get the Gurlovovich Soldier costume. In addition to these you also get new features:

- o 3 New Background tracks
- o 1 Interactive Music track
- o 1 Metal Gear Solid themed sound object
- o 1 Danger Element: Plasma Ball
- o 1 Gadget: Laser Sight
- o 1 Searchlight Lamp
- o 1 Paintinator (Paint Gun) Paint Switch

Note: If you don't own this Level Pack you can still PLAY the levels by joining someone online who DOES OWN the levels. You can furthermore PLAY the levels that are created by people who use this pack. However, you DO NOT get to keep the objects you find - unfortunately.

This guide will lead you through the new levels that are fully designed in Metal Gear Solid style. No more lame streetfighter costumes, turkey head masks. Let's finally dive into some real action!

Little Big Planet Guide - Metal Gear Solid DLC

Act 1: Introduction (MGS DLC)

# Prize Bubbles In Level:	13	
Complete Level Once:	Costume: Gurlukovich Soldier Uniform Gurlukovich Soldier Helmet and Mask Gurlukovich Soldier Vest	
100% Completion Prize:		
Ace Level Prize:	Sticker: Metal Gear Solid.	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

1. [] Gekko Crouching 3	2. [] Gekko Standing 1	3. [] Original Exclamation Mark
4. [] Sleeping Sign	5. [] Stryker Wheel	6. [] Alert Sign
7. [] METAL GEAR SOLID	8. [] Psycho Mantis Doll	9. [] Old Snake Doodle
10.[] METAL GEAR SOLID	11. [] Young Snake Head	12. [] Gekko Standing 3
13.[] Gekko Crouching 1		

This is an introductory level and you'll be automatically be driven to the end checkpoint. Grab the two prize bubbles from here: [#7] and [#10].

Replay:

If you want to get all the other prize bubbles in this level you will need the finish Act 5 and get the Big Bullet Hole sticker. You can then use the Big Bullet Hole Sticker and stamp it on the Black Figures, Boxes, Ocelot, The World, Metal Gear Rays and such carbons in order to unlock the missing prizes. One Black Figure Target can be tricky to locate: It's hidden behind the large-sized Ocelot near the end of the level, act quick or wait for Ocelot to vanish.

Little Big Planet Guide - Metal Gear Solid DLC

Act 2: VR Training

# Prize Bubbles In Level:	18	
Complete Level Once:	Sticker: Otacon Body Otacon Face Kojima Foxhound	
100% Completion Prize:	Objects: Practice Target VR Grid Red VR Grid Green	
Ace Level Prize:	MGS4 'The Hunted'	
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

1. [] Yellow Bird	2. [] Paintinator Switch	3. [] Paintinator Powerup
4. [] METAL GEAR SOLID Codec	5. [] Isometric Crate	6. [] Gekko Crouching 2
7. [] Green Crocodile	8. [] Gekko Looking	9. [] Camouflage Mixed
10.[] Gekko Back	11.[] Gekko Standing	12.[] VR Grid Blue
13.[] Brown Centipede	14.[] Black Chicken	15.[] Gekko Back 2
16.[] Energy Drink	17.[] Plasma Ball	18.[] Danger Chevron

Move to the right and memorize the FOX carbon.

Continue your way past Otacon and head into the VR area. Grab the paintinator and destroy all targets with it. The second VR room requires you to shoot more targets once again, but this time cross/upwards as well. The third area holds a practice VR Metal Gear Ray with three targets, and as Otacon tells you, these targets can take as much as 10 hits each. The fourth room has targets between different layers. You will need to switch layers in order to hit all these targets. This makes for a good lesson, since the paint bullets will always stay at the same plane, and never change depth.

The next room holds a target with a health bar - these show you how much health a target has left before it vaporizes into thin air. The room up ahead looks like it has a powerful foe; Don't get too close or you'll be sure to get electrocuted! Instead, use your newly acquired paintinator to blast the four unprotected creature brains on its spinning head from afar. With the battle victorious for you, continue your way to the next VR hinderness.

It looks like a turret is blocking your way! Quickly hop over the block and dive for cover. Whenever the turret has fired a burst of shots, try to back out and fire your own burst of shots. The turret has a health bar as well, and you will need to shoot it multiple times in order to finally pass. Be sure to not get hit by its vicious green plasma beams, or you'll be toast!

Approach Otacon one more time and you'll be rewarded three prize bubbles:
 [#2: PAINTINATOR SWITCH], [#3: PAINTINATOR POWERUP], and [#17: PLASMA BALL].

Replay:

Place the Kojima Foxhound Sticker on the cardboard at the beginning of the level and a finish line will drop down in the next room. Grab the two prize bubbles on it that hold stickers: [#6: GEKKO CROUCHING 2] and [#11 GEKKO STANDING 2].

Head into the next room and grab two more prize bubbles with stickers: [#4: METAL GEAR SOLID CODEC] and

[#15: GEKKO BACK 2].

Head into the VR room and shoot the targets, this time with the difference that the floor has that little extra wiggle. The next room holds two more prize bubbles with stickers: [#1: YELLOW BIRD] and [#18: DANGER CHEVRON].

Continue onward and make your way to the second VR room that now has a stamping pillar in the middle of the room. Blast the targets without getting squashed and make your way to the next VR room. A moving turret needs to be destroyed. Avoid its Plasma Bolts and shoot it several times in order to continue. It truly looks like the whole VR level has changed!

The adjacent room holds two new stickers inside prize bubbles as well:

[#7: GREEN CROCODILE] and [#13: BROWN CENTIPEDE]. Head into the next VR room and shoot the targets while avoiding the three electrified soldiers on the different planes. Your reward is presented once more in the next room, in the form of three new stickers in prize bubbles: [#5: ISOMETRIC CRATE], [#9: CAMOUFLAGE MIXED] and [#14: BLACK CHICKEN].

The next VR room has three electrified obstacles in between four platforms that are actually trap floors. Stand too long on them and they'll flip you right to the bottom, an action that inevitably leads to sacks demise. Before you hop on any of the platforms, shoot the three obstacles from a distance - the third may be barely visible on-screen, but it can still be perfectly hit. With the way cleared quickly hop from trap to trap and make your way to the next room. You'll find two more prize bubbles with stickers here: [#8: GEKKO LOOKING] and [#10: GEKKO BACK].

Move into the next room and you'll face a devious foe. After blasting several creature brains that can take several shots, your enemy will start firing green plasma right back at you. Act quick and destroy its remaining brains before it can do any more harm. Grab the last two prize bubbles in the upcoming room, which hold a sticker and material respectively: [#16: ENERGY DRINK] and [#12: VR GRID BLUE].



Little Big Planet Guide - Metal Gear Solid DLC

Act 3: The Mission

# Prize Bubbles In Level:	23	
Complete Level Once:	Solid Eye	
	Circular Vent	
	Old Snake Head	
100% Completion Prize:	Foxhound Patch	
	Pixel Crate	
	Black Wolf	
Ace Level Prize:		
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

1. [] Middle Eastern Tiles	2. [] Blue Wolf	3. [] Static Sentry Turret
4. [] Searchlight	5. [] Damage Crack 2	6. [] Short Armour Plate
7. [] Laser Sight	8. [] Bullet Holes	9. [] Practice Target
10.[] Sack Cannon	11. [] Middle Eastern Lattice	12. [] Explosion
13.[] Young Snake Leg	14. [] Interlocking Armour Plate	15. [] Camouflage 3
16.[] Green Frog	17. [] Sentry Turret	18. [] Stryker
19.[] MGS4 'The Hunter'	20. [] Damage Crack 1	21. [] Wall Damage
22.[] Embossed Cardboard	23. [] Middle Eastern Render	

A mysterious level spammer has risen. This peculiar figure seems to have the ability to create the same level over and over again, and does so 24 hours a day. You, Sack, must stop him at once!

Make your way past Otacon and past the checkpoint. In the next bit you'll have to move to the background in order to not be seen by the searchlight. If you get seen, a Plasma Turret will rapidly start firing Plasma Balls at you, so you'll want to take cover. The second backplane you'll need to jump in. If you don't get found by the searchlight you will be able to find the [#8: BULLET HOLES] and [#16: GREEN FROG] stickers in the last alcove. If you did get found you'll have to restart the level to open up the small gate that has jammed shut when you sounded the alarm. Proceed to the next area of the level.

Pass the checkpoint and avoid the searchlight in the next street. Be sure to grab the prize bubble with the [#10: DAMAGE CRACK 1] sticker. Carefully climb the nearby crates and grab the [#2: BLUE WOLF] prize bubble without being seen by a second searchlight in the background, and also flip the switch quickly.

This is a tricky part, because the searchlight moves fast. Wait for it to move left and while it's still moving, quickly jump over from the crate to the switch, flip it, and immediately drop down. You should have enough time to do this without getting seen.

The door will be opened, and if you didn't get seen your reward lies in the open gate that holds two prize bubbles with an object and a decoration:

[#4: SEARCHLIGHT] and [#14: INTERLOCKING ARMOUR PLATE]. Continue your way and grab the paintinator. Use it to blast two turrets on the right.



When you've done so, grab the [#3: STATIC SENTRY TURRET] from the alcove. Move to the other alcove closer to the third turret and destroy it. You can also shoot the two objects on the upper left and upper right of the turrets to grab some score bubbles.

The next area has two turrets, one on the ground and one on the ceiling. Take out the ground turret first by switching between shooting and hiding in the backgrounds. When both turrets have been destroyed, grab the prize bubble from the middle alley which holds [#17: STATIC TURRET]. Before you go over the crane (which is actually a Sack Cannon), be sure to grab the two prize bubbles on ground level located on the right. These hold [#1: MIDDLE EASTERN TILES] and [#10: SACK CANNON].

When the Sack Cannon is at its lowest angle, launch yourself against a wall where you'll find the [#22: EMBOSSSED CARDBOARD].

Hop onto the Sack Cannon and launch yourself to the next area, which is even more dangerous than the last. Grab the paintinator and destroy the Plasma Shooting turrets from the ceiling by blasting their two creature brains. Move on and shoot another ground turret. Hop over the gap and destroy one last ceiling turret.

Before dropping down, shoot the green blocks attached to the walls which will activate steps for you to slowly descend. This is the preferred and only method, because the floor looks awfully hot. Before you move to quickly through these steps, flip the second green block switch on the left wall. Jump and keep pressing to the left in order to find three concealed prize bubbles:



Check your left for a secret stash of Prize Bubbles.

[#9: PRACTICE TARGET], [#11: MIDDLE EASTERN LATTICE] and [#12: EXPLOSION].

Continue where you came from.

When you reach the top, try and blast a riding turret in the distance, then drop flat down to grab several prize bubbles and a prize bubble: [#21: WALL DAMAGE]. Continue down the street and look in the alley for a prize bubble with a new material: [#23: MIDDLE EASTERN RENDER]. Also destroy a second turret here. The other alcove holds another prize bubble, this time with an object: [#18: STRYKER].

Continue to the next area and meet a devious foe. This tank does not only have a spiked, bulldozer-like ramming plate but also shoots double plasma balls at you. Use the background to hide and fire bursts of your paintinator in order to destroy it. But wait, it's not over yet! With the turret destroyed, the tank enters a second phase and starts dropping small bombs. Keep your firing rate up and dispose of it for good. The explosion causes the nearby walls to blow up completely, leaving for you a load of score and prize bubbles: [#5 DAMAGE CRACK 2], [#6: SHORT ARMOUR PLATE], [#7: LASER SIGHT], [#13: YOUNG SNAKE LEG], [#15: CAMOUFLAGE 3], [#19: MGS4 'THE HUNTER].

It's not as tough as it looks due to its weak armor.

Little Big Planet Guide - Metal Gear Solid DLC

Act 4: The Level Factory

# Prize Bubbles In Level:	36	
Complete Level Once:	Gekko Armour Plating Gekko Skin Middle Eastern Stone Relief	
100% Completion Prize:	Metal Gear Rex Metal Gear Mk.II	
Ace Level Prize:		
=====		
PRIZE BUBBLE PICKUPS IN LEVEL:		

1. [] Eye Have You Logo	2. [] Decal 4	3. [] Big
4. [] Camouflage 2	5. [] Red Eagle	6. [] Circular Armour Plate
7. [] Bubbles Container	8. [] Target Platform	9. [] Old Snake Arm 2
10.[] Single Bullet Hole	11. [] Decal 2	12. [] Old Snake Body
13.[] Grenade Silo	14. [] Tin Bunker Front	15. [] Super Sentry Turret
16.[] Orange Gecko	17. [] Gekko Leg	18. [] Tin Bunker
19.[] Teabag	20. [] Pop-down Sentry Turret	21. [] Boss
22.[] Gekko Skin Edge	23. [] MGS2 'Yell "Dead Cell" (VR Remix)'	24. [] Bubble Vendor
25.[] Decal 1	26. [] Black Spider	27. [] Missile
28.[] Old Snake Arm 1	29. [] Screaming Mantis Helmet	30. [] Decal 3
31.[] Stryker Rex	32. [] Camouflage 1	33. [] Old Snake Leg
34.[] Long Armour Plate	35. [] Utility Pack	36. [] Pop-up Sentry Turret

Head right and shoot the VR diamond (1) before continuing. Move to the right and bring down the platform by shooting it. Hop on the left edge and find two prize bubbles: [#8: TARGET PLATFORM], [#35: UTILITY PACK]. Continue to the right and bring down another platform lift. When you've made it across the gap, grab the three prize bubbles: [#26: BLACK SPIDER], [#27: MISSILE], [#34: LONG ARMOUR PLATE].

You can also use the previous lift platform to move to an area on the upper left. There are two switches on the wall here, move back and forth planes in order to activate them at the same time; This is easier with two players but not at all necessary. A cardboard will come up, but you don't have the sticker for this yet. When you obtain the Crouching Gecko 1 Sticker (Level 1, but only after finishing level 5 for an other sticker) you can stamp it on the cardboard and receive 4 prize bubbles: [#11: DECAL 2], [#30: DECAL 3], [#2: DECAL 4], [#22: GEKKO SKIN EDGE].

If you head right and take the upper path you can shoot another VR diamond (2). Take the lower path and shoot the three platforms, then quickly make your way over the spikey gap.

In the next area you'll find heavy defenses. Destroy any turrets and hide in the small bunkers when you feel the need. Speaking of these bunkers, you can find two prize bubbles in the first and one more in the second: [#14: TIN BUNKER FRONT], [#18: TIN BUNKER], [#7: BUBBLES CONTAINER]. Continue some more, blast a few turrets in your way and collect [#24: BUBBLE VENDOR] on your way. Look up in this middle alcove and shoot another VR diamond (3).

The next two turrets can be tricky; You'll want to take shelter in the next alcove, right under the ceiling turret - time this well - then shoot a few bullets whenever you can move to the front layer, and back out again. When they're destroyed, grab the [#6: CIRCULAR ARMOUR PLATE] from the alcove.

Move up by using the moving blocks until you reach the enemy HQ according to Otacon. Check out the switch on top of the left wall. Activate it to bring out a small Otacon cardboard. Use the Otacon Sticker (from level 1) and stamp it on the cardboard to bring out 4 prize bubbles: [#9 OLD SNAKE ARM 2], [#12: OLD SNAKE BODY], [#25: DECAL 1], [#29: SCREAMING MANTIS HELMET].

This is how to score a few more Prize Bubbles.

Continue through the electrified plus by shooting it carefully and making your way over three platforms - shoot these one by one to ensure a safe overpass. Move under the green walkway and shoot it to flip the other direction, cross it, shoot the elevator platforms and use them to reach the second level.

You can head upwards by jumping in the back. This allows you to shoot another VR triangle (4) and get the [#16: ORANGE GECKO] and [#21: BOSS] stickers. Now head left and use the Sack Cannon, but use it when it's completely pointing DOWN. It will now launch you to a platform with the last VR diamond (5). Return to the Sack Cannon and have it blow you to the new area above. Use the ledge on your right to move to a sticker puzzle: Shoot the three switches, quickly select your Black Spider Sticker and claim your reward: [#4: CAMOUFLAGE 2], [#17: GEKKO LEG], [#28: OLD SNAKE ARM 1], [#32: CAMOUFLAGE 1].

Head back over the ledge and continue to the left. Ride the elevator up, but prepare yourself for various stops: The first stop requires you to destroy one ground turret on your right in order to proceed upwards. The second stop features two turrets on your left; Be sure to take cover behind the boxes and only fire when you're absolutely sure it's safe. The third stop gets harder as you get attacked from both sides, two turrets on the right and one on the left. Solely concentrate on the plasma balls, duck out whenever it's safe, and simply shoot bursts of paint bullets in the right direction until one of the turrets blows up, making things a little easier for you. The fourth encounter is actually easier than the third and features a machine gun turret that shoots many double barrelled plasma shots in mere seconds.

As to be expected, the fourth encounter was a mere 'introductory' encounter as we'd like to call it in videogames. The fifth encounter features the machine gun turret on the right in combination with a regular turret on the left.

When you finally reach the top, head right and grab all prize bubbles from the (hopefully) unlocked triangle-marked gates. These will open accordingly if you shot the triangular targets before.

First: [#23: MGS2 'YELL "DEAD CELL" (VR REMIX)'] [VR Survival Challenge].

Second: [#3: BIG], [#13: GRENADE SILO], [#36: POP-UP SENTRY TURRET].

Third: [#5: RED EAGLE], [#33: OLD SNAKE LEG], [#31: STRYKER REX].

Fourth: [#10: SINGLE BULLET HOLE], [#15: SUPER SENTRY TURRET], [#19: TEABAG].

Fifth: [#1: EYE HAVE YOU LOGO], [#20: POP-DOWN SENTRY TURRET].

Little Big Planet Guide - Metal Gear Solid DLC

Act 5: The Boss

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# Prize Bubbles In Level: 1
Complete Level Once:    Young Snake Arm
                        Young Snake Body
                        Big Bullet Hole
Ace Level Prize:
=====
PRIZE BUBBLE PICKUPS IN LEVEL:
-----
1. [] MGS1 'Encounter (LBP remix)'
```

Head up with the elevator and continue to the right to meet Ocelot. One epic boss battle lies ahead with Metal Gear Rex.

BOSS FIGHT: METAL GEAR REX:

Phase 1:

In this phase, Rex will fire several plasma balls at you - which aren't all that hard to avoid unless you get yourself cornered - and will fire a series of missiles that seem to span over the whole platform. This isn't true; If you back out all the way to the left you will not get hit by the missiles. Do your best to hit the missile launcher, because that is Rex's only weak spot during this part of the fight.

Phase 2:

With its missile launcher destroyed, Rex will resort to its heavy artillery machine gun, while continuing with regularly firing plasma balls at you. The funny thing about the machine gun is that it's avoided by moving to the exact opposite direction as you did with the missiles, in this case it means staying close to Rex on the right. This has the advantage that you can easily target Rex's weak spot, which is revealed when it stands up slightly, and you should be able to easily spot it and fire a series of paint bullets at it.

Phase 3:

In this phase, Rex will start using heavy fire from above, pinpointed by laser beams. Don't stand near the laser beams and you'll be fine. The weak spot is once again easily found; Whenever Rex opens up its mouth this is revealed.

Phase 4:

You can now take shelter in the wharf - and you'll likely need this since the gun that Rex pulls out now fires plasma balls like no other gun you've ever seen before. When you get the chance, jump and fire a burst of bullets at the plasma gun. Repeat this several times and the whole Gear goes BOOM!

Move to the right and destroy the level spamming device by shooting the four switches. Victory is now yours and you've done the LBP World a big favor by ridding it from this menace.

Little Big Planet Guide - Metal Gear Solid DLC

Mini Level (MGS DLC)

Grab the paintinator and shoot as many targets as you can! Dodge all plasma balls and beware of the sudden alarm tone. This means an additional hazardous object is coming your direction, and you'd best shoot it for it kills you. The longer you survive, the higher your score will be. Try and get the trophy by surviving long enough in order to score 3750 points.

Tip: Try playing with more than one player to get this trophy more easily.

Little Big Planet Guide - Costumes

Costumes

Costume Name:	How to get:
=====	=====
Kratos	Pre-order from Gamestop/various other stores
Minotaur	From Gamestop/various other stores
Medusa	From Gamestop/various other stores
Nariko	Pre-order from Best Buy/Play.com
-----	-----
1st Week T-Shirt	DLC; Cost = \$8/€5. Available first week after release
Jack 'O Lantern	DLC; Free. Available from 6 Nov. 2008 - 19 Nov. 2008
"Launch" Spacesuit	DLC; Free. Available from 13 Nov. 2008 - 19 Nov. 2008
MotorStormer	DLC; Cost = \$1.99. Available since 13 Nov. 2008
Sack-Eating Plant	DLC; Free. Available since 13 Nov. 2008
Frost-E (Penguin)	DLC; Cost = \$0.99. Available since 13 Nov. 2008
Hugo (Gorilla)	DLC; Cost = \$0.99. Available since 13 Nov. 2008
Great Blue (Shark)	DLC; Cost = \$0.99. Available since 13 Nov. 2008
Lilly Pad (Frog)	DLC; Cost = \$0.99. Available since 13 Nov. 2008
Sack-In-The-Box	DLC; Free. Available since 18 Nov. 2008
Turkey Head	DLC; Free. Available since 27 Nov. 2008
Chimera	DLC; Cost = \$1.99. Available since 27 Nov. 2008
Kabuki Actor	DLC; Free. Available since 04 Dec. 2008
Prize Crown	DLC; Win the LittleBigChallenge Contest (Nov/Dec 2008)
Santa Coat and Trousers	DLC; Free. Available from Dec. 12 2008 - 6 Jan. 2009
-----	-----
Zanghief	DLC; Cost = \$1.99. Available since 12 Dec. 2008
Guile	DLC; Cost = \$1.99. Available since 12 Dec. 2008
Chun-Li	DLC; Cost = \$1.99. Available since 12 Dec. 2008
Ryu	DLC; Cost = \$1.99. Available since 12 Dec. 2008
Santa Hat & Beard	DLC; Free. Available from Dec. 18 2008 - 6 Jan. 2009
-----	-----
Christmas Tree Headpiece	DLC; Festive Level Pack; Cost = \$2.99. Available from 19 Dec. 2008 - 8 Jan. 2009
Wrapped Sackboy	DLC; Festive Level Pack; Cost = \$2.99. Available from 19 Dec. 2008 - 8 Jan. 2009
-----	-----
Solid Snake	DLC; Cost = \$1.99. Available since 23 Dec. 2008
Meryl Silverburgh	DLC; Cost = \$1.99. Available since 23 Dec. 2008
Creaming Mantis	DLC; Cost = \$1.99. Available since 23 Dec. 2008
Raiden	DLC; Cost = \$1.99. Available since 23 Dec. 2008
Gurlovovich Soldier	DLC; Metal Gear Solid Level Pack; Cost = \$5.99. Available from 23 Dec. 2008
=====	=====

Unreleased Costumes:

Ape Escape Monkey (Japan)
 Sephiroth (\$1.99)

Killzone Soldier
RARE Mm T-Shirt

For more information regarding downloads and updates on LBP, check the official blog website: <http://blog.us.playstation.com/tag/lbpdlc/>

Little Big Planet Guide - Creation Guide

Creation Tutorial

Note: ALL Tutorials, once viewed, will also be available from the Start Menu under Video's and Voiceovers.

The game has a really well built-in tutorial to guide you through the basics of building a level. Once you can go to Your Moon, select an empty level and open your Popit. Select the upper left icon to initiate a tutorial. Complete it by using the Popit-cursor to stack the three sack-boxes, two on their legs, one on top of them. When you complete tutorials you get new stickers, materials, etc! You can now do the next tutorial by selecting the question mark.

The next tutorial teaches you how to use place objects, so place the objects on the stairs in order to pass the tutorial. The next tutorial is about music, which isn't too hard to follow either. Between tutorials you're likely to get introductions regarding the rewind features. Select the quotation mark to do the next tutorial, which is about creating your own objects from materials. The one after that is about adjusting the corners of the material. The one after that teaches you how to change materials on existing objects.

And.. the one after that is about sound effects. The one after that is about placing mouths.

Next are the dangerous tools. He who plays with fire shall get burnt! The next few tutorials are all advanced stuff, and go over Bolts, Strings, Emitters, Buttons, Dissolve Material, Explosives, Rockets, and last but not least, Creature Pieces. Now that you have done all tutorials, feel free to create.

Little Big Planet Guide - Creation Guide

General Creating Tips

Controls:

D-pad Down = Turn Hover Mode On/Off
D-pad Up = Pause/Un-pause
D-pad Left = Undo
D-pad Right = Redo
Right Analog = Zoom In/out

L1/L2 = Move objects between planes (fore/background)
R1/R2 = Increase/Decrease the depth of objects
L3 = Clone selected object
R3 = Invert the selected object

Hovering allows you to move anywhere you want. You can also control time, which has the animation of a VCR being rewinded or fastforwarded. This can Undo/Redo any of your actions and needless to say, this is extremely handy.

I suggest you start doing all tutorials before you proceed, if you haven't done so already.

The Thermometer:

When in creation mode, a thermometer will be visible on the left of the screen. This is a simple indication of how full your level is with, well, stuff. There is a limit on how much you can cram into a level, but it's still a whole lotta love. A whole lotta.

New Pause Menu Options:

- o The new Grid options allow you to have a grid available when creating blocks and lines that you want to be straight. You can select a Small/Medium/Large Grid, or you can turn it off altogether.
- o Game View / Front View tweaks with the screen view.
- o About My Level allows you to give a name to your level, add a description, and stamp a logo icon on it.
- o Change to Play Mode allows you to play and test your level.
- o Save Level does something I need not explain or stress the importance of.

New Popit Features:

If you open the popit, you'll notice a few new options, such as the frog sperm, the Goodies Bag, and the Tools Bag. Let's go over them one by one.

o Popit Cursor: This is used for selecting anything and everything in CreationMode. You can use X to select things, and more often than not, you can also use Square to adjust the objects' properties.
In order to move selected objects between the back/foreground, simply press L1/L2. If you want to increase/decrease the depth of the object itself, use R1/R2. Lastly, L3 can copy an object, and R3 can invert an object.

o Goodies Bag:

1. Materials Screen (also see [CR2])
2. Collected Objects Screen
3. My Objects Screen
4. Community Objects Screen

o Tools Bag:

1. Tools (also see [CR3])
2. Gadgets
3. Gameplay Kits
4. Audio Objects

5. Backgrounds

6. Global Controls

Glueing Things:

If you want to glue two things together, no problem! Select one object with the Popit Cursor and move it anywhere you want to. If you hold down X instead of just pressing it, you'll hear a soft squeezing sound. The objects are now glued.

Exited the Popit Too Soon?

If you exit the Popit, any floating materials will come falling down, unless they're dark matter. If you exit the Popit while it was not your intention to do so, press the Up button, followed by the left and right buttons to fix your mistake. Now go glue those things together.

Little Big Planet Guide - Creation Guide

Material Types

In the Materials Screen, accessed from the Goodies Bag, you have a wide variety of materials available to you. See below for a quick summary:

Types of materials:
 =====

Name of Material:	Description:	Grabable:	
=====	=====	=====	
Cardboard	Very Light	No	o When you select a Material, a new window will open in which you can select a raw shape. Stars, Arch, Circular, you name it.
Glass	Slippery	No	
Metal	Heavy	No	
Polystyrene	Very Light	Yes	o The Material Changer function is a nifty one. It allows you to select any object and turn it into the material you previously had selected. Saves lots of time!
Rubber	For wheels	No	
Sponge	Light	Yes	
Stone	Heavy	No	o Note: Cardboard, Polystyrene, Sponge, Dissolve, Pink and Peach Floaty are destructible materials and will blow up when explosives go off near them.
Wood	Basic	No	
Dissolve	Dissolves when triggered	Yes	
Dark Matter	Unmovable	No	
Peach Floaty	Floats away	Yes	
Pink Floaty	Floats where it is placed	Yes	

Of course, there are tons of variations available to you, especially after you have done some collecting during the storyline. You can practically create anything from these materials, but first, let's go over the Capture Object feature:

This allows you to save something that you have created so that you can use it again - whenever you might need it. Capturing objects places them into the 'My Objects screen'.

It's possible to share these objects with your friends. Simply press Square and the game will tell you all about the possibilities.

Little Big Planet Guide - Creation Guide

The Tool Bag

The tool bag is the lower left icon of the popit while in creation mode. It allows for a wide variety of tools to be fooled and tooled around with.

Under Tools, you can find the Dangerous Tools you collected from that same aptly named tutorial, plus the Corner Editor.

The Corner Editor simply does what it says. I like that. Select an object, move your cursor to one of the borders/corners, and stretch it in any way you want. And that is that.

The Dangerous Tools allow you to create hazards. I mean, they do make for a bit of excitement, do they not? Choose from gas, fire, electricity, and remember that fire allows a player to singe themselves before they burn to ashes like .. like a cigarette stick that fills lungs with cancerous smoke burns to ashes as well. Right. From the Gadgets Screen you can select Bolts, Strings, Rods, and such.

- Bolts - and don't think lightning bolts - allow you to attach objects to each other.
- Sprung Bolts, Motor Bolts and Wobble Bolts are all slightly different Bolts which add a little interaction between the objects. Follow the tutorials to learn everything about them. Also, if you forgot a tutorial, select Square and you'll be given the option to review it.
- Strings and Elastics are also useful tools among the gadgets. They are rope like things that you can hang fabric balls on, for example.
- Spring allows you to create jumping platforms, among other things.
- Winch can be seen as a chain which you can use to lift platforms. The Piston is a Rod of some sorts which you can use to move objects into each other. You'll need this to create large mechanical creatures and areas.

You can tweak any of the previously described gadgets, allowing for a lot of modifications. When doing any of the tutorials where you are required to tweak an object in the same matter as an example object, select the example object and go into tweaking mode. Take note of its properties and apply them to your own object. Experimenting is the way to go.

Some more advanced gadgets are:

- Magic Mouth allows a built creature to say something with a text bubble.
- Magic Eyes are aesthetic, and simply follow the players' movement.
- Creature Brain: Unprotected is used for creating creatures, and this brain can easily be popped.
- Legs are self-explanatory and are used to move creatures around.
- Creature Navigators can be placed - and creatures will move towards these, allowing you to control the creatures.
- Creature Brain: Protected works the same way as any brain, except you can't pop it just like that. You can tweak these around, more about that later.
- Wheels move your creature around .. with wheels instead of legs.

The Gameplay Kits vary from Checkpoints to Scoreboards. Any level should have most of these basic objects, such as an Entrance, a Scoreboard, and often it's best to place a Checkpoint here and there. At this screen, you'll also find spikes, explosives, jetpacks, and race entrances and finish lines. Score Bubbles and Prize Bubbles are also found under the Gameplay Kits.

- Camera Zone is a helpful tool that allows you to direct the camera movement to or from a certain angle.
- Entrance is self-explanatory and mandatory for every level.
- Score Bubbles are points. You should definitely put a bunch in your level.
- Scoreboards are also mandatory. You can select the tweak feature and pick (self-made) prizes from the menu to reward players.

- Checkpoints and Double-Life Checkpoints are not mandatory, but they make the player's life(s) a lot easier! Place these in the background.
- Close-Level Post is the little sign that flips to a sackboy head with a red cross through it. Its use is to prevent any players from joining the level after the Post has been passed.
- Photo Booth captures a moment for all eternity.
- Prize Bubbles can also hold prizes, tweak them to select a prize.
- Jetpacks should be used sparingly, however cool they may be. They give the player a lot of freedom.
- Spikes and Explosives can be used as obstacles.
- Racing gates/finishes can be used to crank up the speed in your level, or you can choose to make the level a race in its entirety.

Audio Objects give a touch of music to your level. A surefire hit is to let the music 'increase' as the player plays through the level. Don't blast the player away at the start of the level, instead keep it to a minimum and start building up the music quickly. Backgrounds cover the whole background area. Needless to say, this fills up a lot of the screen, so choose a background that fits your level. The Global Controls menu lets you tweak light, fog, and coloring of the level.

Little Big Planet Guide - Creation Guide

Creating Walkways

1. Select a material you want the walkway to consist out of, and place it over all three layers, unless this is not your intention. If you want to create additional platforms to walk on
2. Create a really, really large block so you have something to work with.

Stairs:

3. If you want to create some stairs, either cut out parts of the block and shape it to the form of some stairs, or place additional steps on the block.

Gaps:

4. Simply cut these out of the material you've placed.

Ramps:

5. To create a ramp, a good shape to use would be the Right-Angle Triangle. This has the right angle for Sackboy to walk up against it.

Tunnels:

6. If you want to create a tunnel, a useful trick is to select Glass from your basic materials and make it one plane depth. Resize your block so it's large enough for a Sackboy to walk through - and start digging out tunnels. If you do it this way, the tunnel will not collapse due to the glass material. Of course, this trick doesn't only work with glass, it works with any other material. To give your tunnel a more 'natural' look, use the same material as you used for the block, and also set it to the back plane with 1 depth.

Platforms:

7. If you wish to add platforms, the initial block you created can not cover all three depths of the area. Try creating one with only one depth and place it in the background. You can now attach platforms of whatever material you desire.
8. If you want the platforms to wobble, use a bolt to attach the platform to the wall, and tweak it until it has the desired effect.

Climbing Walls:

9. If you want someone to climb a wall you can either create a block of Sponge that allows your players to hop over the wall that was too high for them initially, or you can create a movable ramp. The material of choice for such a ramp is generally the Basic Polystyrene. Make sure it is player friendly, as in, make sure the player can easily grab it and move it around without flipflopping it.

Swinging Fabric Balls:

10. These are often seen in levels, and they're incredibly useful. Moreover, they aren't all that hard to create! Start off with creating a few support bars. Place them on a stretched base, and place them in the background. Attach another bar to this vertical beam, and make it three planes deep. Now you can create a fabric ball and a string which you can attach to the supporting structure.

11. If you want to add an element of danger, put some gas below the fabric balls. Or perhaps some fire coals?

Hoola Hoop!:

12. Creating a hoop is really, really easy. Create a large circle (choose the depth yourself), then resize your circle cursor so that it gets a little smaller than the circle you've put down, then cut out the remaining material with one click by pressing Triangle. Voila!

Little Big Planet Guide - Trophies

Trophies

This is a list of all the trophies you can get in LBP, along with requirements to unlock them.

Note: New Level Content-related Trophies are not required purchases in order to get 100% on Trophies: You can still join someone's game online – someone who has bought the Level Pack - and get the corresponding Trophy. The Platinum Trophy is still gotten by completing the main game's Trophies, and you are not required to get any additional DLC Trophies for it.

The Main Game Trophies:

- o 1 Platinum Trophy
- o 3 Gold Trophies
- o 8 Silver Trophies
- o 36 Bronze Trophies

Trophy Name:	Trophy Type:	How to Unlock:
100% Complete	Platinum	Earn all other LBP trophies.
Create	Gold	A level published by you was hearted by 50 people, and you were hearted by 30 people.
Share	Gold	Play 150 community levels, tag 50 community levels, and heart 10 community levels.
Play	Gold	Complete all Storyline levels without dying. Exceptions are levels that end when you die.
20X Multiplier!	Silver	Get a 20X Multiplier from bubbles.
Booty Master	Silver	Collect all prize bubbles on storyline levels.
Celebrity	Silver	You were hearted by 5 people as a player.
Crowd Pleaser	Silver	A level you published was played by 50 people.
Dr Frankenstein	Silver	Create a living creature with at least two eyes, two wheels/legs, and brains.
Feel the love	Silver	A level you published, hearted by 10 people.
Hi Score	Silver	Collect one million points over all the levels you have played.
Just Beginning	Silver	Complete all main story levels.
2X Multiplier!	Bronze	Get a 2X Multiplier from bubbles.
8X Multiplier!	Bronze	Get a 8X Multiplier from bubbles.
Artist	Bronze	Place a sticker.
Cranium Collector	Bronze	Kill 100 creatures in total over levels.
Creator	Bronze	Build and save a level with the thermometer more than 30% full.
Expert Creator	Bronze	Complete all levels in the tutorials.
Fashion Sense	Bronze	Choose a costume for sackboy with at least one hat, at least one body item, and a material.
FIRST!	Bronze	Be one of the first ten to complete any community level.
Forager	Bronze	Collect 25% of the bubbles on the story levels
Friendly	Bronze	Complete a level with more than one player.
Homemaker	Bronze	Place 10 stickers or decorations in your pod.
Incredible Height!	Bronze	Travel to an incredible height.
Incredible Speed!	Bronze	Travel at incredible speed.

Look what I made!	Bronze	A level you published was played by 5 people.
Neighbourhood	Bronze	Watch heart 5 community levels.
Networking	Bronze	Heart 3 authors.
Opinionated	Bronze	Tag a community level.
Party Person	Bronze	Complete a level online with 3 people that are on your friends list.
Publisher	Bronze	Publish a level.
Sackbird	Bronze	Spend 8 seconds in the air.
Secret Stickerist	Bronze	Unlock the race in the level First Steps.
Socialite	Bronze	Complete a level online with 3 people that are not on your friends list.
Sticky Fingers	Bronze	Collect 50% of the bubbles during storymode.
Talkative	Bronze	Post a comment on a community level.
Team Creator	Bronze	Build and save a level with an other person, with the thermometer more than 30% full.
The Gardens	Bronze	Complete all levels in The Gardens.
The Savannah	Bronze	Complete all levels in The Savannah.
The Wedding	Bronze	Complete all levels in The Wedding.
The Canyons	Bronze	Complete all levels in The Canyons.
The Metropolis	Bronze	Complete all levels in The Metropolis.
The Islands	Bronze	Complete all levels in The Islands.
The Temples	Bronze	Complete all levels in The Temples.
The Wilderness	Bronze	Complete all levels in The Wilderness.
Top of the class	Bronze	Win a 4-player game.
Traveller	Bronze	Complete a community level.
Treasure Hunter	Bronze	Collect 75% of the bubbles during storyline.
Trendsetter	Bronze	Place a decoration or sticker on someone else their Sackboy.
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Little Big Planet Guide - Trophies

Metal Gear Solid Level Pack Trophies

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This Level Pack features 12 new Trophies:

Trophy Name:	Trophy Type	How to Unlock:
=====	=====	=====
QuickFire Artiste		Fire 40 paintballs within 5 seconds.
Rexecutioner		Destroy the Metal Gear Rex boss.
Ace Act 3 and Act4		Ace Act 3: The Mission & 4: The Level Factory.
Ace Act 5:The Boss		Ace Act 5: The Boss.
Paint Splurge		Fire 5000 paintballs.
Diamond Hunter		Destroy the 5 hidden diamonds in Act 4.
Thrify Painter		Finish Act 3 while firing under 125 paintballs
METAL GEAR SOLID©		Collect all METAL GEAR SOLID Prize Bubbles
Booty Master		
Paint Sharer		Publish a level containing Paintilator Powerup
Virtual Survivor		Achieve a 3750 Score in VR Survival Challenge
Speedy Rexecutioner		Destroy Metal Gear REX within 2 mins & 30 sec.
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Note: You can still obtain these trophies without owning the MGS content pack. It's possible to play along with someone who does own the Level Pack and obtain all these trophies by tagging along. You will not, however, get to keep any prize bubbles you find along the way.

Little Big Planet Guide

100% Level Completion Prizes

In order to unlock the awards below, you need to find all prize bubbles that can be found in the corresponding level. When you've done so, new prizes are automatically unlocked - and you can view the unlocked prizes at your menu.

Main Story:

Unlockable Prizes:	Which Level 100% Complete:
=====	=====
The Gardens Concept with frame	First Steps
Fairy tale Concept with frame	Get a Grip
Bunny Tail The Gardens	Skate to Victory
Savannah Concept with frame	Swinging Safari
Big cat Big cat Concept with frame	Burning Forest
The Savannah The Pink Scarf	Meerkat Kingdom
Wrestling Concept Wrestling Ring with frame	The Wedding Reception
Theme Characters Concept with frame	The Darkness
Graveyard Concept The Wedding Concept with frame	Skulldozer
Skulldozer	
Boom Town Concept with frame	Boom Town
Anteater Concept with frame	The Mines
Sheriff Zapatas Explosives Machine The Mines	Serpent Shrine
Concept with frame	
Early Sackboy with frame	Lowrider
Grabbing Machine Rock God with frame	Subway
Boss Concept with frame Monster Truck	Construction Site
Temple Concept with frame Mystical Dragon	Endurance Dojo
Big Sumo The Islands Concept with frame	Sensei's Lost Castle
Terrible Oni Islands City Concept with frame	The Terrible Oni's Volcano
LBP Concept with frame Background Envir. Concept	The Dancer's Court
Costumes Concept with frame	Elephant Temple
Cosmos Concept with frame Magicians Box	Great Magician's Palace
Circus Concept with frame	The Frozen Tundra
Bad Witch Concept with frame	The Bunker
Jumping Tank Very First LBP Concept with frame	The Collector's Lair
The Collector Boss The Collector's Pod	The Collector
The Collector	

Little Big Planet Guide

Acing Level Prizes

In order to unlock the costumes below, complete the corresponding storyline levels .. without dying even once!
That's called Acing a level.

Main Story:

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Unlockable Costume:	Which Level to Ace:
=====	=====
Pirate Hook Pirate Eye Patch	First Steps
Pirate Waistcoat Pirate Shorts	Get a Grip
Pirate Hat	Skate to Victory
Ringmaster Jacket	Swinging Safari
Mustache	Burning Forest
Ringmaster Top Hat Gold Monocle	Meerkat Kingdom
Wooden Sword	The Wedding Reception
Roman Armor	The Darkness
Roman Helmet	Skulldozer
Cowboy Boots Leather Gloves	Boom Town
Jeans with a Belt Cowboy Bandana	The Mines
Cowboy Hat	Serpent Shrine
Dinosaur Tail	Lowrider
Green Sock Puppet	Subway
Dinosaur Mask	Construction Site
Japanese Festival Robe	Endurance Dojo
Googly Eye Glasses	Sensei's Lost Castle
Japanese Festival Robe	The Terrible Oni's Volcano
Chicken Beak	The Dancer's Court
Chicken Tail	Elephant Temple
Chicken Gloves	Great Magician's Palace
White Neon Eyes	The Frozen Tundra
Neon Helmet	The Bunker
Bunny Tail	The Collector's Lair
Yellow Head	The Collector