



6



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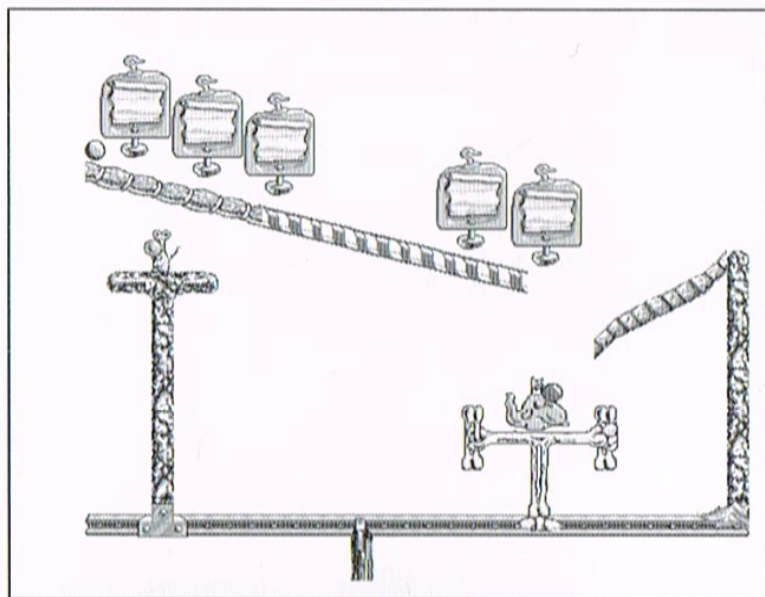
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Cake Walk



LEVEL ONE

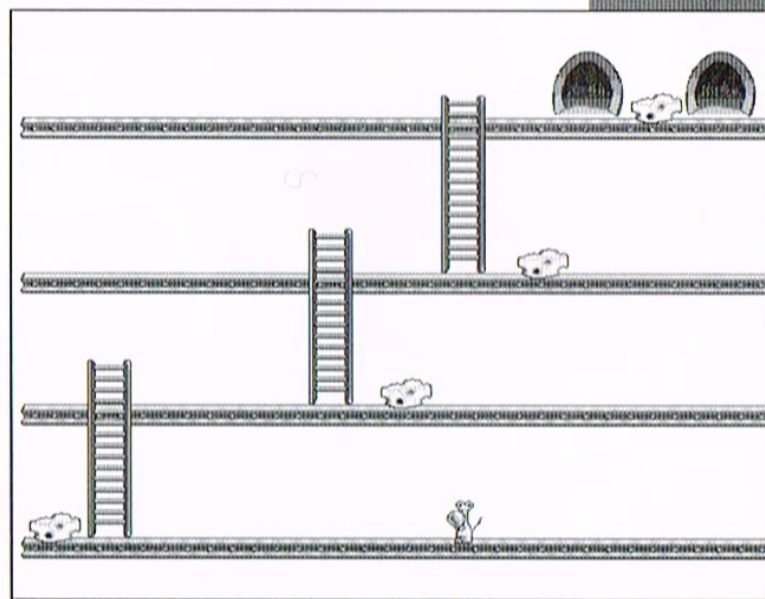
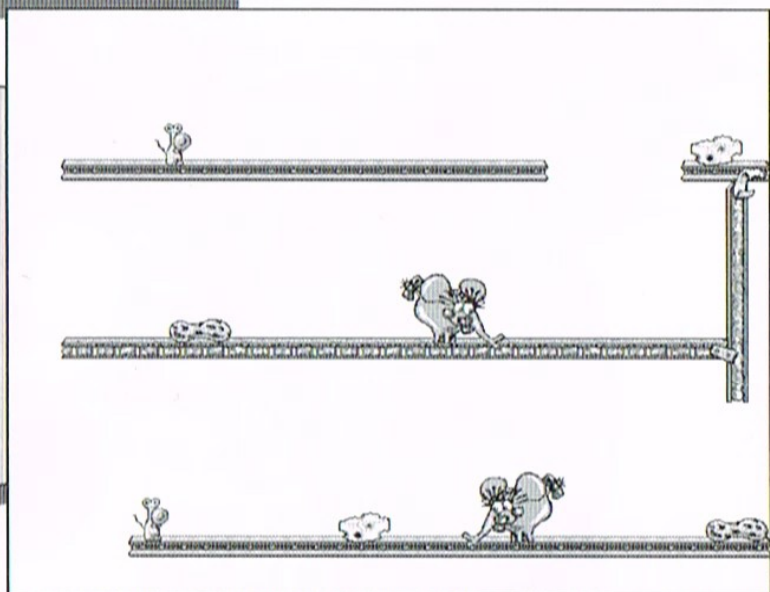
Introducing... Sid & Al!

Open the curtains on all of the message machines. Bump the bottom of each message machine to open the curtains.

LEVEL TWO

Introducing... Eunice!

Feed Eunice Elephant and her sister each a peanut. It might help to remember that elephants are terrified of mice!



LEVEL THREE

Cheese, Ladders, Tunnels

By placing a piece of cheese on the far side of a ladder or tunnel, you can get Sid to use the part. Make Sid go into the first tunnel.

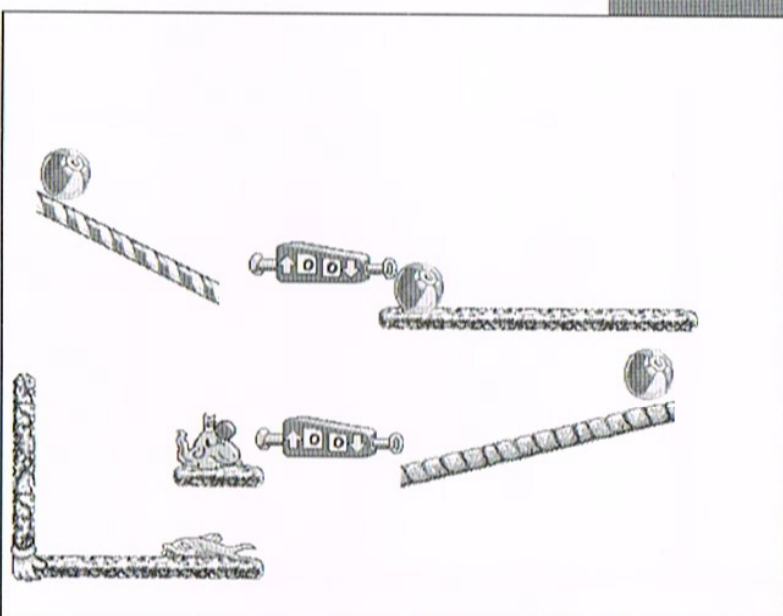
Cake Walk

LEVEL FOUR

Introducing... Bik Dragon!

Help Bik torch Sid Mouse.

Anytime Bik is hit by something he breathes fire.



LEVEL FIVE

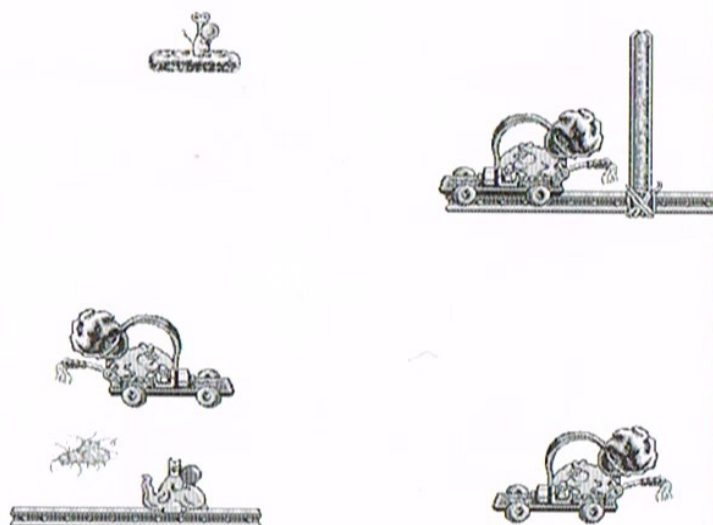
Up/Down Counter

There's a nice slimy fish dinner waiting for Al. But he's afraid to jump. Give him a little help!

LEVEL SIX

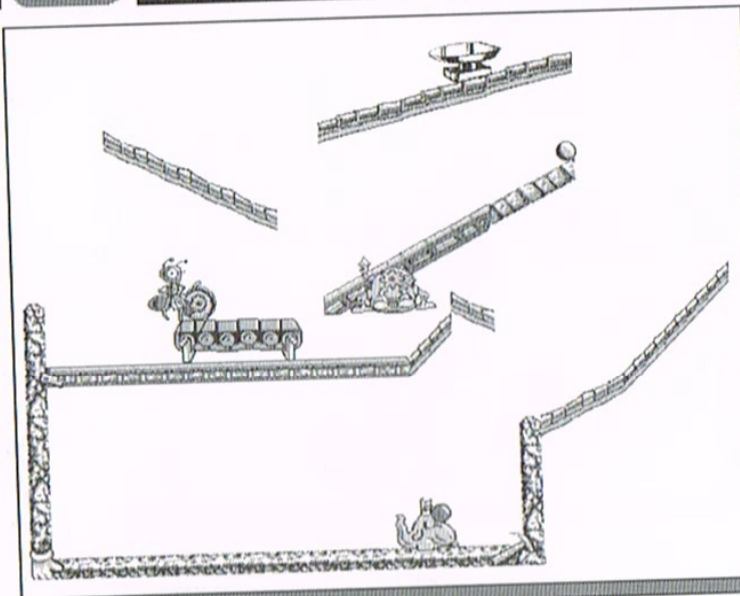
Catapults!!

Use a catapault to launch a rock onto Sid's head. If a catapault is loaded, it will launch a rock anytime it's hit by something.





Cake Walk



LEVEL SEVEN

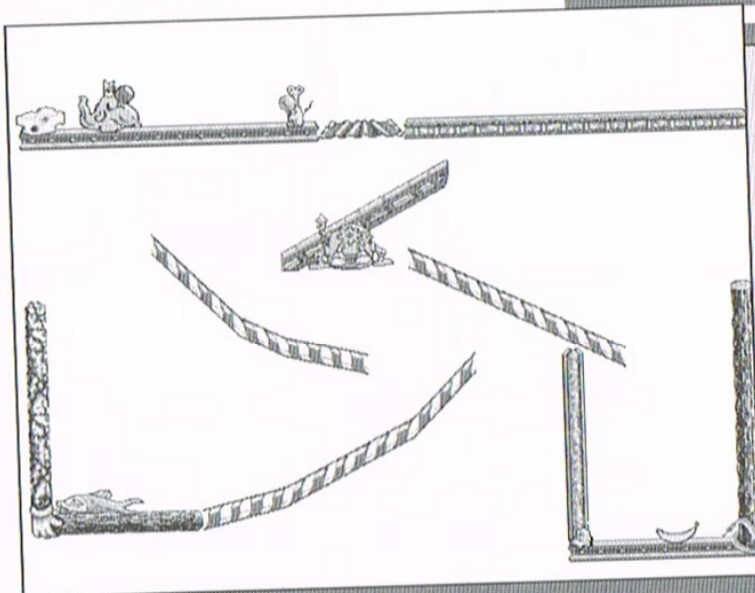
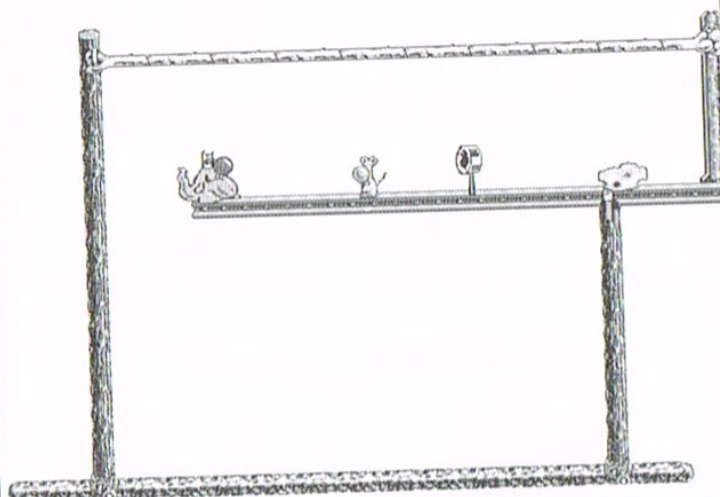
Electro-Ramp 1

Slide the anvil down the chutes and smack Al on the head. Watch the Electro-Ramp to see what happens when a ball goes under it.

LEVEL EIGHT

Magnifying Glass

Feed Sid the cheese. Don't let Al catch him. Sid can use the magnifying glass to scare Al.



LEVEL NINE

Electro-Ramp II

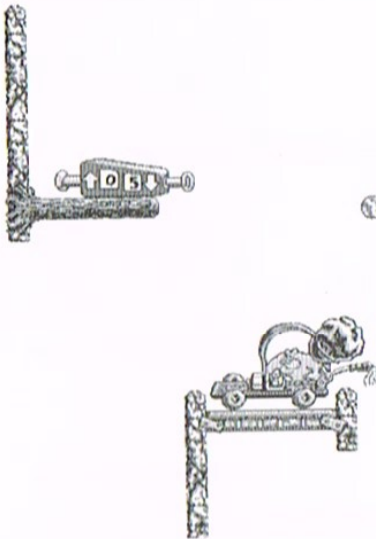
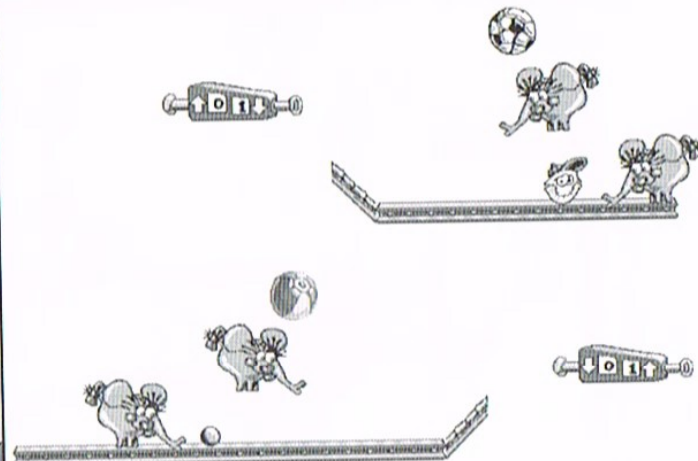
Help Al get to the fish, and help Sid get to the banana. Use the Electro-Ramp under the rug to separate the two critters.

Cake Walk

LEVEL TEN

Eunice Flips Out

Make both counters go to zero. Watch Eunice and her buddy in the upper right part of the screen to see how to solve the puzzle.



LEVEL ELEVEN

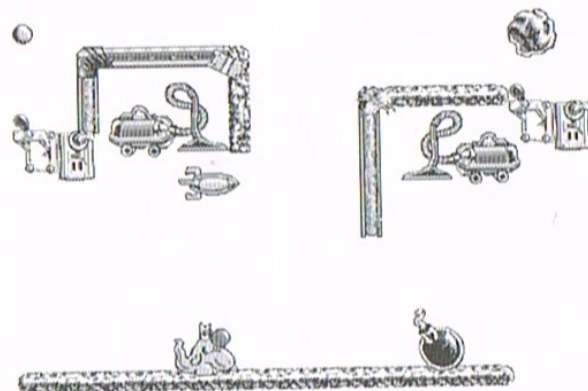
Catapult Programming

Program the catapult to shoot five rocks. Then use it to make the counter count down to zero.

LEVEL TWELVE

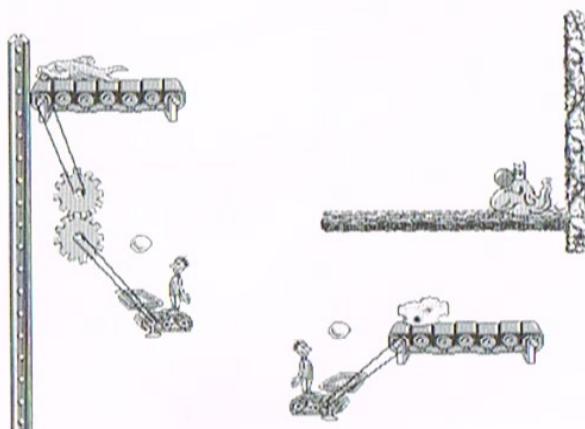
Vacuuming Up

Save Al from certain doom by vacuuming up all the bombs.





Cake Walk



LEVEL THIRTEEN

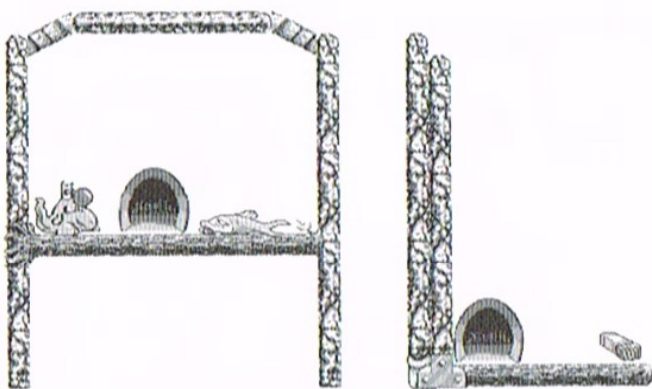
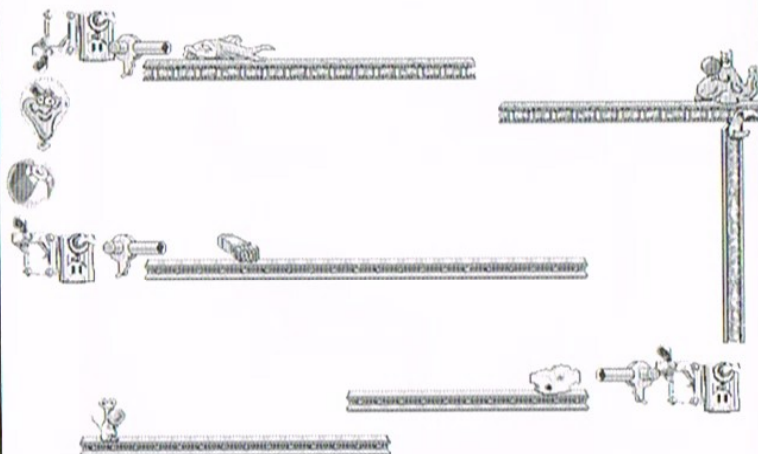
Conveyors and Gears

Feed Al the fish on the conveyor belt. You'll have to use gears to do this. Gears can only be placed directly beside, above or below.

LEVEL FOURTEEN

Switches and Hair Dryers

Watch carefully to see how Al gets his fish dinner. Then rig up an electric switch and hair dryer to feed Sid a hunk of cheese.



LEVEL FIFTEEN

Tunnel

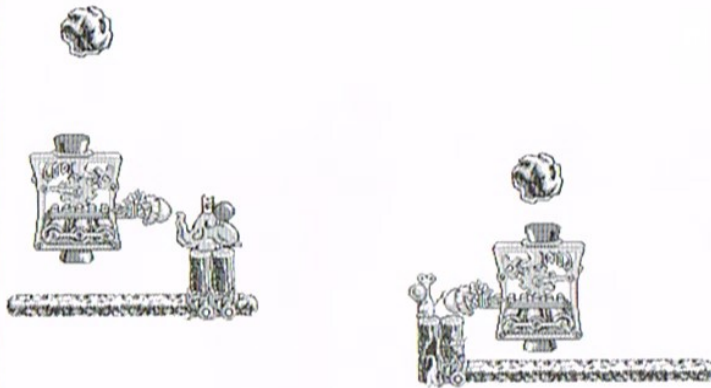
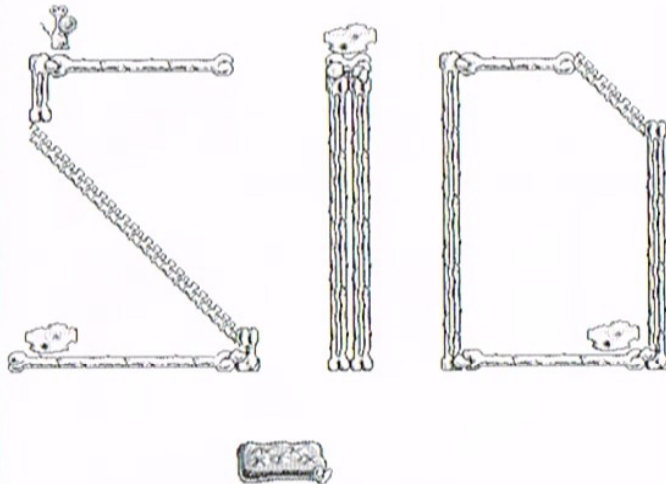
Use a tunnel to help Al get to the bubble gum.

Cake Walk

LEVEL SIXTEEN

Say Cheese!

Feed Sid the top hunk of cheese.



LEVEL SEVENTEEN

See Ya Later, Thumpulator!

Use a Thumpulator to knock Sid off the stump.

LEVEL EIGHTEEN

Teeter-Totter

Help Sid and Al remove the rocks from the screen.





Cake Walk



LEVEL NINETEEN

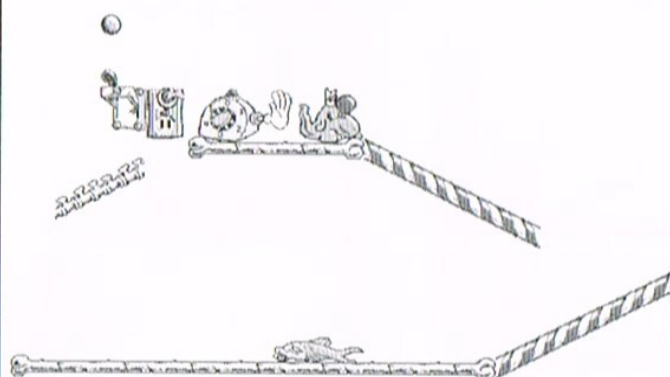
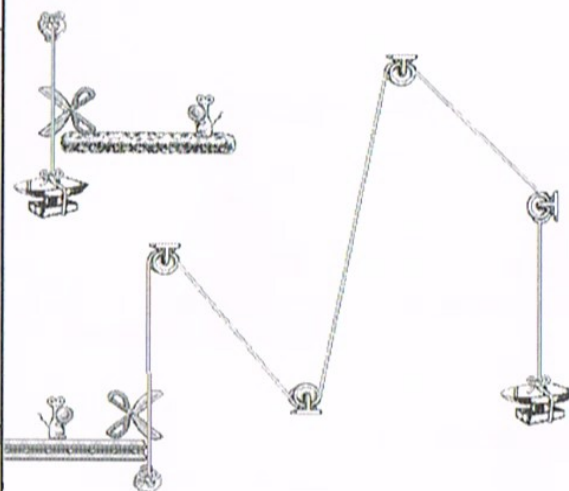
Teapot

Use the teapot to blow the baseball off the screen.

LEVEL TWENTY

Scissors

Sid's about to be flattened! Give him a pair of scissors so he can cut the rope and drop the lower anvil off the screen.



LEVEL TWENTY ONE

Timer Tumble

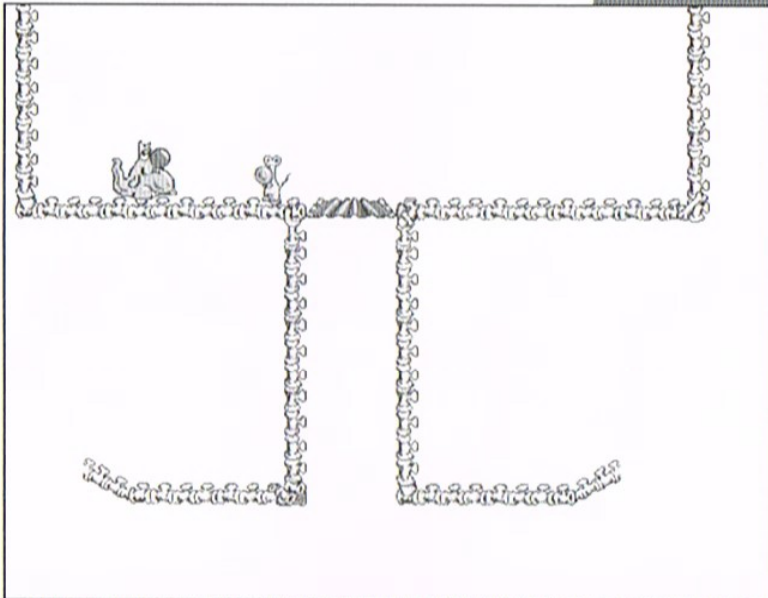
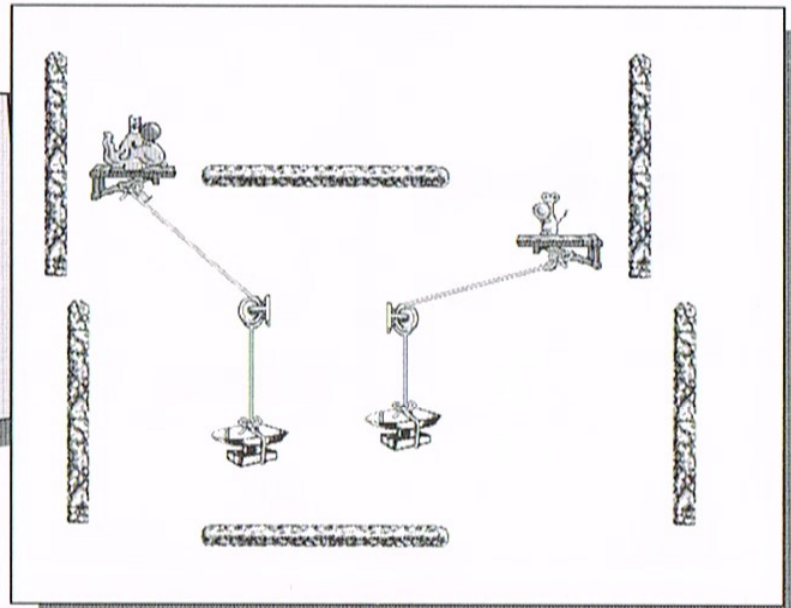
Use the timer to push Al down the candy slide for a big fish feast. A timer is an electrical gadget, so you have to plug it into an outlet.

Cake Walk

LEVEL TWENTY TWO

Trap Door

Open the trap doors and watch your pals take a tumble.



LEVEL TWENTY THREE

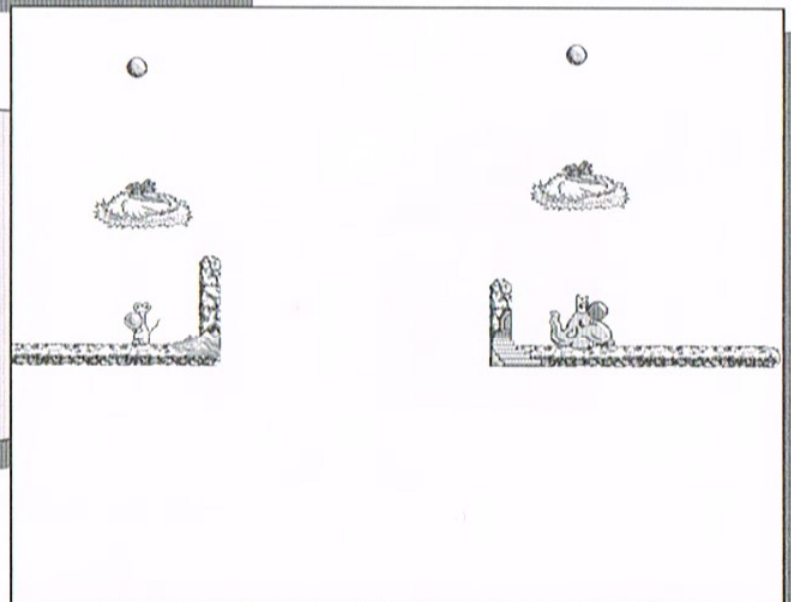
Rug Burn

Help Sid escape from Al.

LEVEL TWENTY FOUR

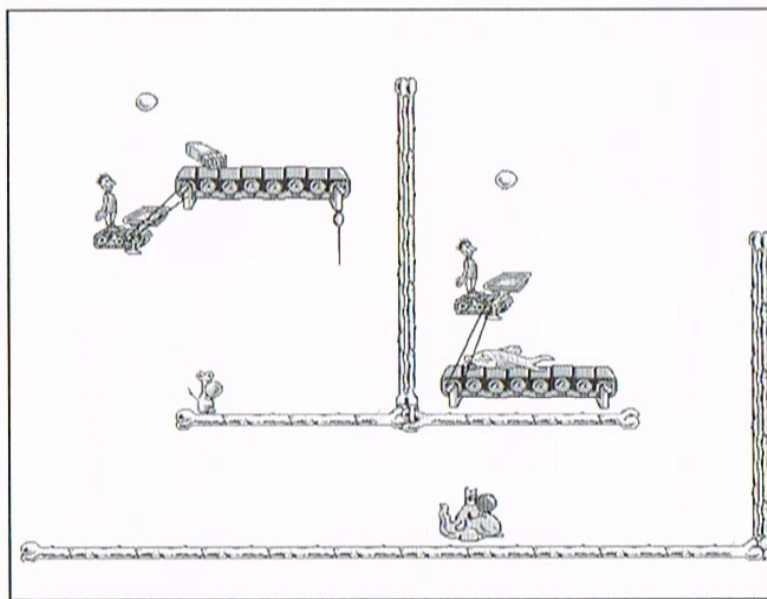
Introducing... Hildegard Hen!

Help Hildegard pop Al on the head with an egg.





Cake Walk



LEVEL TWENTY FIVE

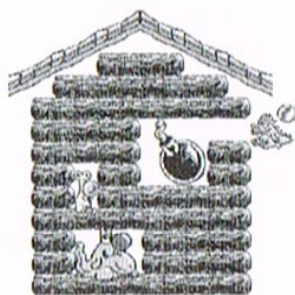
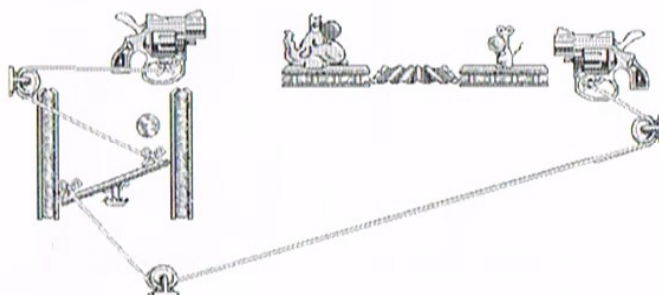
Chow-Man

Watch how Chow-Man feeds Sid the bubble gum. Then rig up another Chow-Man to send Al a fish dinner.

LEVEL TWENTY SIX

Pop Goes the Pistol

Use the pistol to pop both Sid and Al. Tie a rope from the gun to the teeter-totter. Drop the ball.



LEVEL TWENTY SEVEN

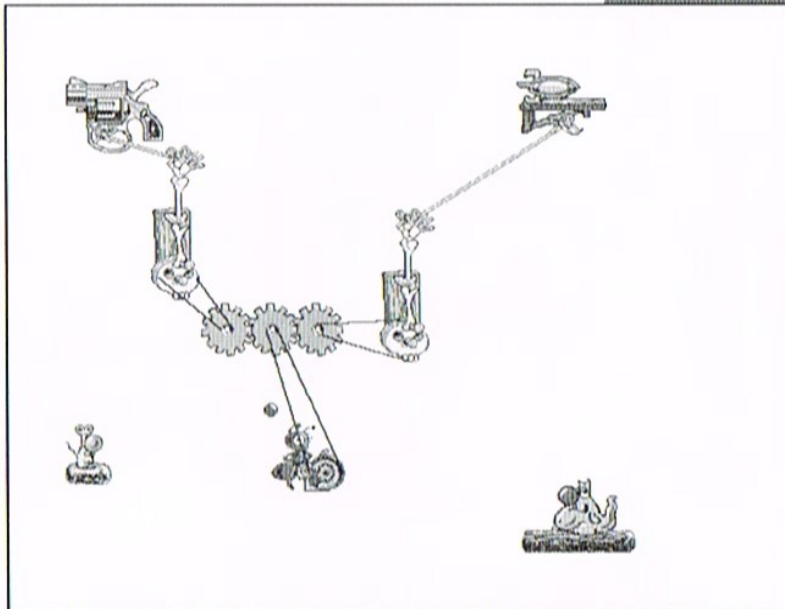
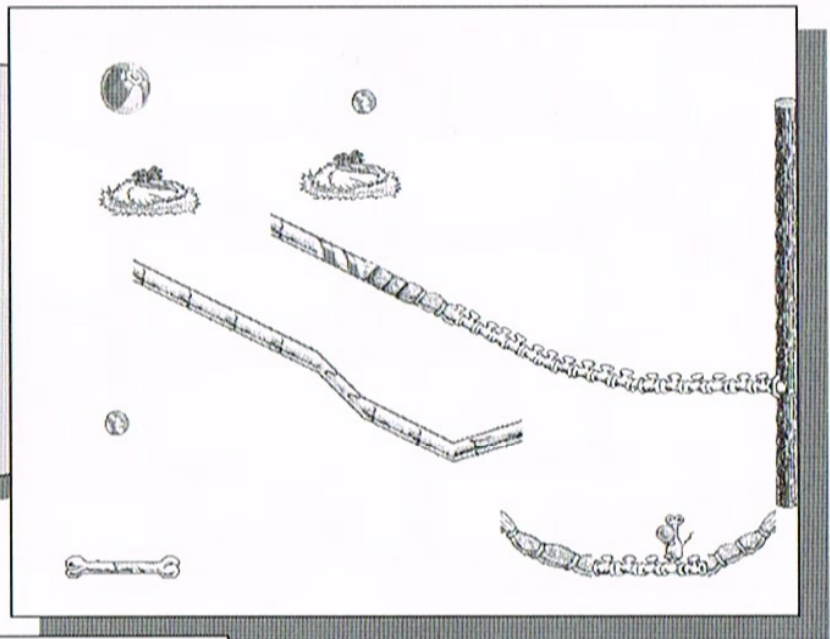
Black Ball Bomb

Sid and Al are trapped in a log cabin and they're going to be late for dinner! Help Bik Dragon use a bomb to set them free.

LEVEL TWENTY EIGHT

Programming Hildegard

Bump Hildegard with any object to make her lay an egg. Program her to lay two eggs... and make them land on Sid's head!



LEVEL TWENTY NINE

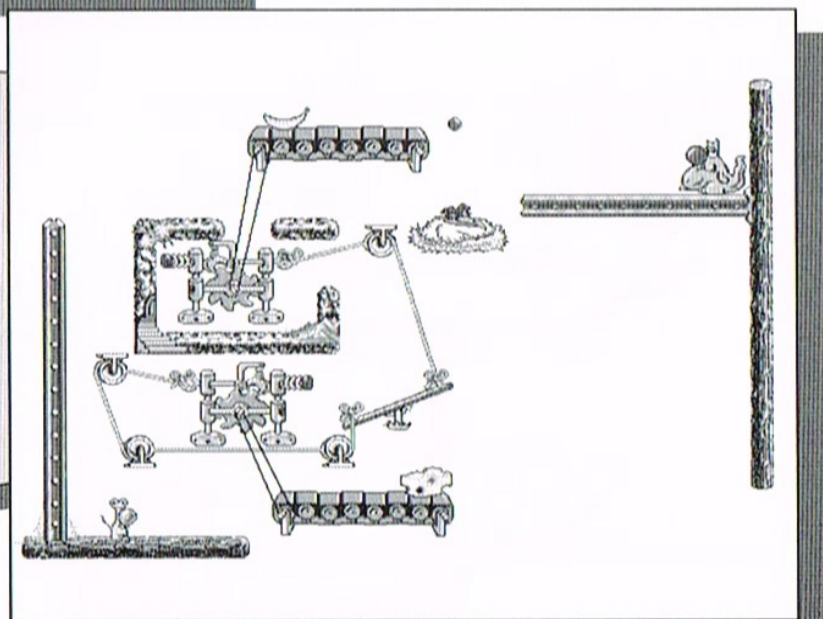
Skeleto-Bobbin

Use the Skeleto-Bobbin to drop the bomb on Al E. Cat.

LEVEL THIRTY

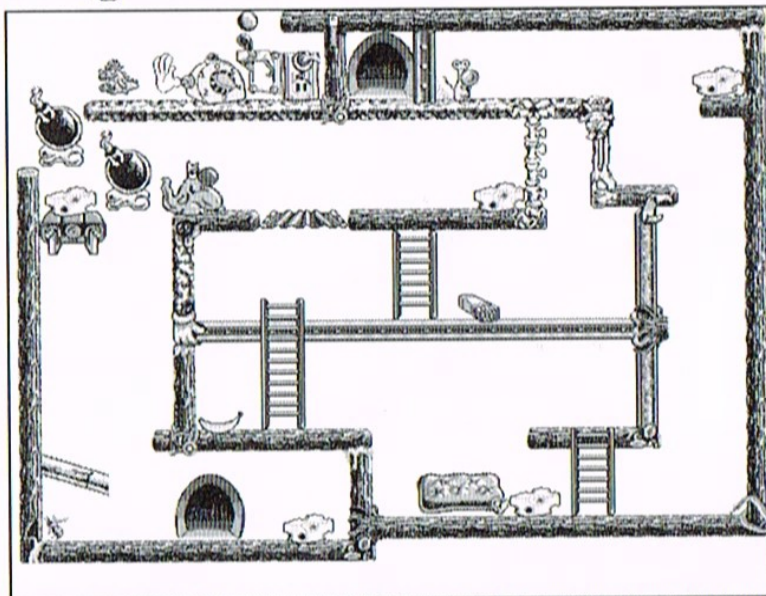
Trans-Roto- Matic

Place the Trans-Roto-Matic into the stone box. Connect a rope and belt using the other TRM as an example. Then feed Al the banana.





All Brawn, No Brains



LEVEL THIRTY ONE

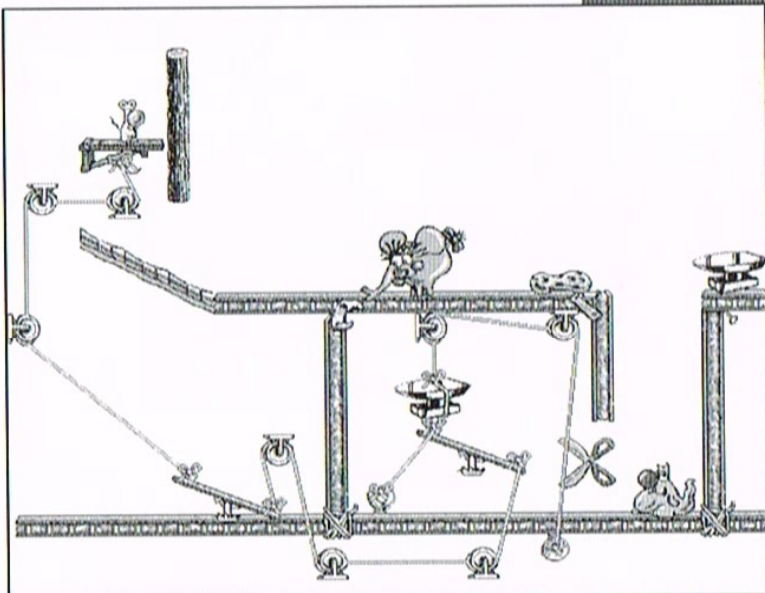
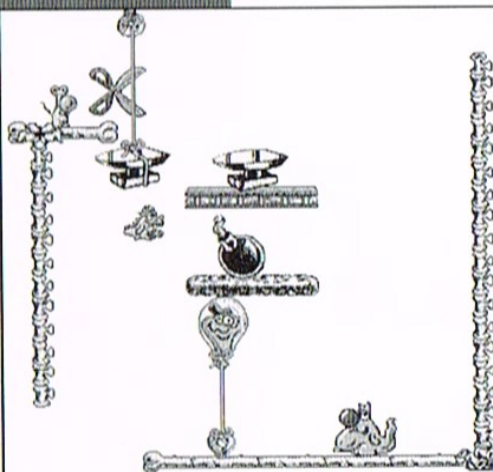
Tunnel Hopping

Get Sid to explore the tunnel on the bottom floor.

LEVEL THIRTY TWO

Look Out Below!

Al should be a little more careful where he takes his cat naps. Drop one of the anvils on his head.



LEVEL THIRTY THREE

Hungry Eunice

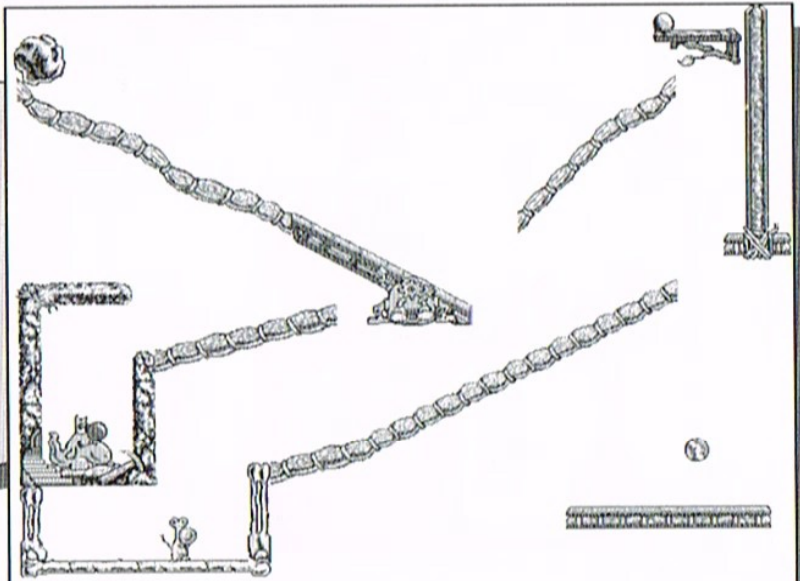
It's lunch time for Eunice!
Feed her a peanut.

All Brawn, No Brains

LEVEL THIRTY FOUR

Clobber the Critters

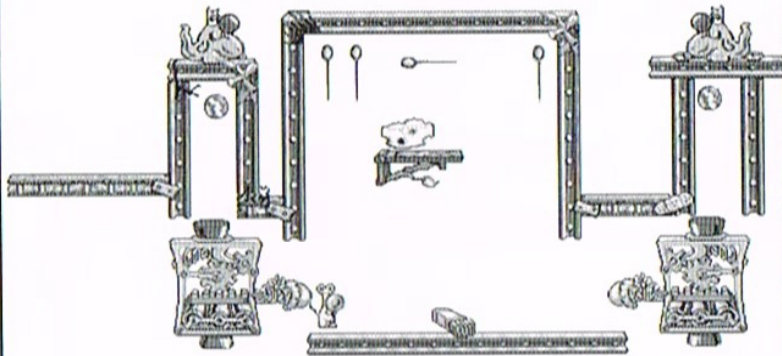
Smack Sid with the rock in the top left corner, and bop Al with the ball bearing in the top right part of the screen.



LEVEL THIRTY FIVE

Thumpin' and Bumpin'

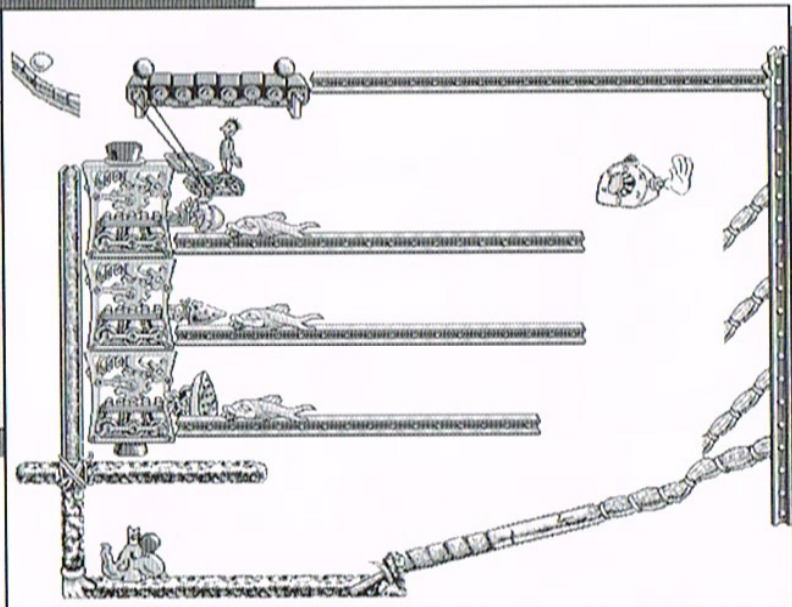
Rescue Sid from the Thumpulators and revive him with a hunk of cheese.



LEVEL THIRTY SIX

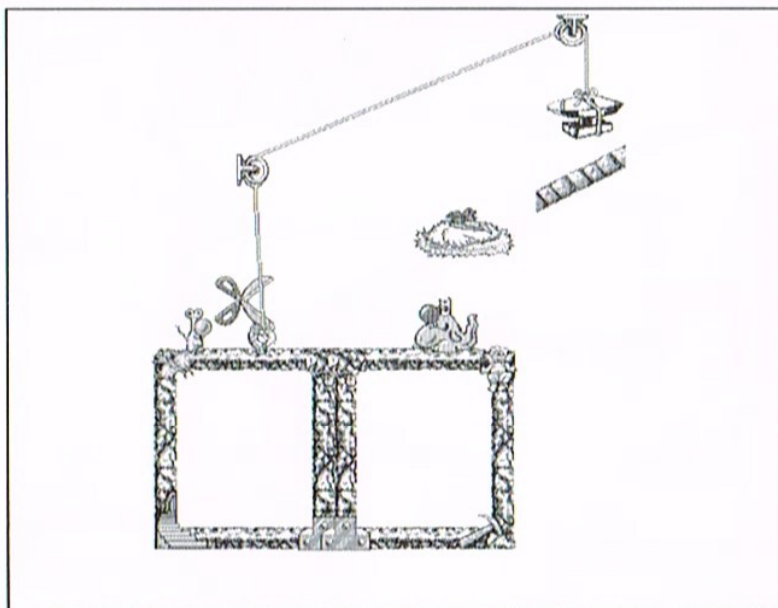
Oh What A Life!

Put all 3 of the fish into the plump and rumble tummy of Al E. Cat.





All Brawn, No Brains



LEVEL THIRTY SEVEN

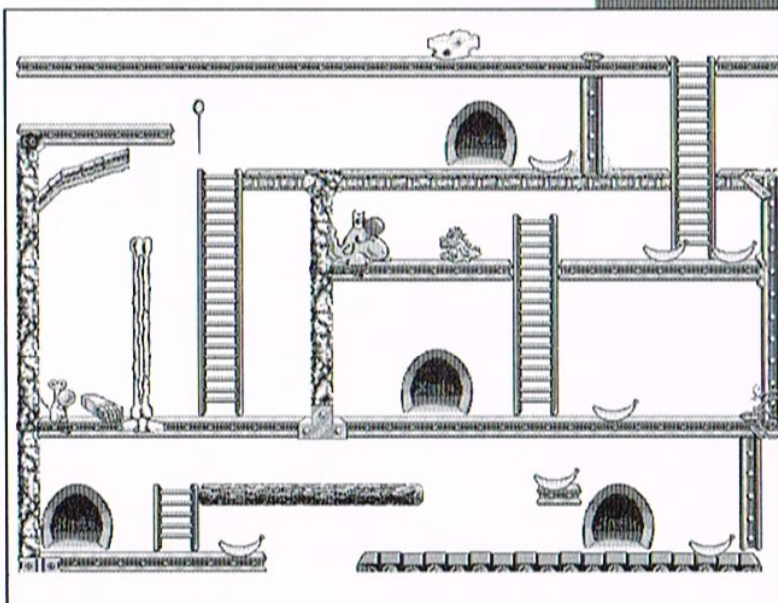
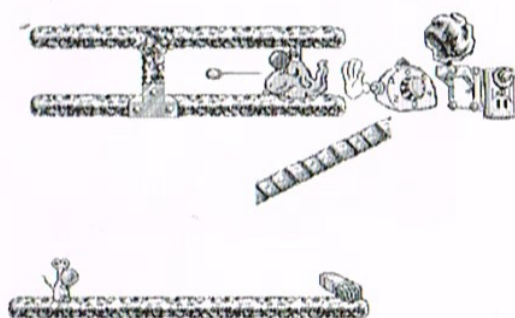
Cat Splat

Help Sid drop an egg on Al.

LEVEL THIRTY EIGHT

YEEEOUCH!!!

Rescue Al from the perilous pin torture!



LEVEL THIRTY NINE

Cheese Chase

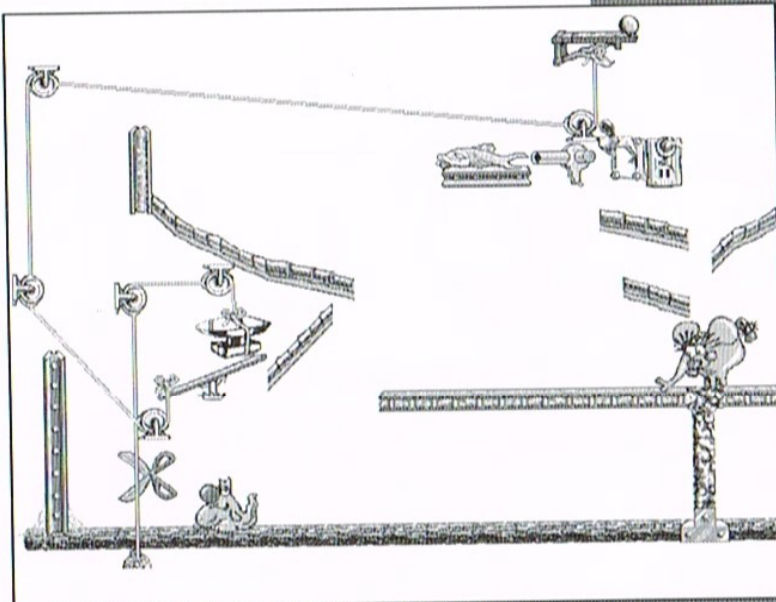
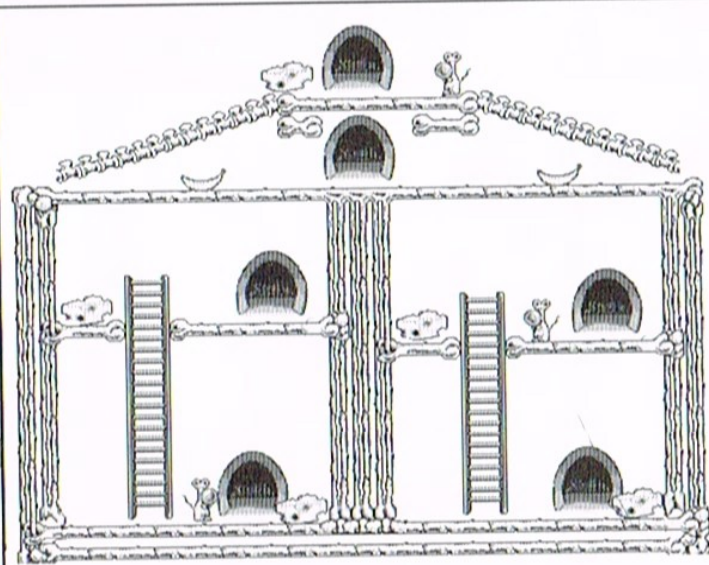
Feed Sid the cheese on the top floor.

All Brawn, No Brains

LEVEL FORTY

The Mice Will Play

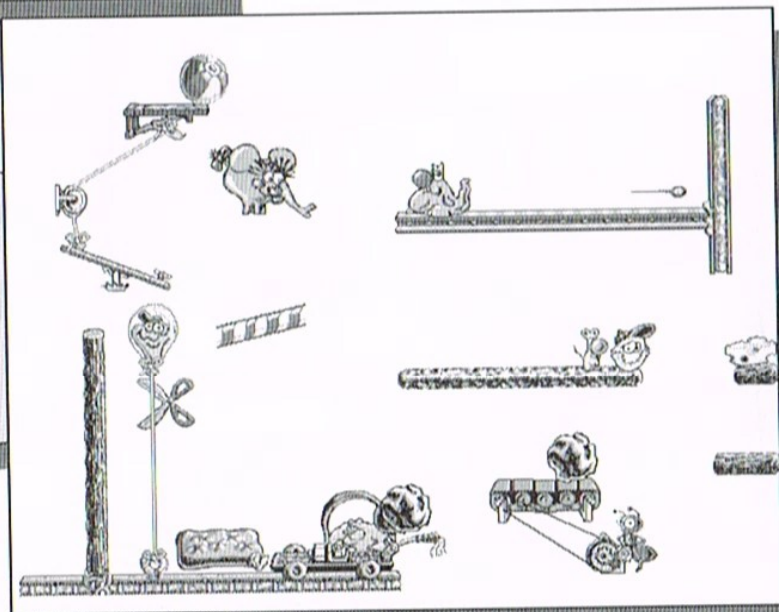
Help Sid and his friends find their way to the attic for a banana buffet.



LEVEL FORTY ONE

Feed Me!

Hear that rumbling noise? That's Al's stomach. Help him get his fish dinner.



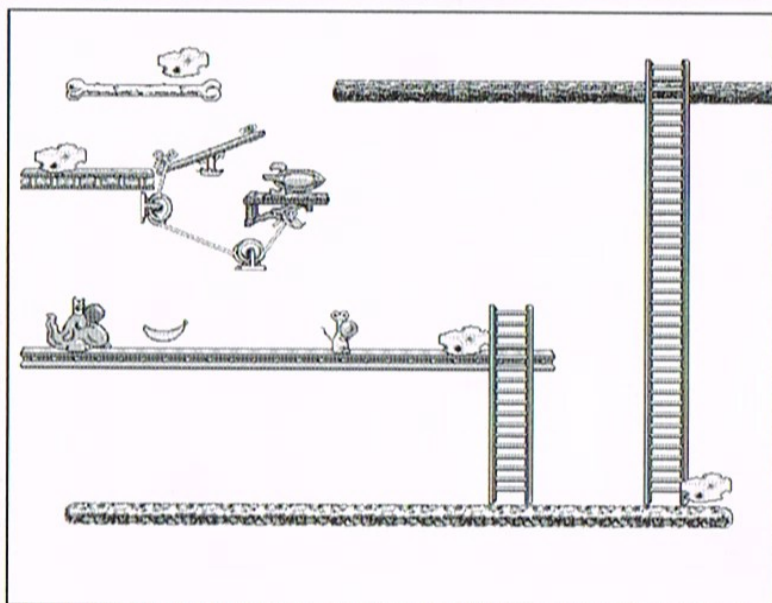
LEVEL FORTY TWO

Pin Cushion Kitty

Poke Al with the pin that's pointed at his tail.



All Brawn, No Brains



LEVEL FORTY THREE

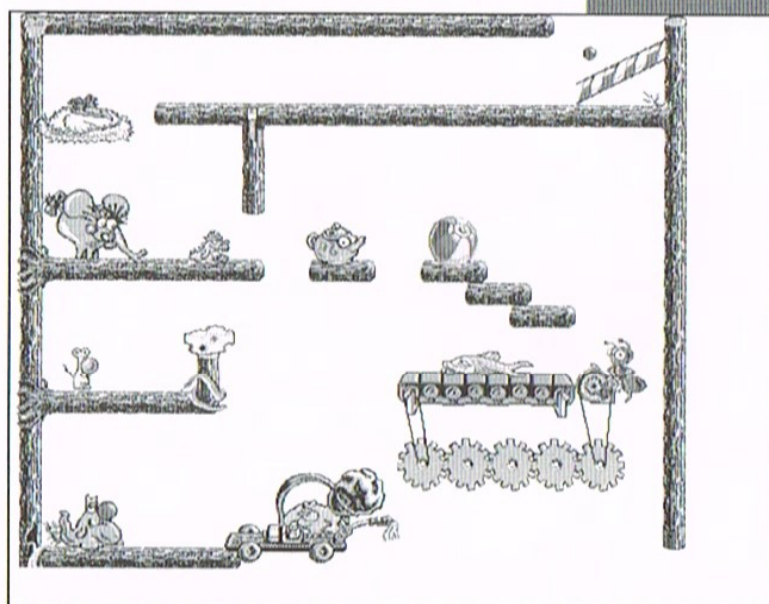
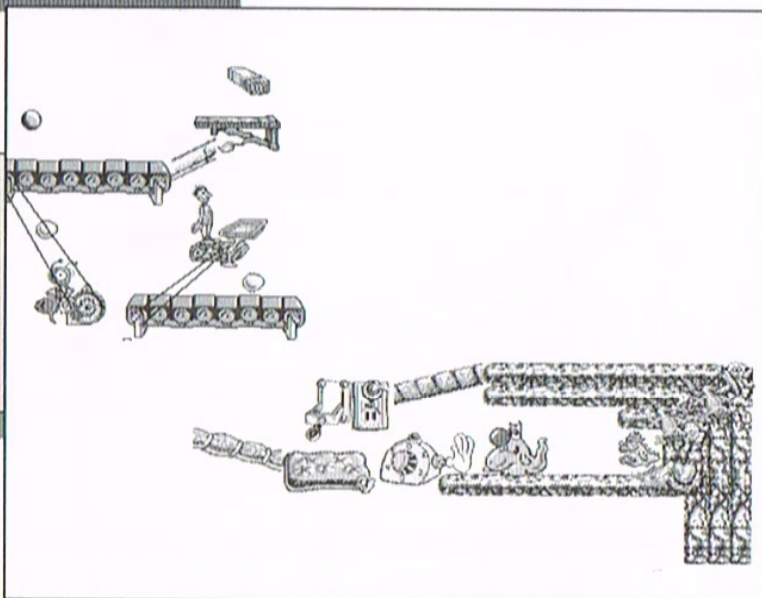
Al Goes Ballistic

Bomb the kitty.

LEVEL FORTY FOUR

Fry Time

Make Bik Dragon roast the kitty.



LEVEL FORTY FIVE

Sid and Al Chow Down

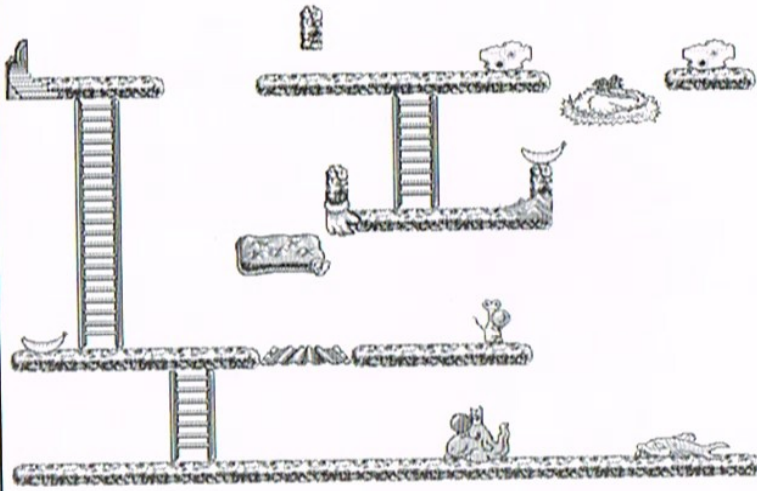
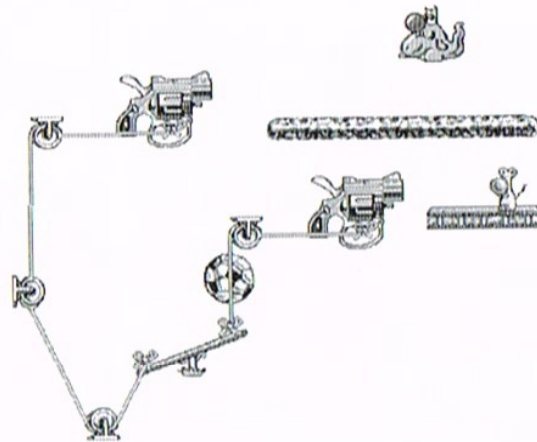
Feed Sid a hunk o' cheese, and give Al a dead fish.

All Brawn, No Brains

LEVEL FORTY SIX

Spy vs. Spy

Plunk both Sid and Al with a pistol. The puzzle isn't solved until Al's kitty angel flutters off to heaven.



LEVEL FORTY SEVEN

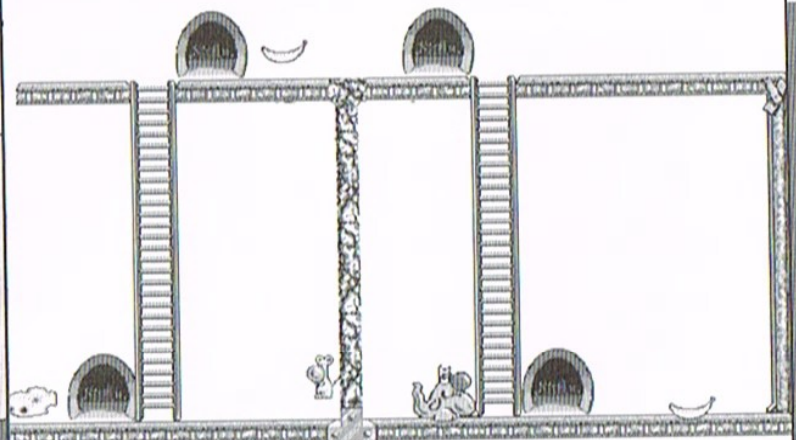
Sid's Breakfast Bonanza

Feed Sid both hunks of cheese, and leave Al with egg on his face.

LEVEL FORTY EIGHT

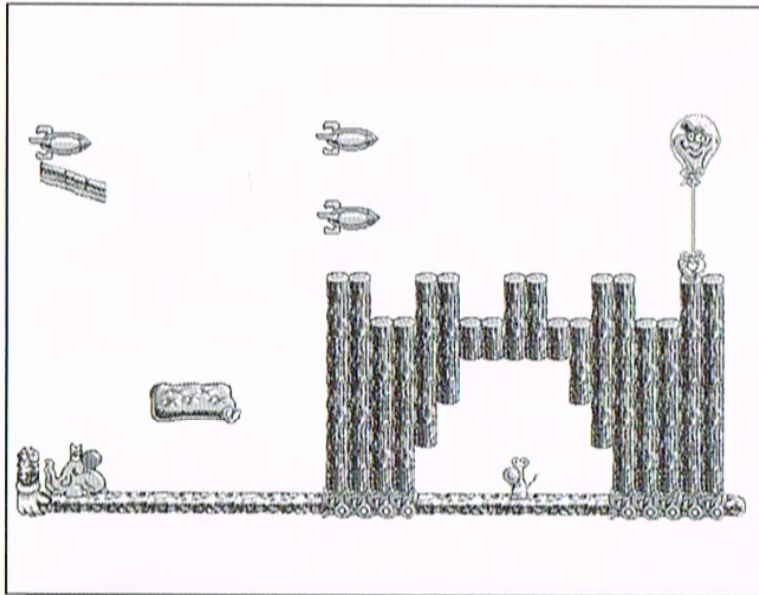
The Early Al Gets Sid

Al's feeling a little frisky. See if you can help him catch Sid.





All Brawn, No Brains



LEVEL FORTY NINE

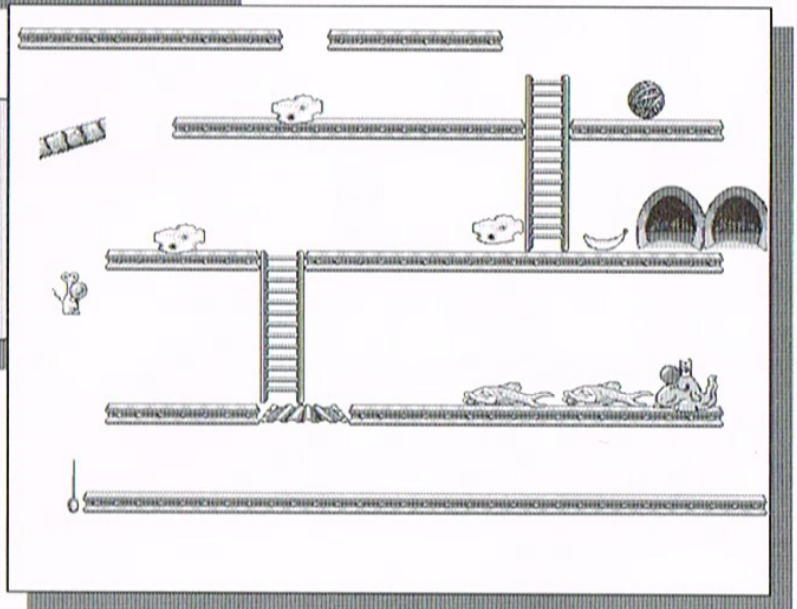
Storming the Fort

Help Al storm the fort and take Sid captive. (Al's not always a careful kitty with his prisoners).

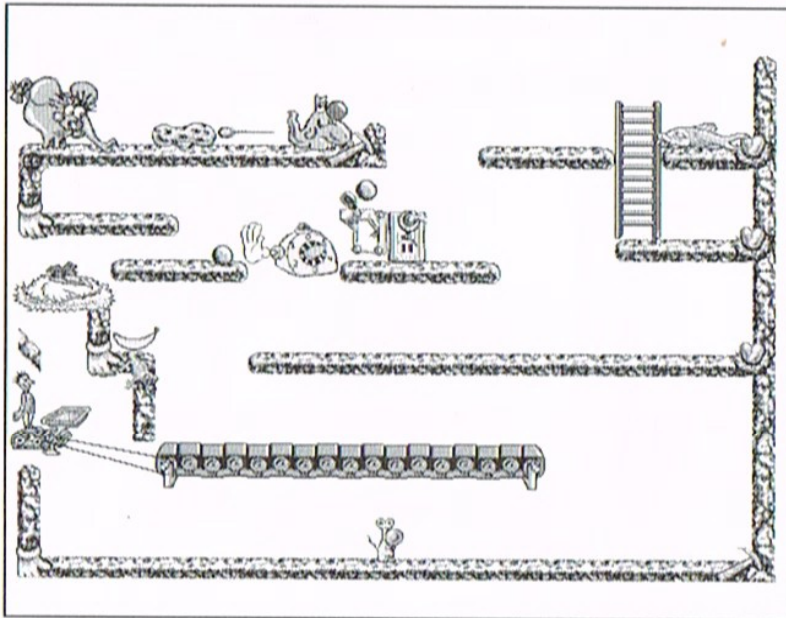
LEVEL FIFTY

The Cheese Stands Alone

Help Sid eat all the cheese.



Really, REALLY Hard



LEVEL FIFTY ONE

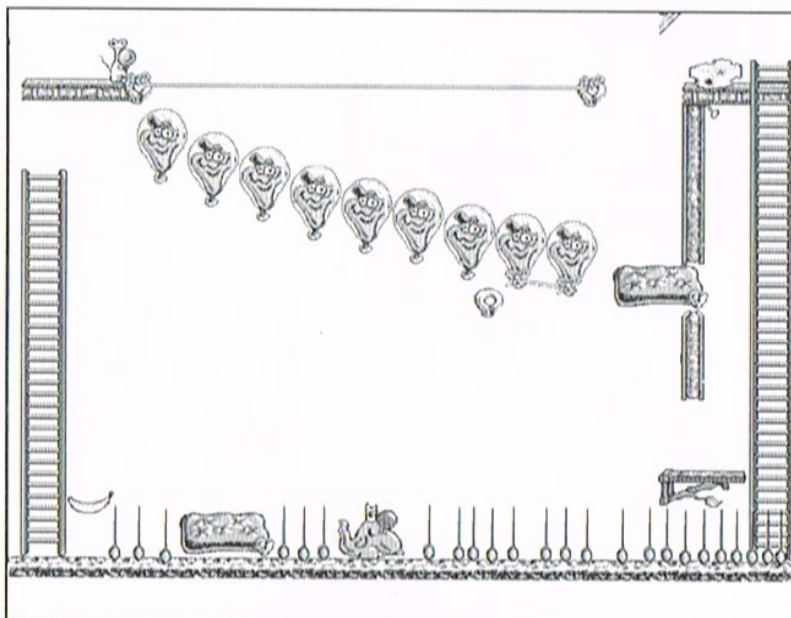
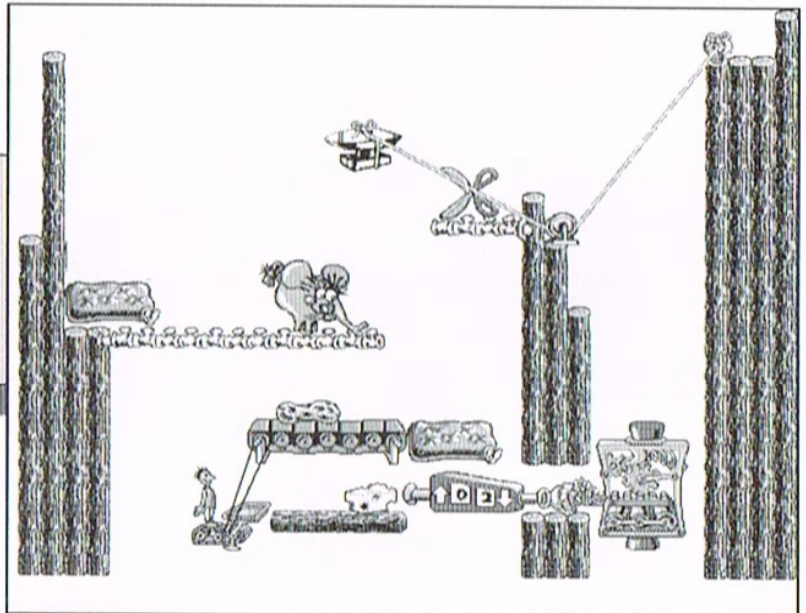
Mouse Trap

Sid has been eating Al's cat chow again. Help Al nab that mouse!

LEVEL FIFTY TWO

Porkin' Peanuts

Feed Eunice the peanut.



LEVEL FIFTY THREE

Tight Rope Rodent

Help Sid get to the banana at the bottom left of the screen.

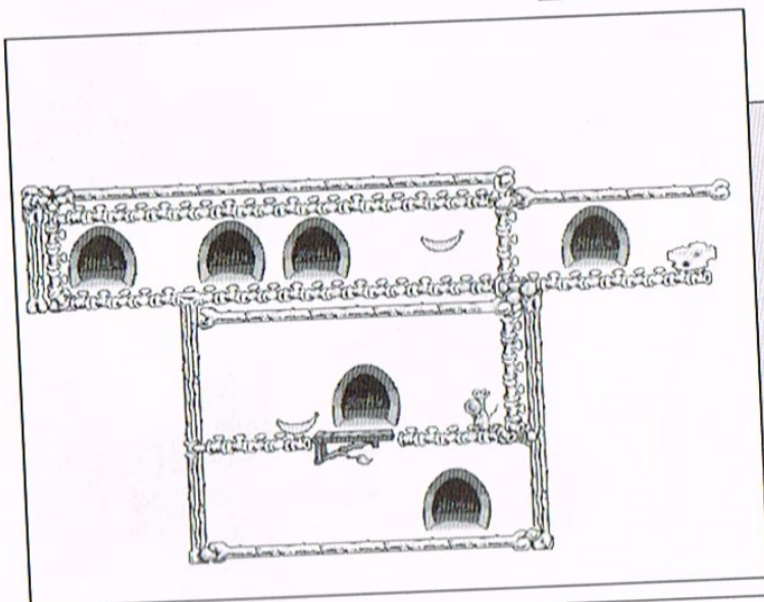
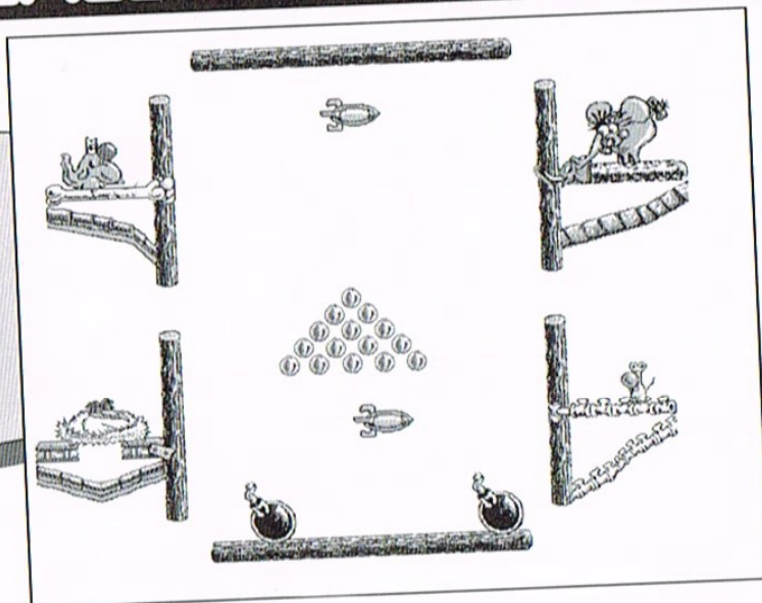


Really, REALLY Hard

LEVEL FIFTY FOUR

Pool Table Teaser

Do whatever it takes to remove all the balls from the pool table.



LEVEL FIFTY FIVE

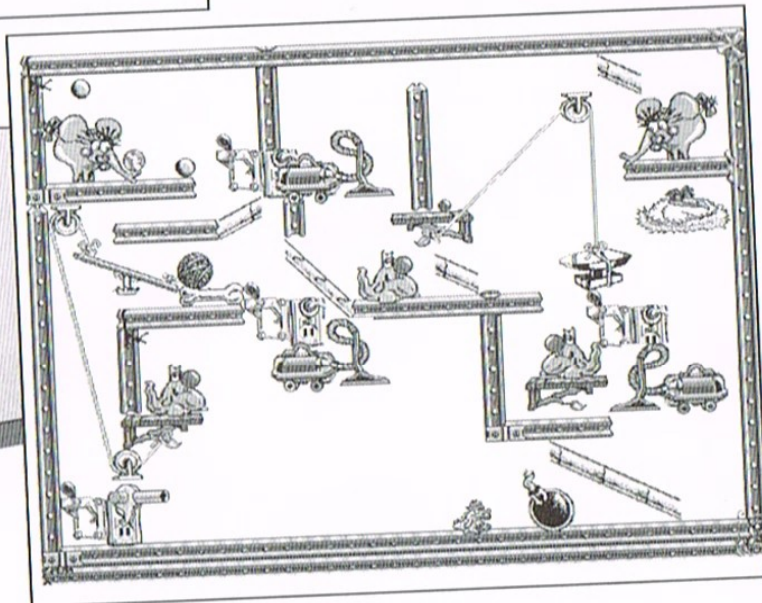
Prison Break

Help Sid get some cheese for lunch. This prison grub doesn't have enough cholesterol.

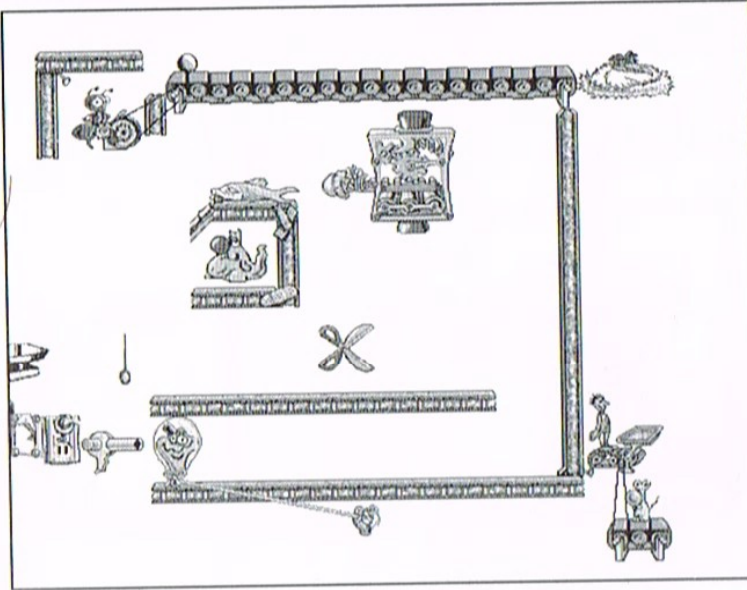
LEVEL FIFTY SIX

Kitty Vac

Those blasted cats keep shedding all over the carpet. Vacuum up all three of them!



Really, REALLY Hard



LEVEL FIFTY SEVEN

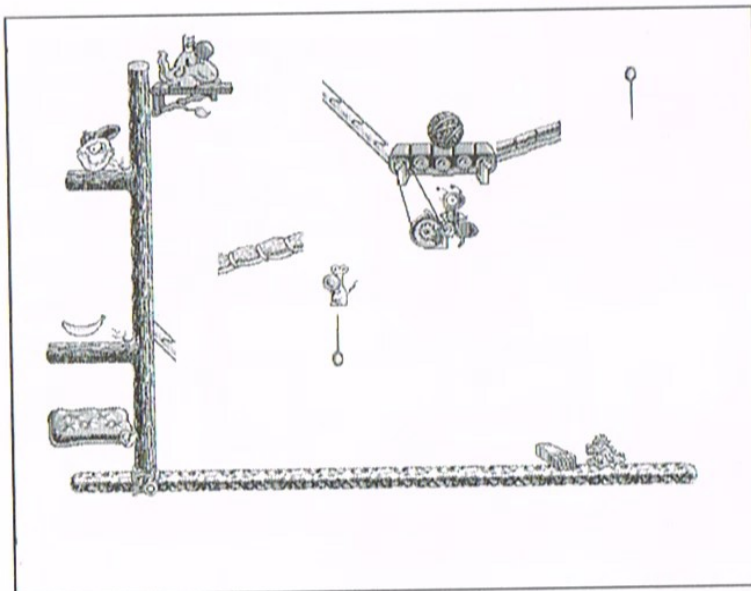
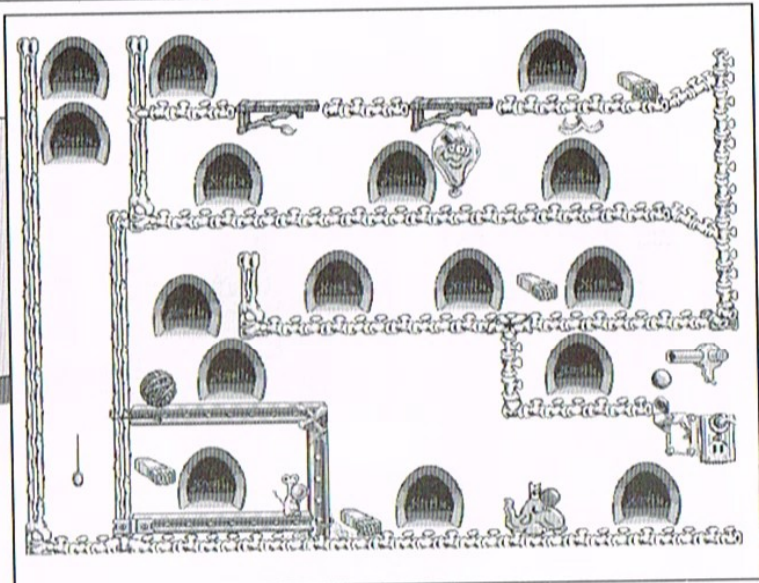
Mouse Droppings

Make Sid Mouse fall off the bottom of the screen.

LEVEL FIFTY EIGHT

Spelunking

Al likes to go spelunking for cave critters. Help him catch Sid Mouse.



LEVEL FIFTY NINE

Combustible Kitty

Help Sid turn Al into a crispy critter.

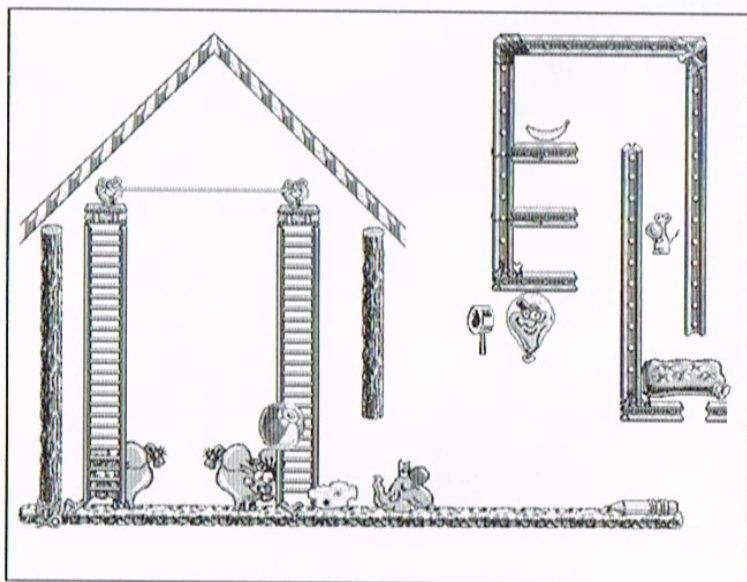
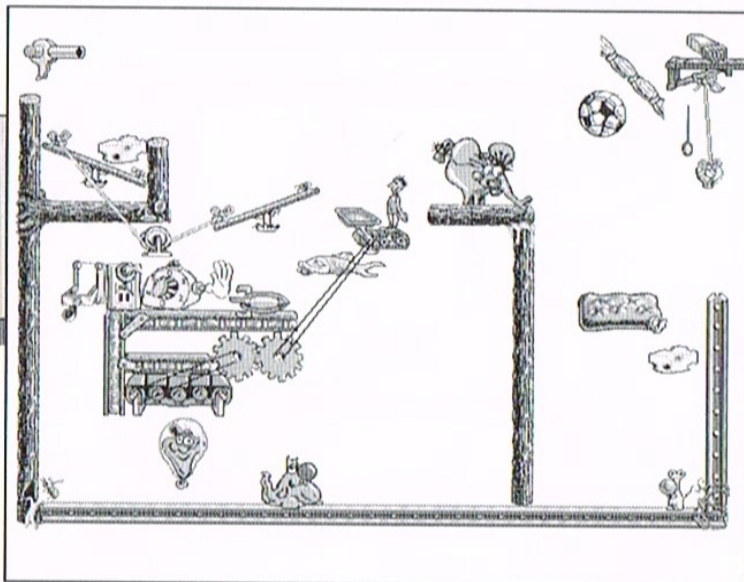


Really, REALLY Hard

LEVEL SIXTY

Bombs Away!

Help Al catch Sid.



LEVEL SIXTY ONE

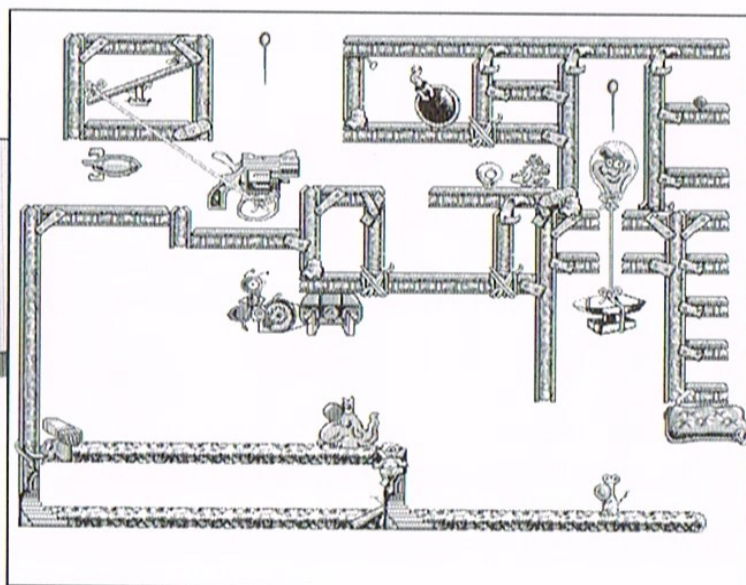
A Day at the Circus

The circus is in town. Help Sid get into the big top and feed him the cheese.

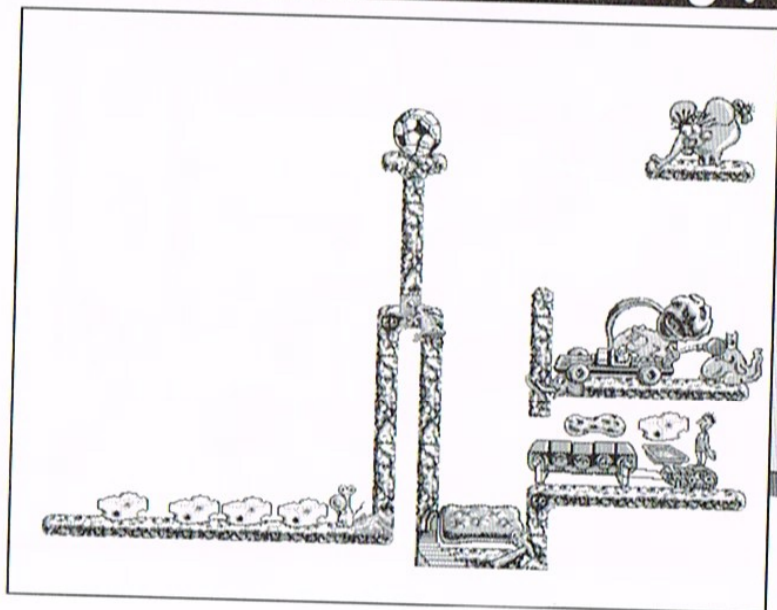
LEVEL SIXTY TWO

Minus One Mouse

Smack Sid with the anvil.



Really, REALLY Hard



LEVEL SIXTY THREE

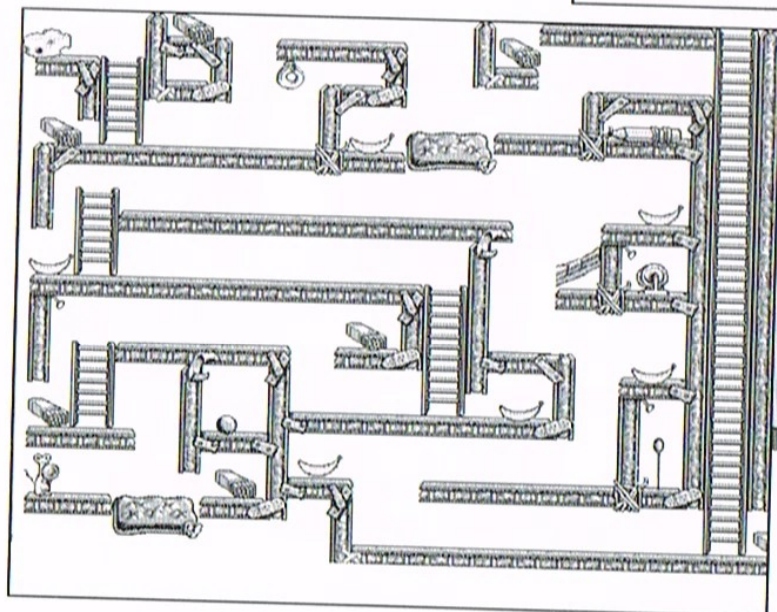
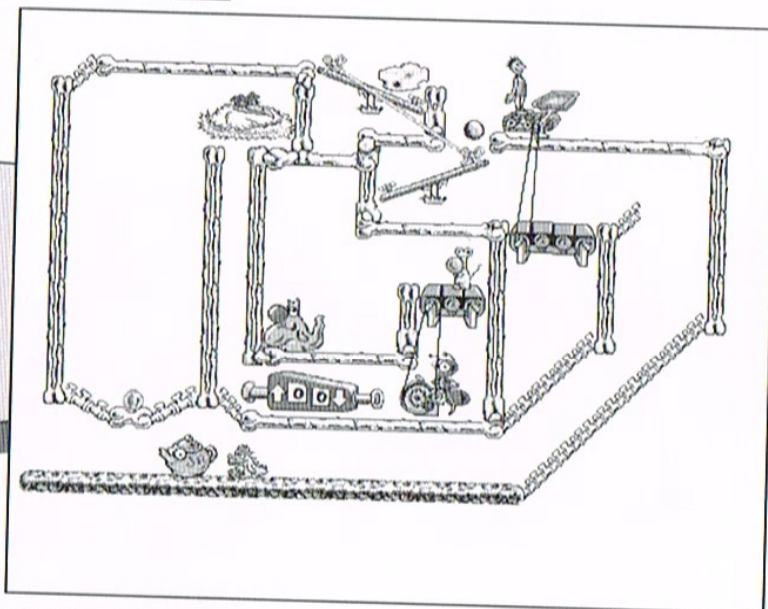
Mouse Hunt

Al's gunning for mice with his high-powered catapult. Help him bonk Sid with a boulder.

LEVEL SIXTY FOUR

Special Delivery

Al's in the mood for some mouse munchies. Help him scarf down Sid.



LEVEL SIXTY FIVE

The a-MAZE-ing Sid

Help Sid find his way through the maze to a cheddar cheese supper.

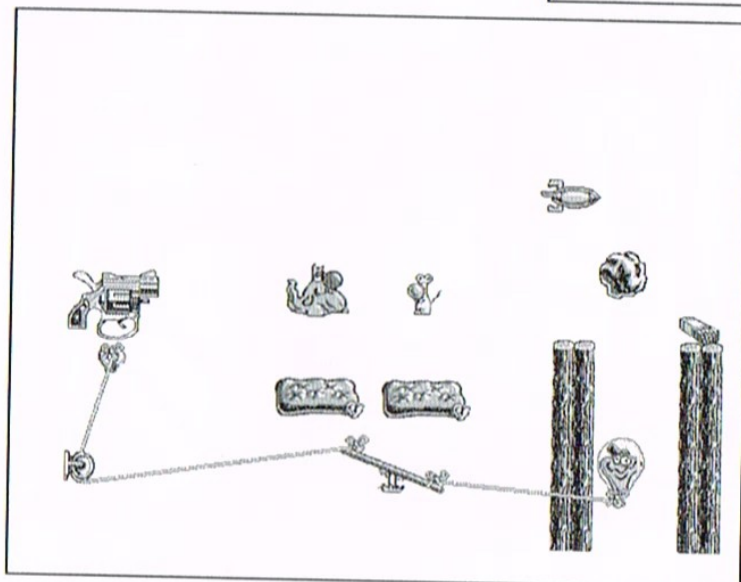
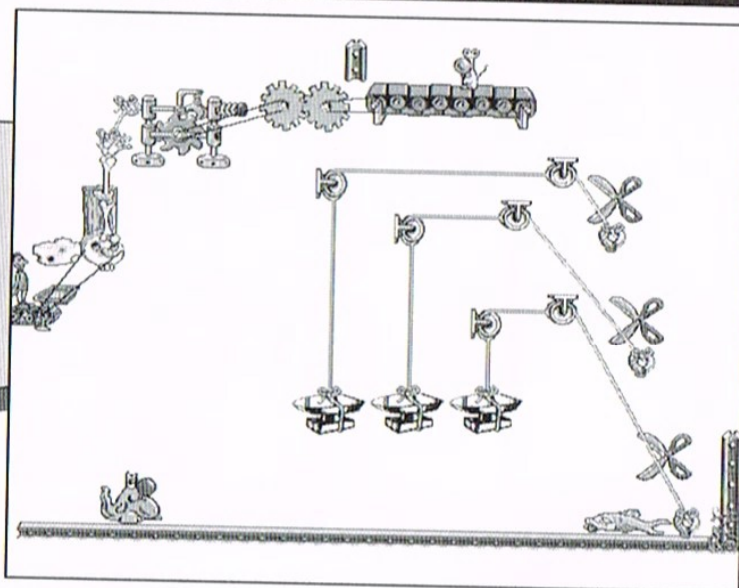


Really, REALLY Hard

LEVEL SIXTY SIX

Hungry Al!

Al hasn't eaten in days.
Help him get his paws on
Sid.



LEVEL SIXTY SEVEN

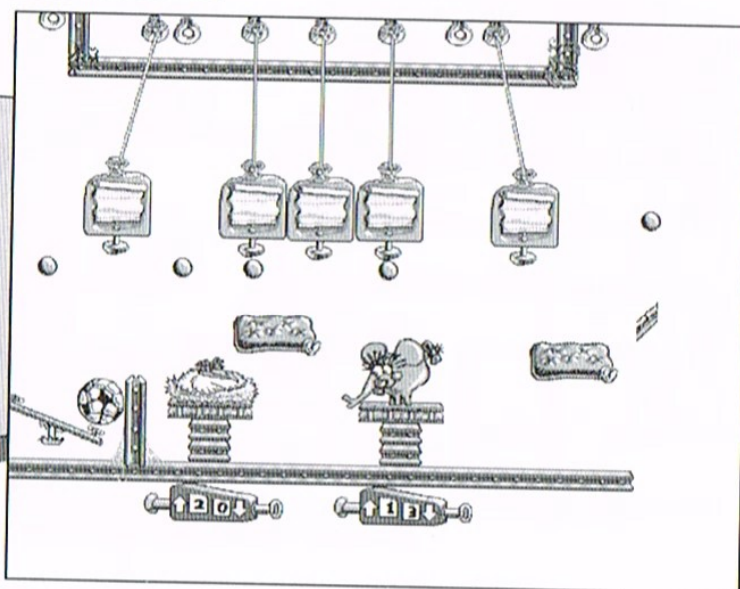
Minimalist

Al eats Sid.

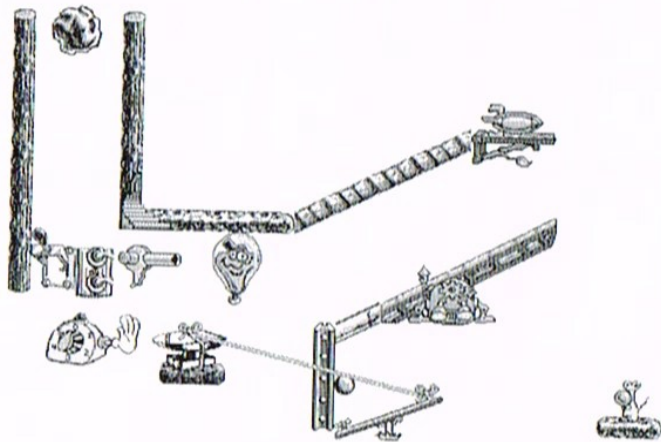
LEVEL SIXTY EIGHT

The Gamey Show!

Question: Who was the
18th president of the
United States? Help
Eunice spell out the
answer!



Really, REALLY Hard



LEVEL SIXTY NINE

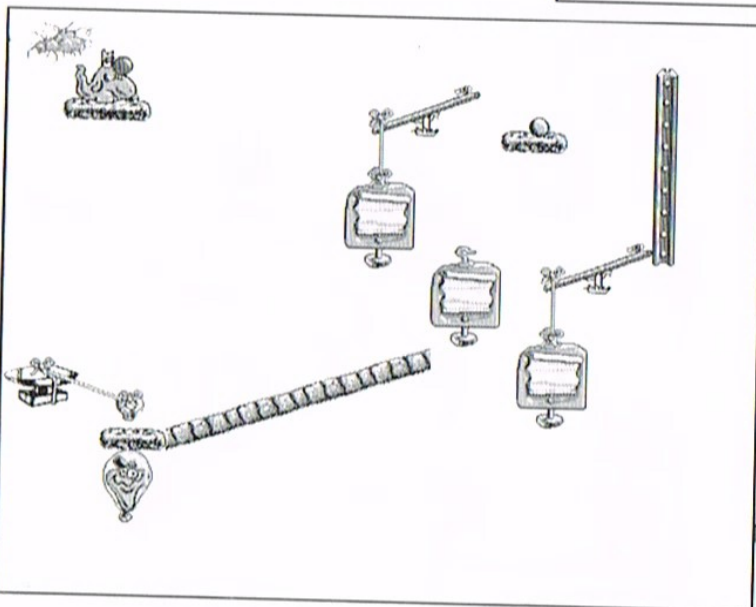
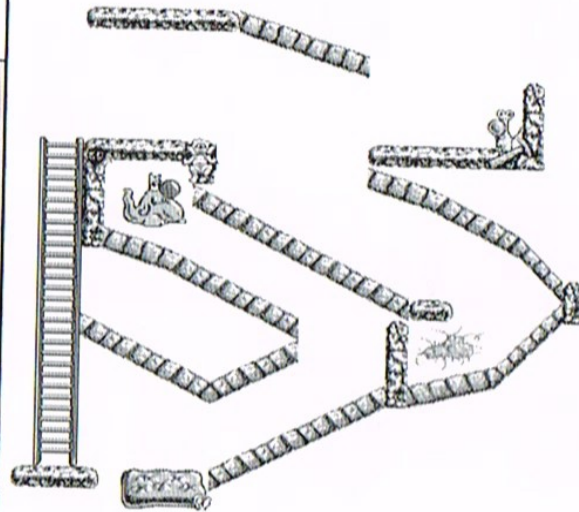
Missile Mouse

Show Sid what happens when mouse meets missile!

LEVEL SEVENTY

Hairball Hall of Fame

Al has some unusual abilities. Help him use his special skills to send Sid to Rodent Heaven.



LEVEL SEVENTY ONE

Mystery Message Part 1

Open the curtains to find a hidden word. Each of the next 4 puzzles will give you another secret word. Put them all together for a message.

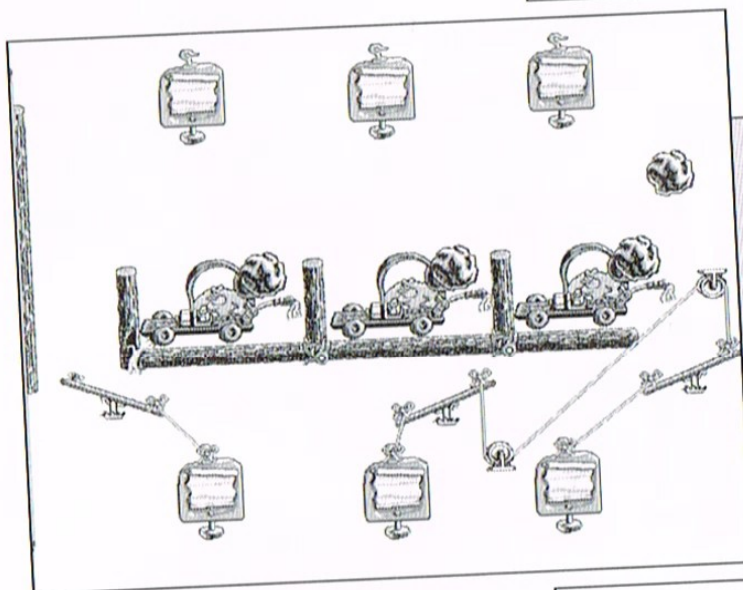
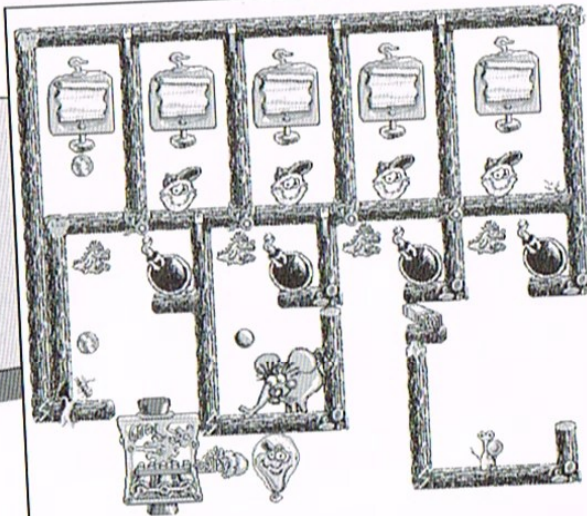


Really, REALLY Hard

LEVEL SEVENTY TWO

Mystery Message Part 2

Open all of the message windows to discover the second part of the secret message.



LEVEL SEVENTY THREE

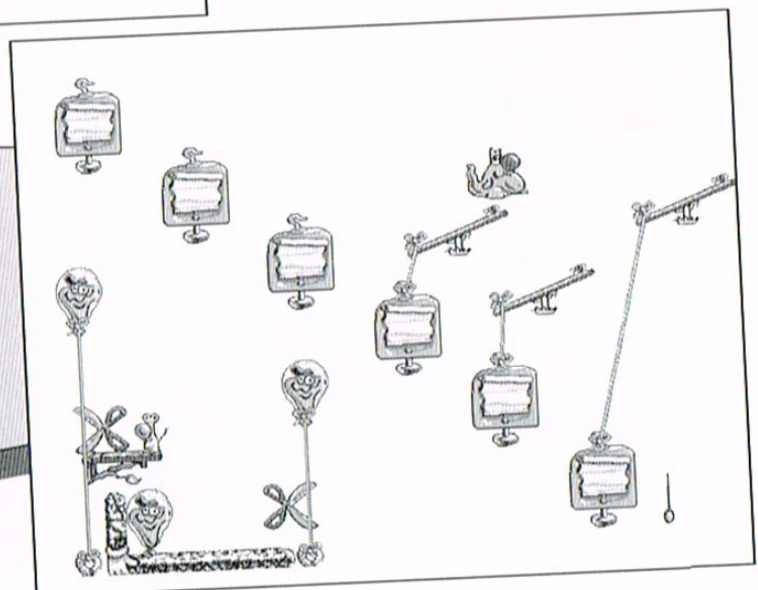
Mystery Message Part 3

Open all of the message windows to discover part three of the hidden message.

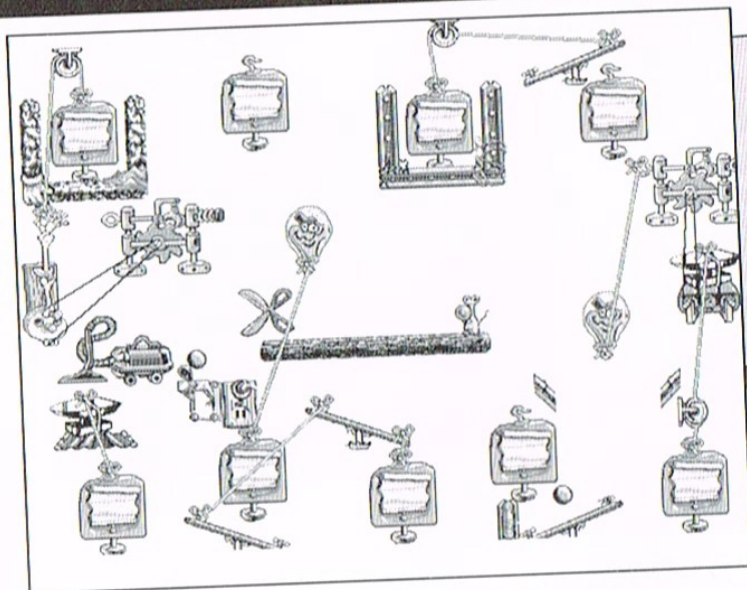
LEVEL SEVENTY FOUR

Mystery Message Part 4

Help Sid and Al open all of the message windows to discover the fourth part of the secret message.



Really, REALLY Hard



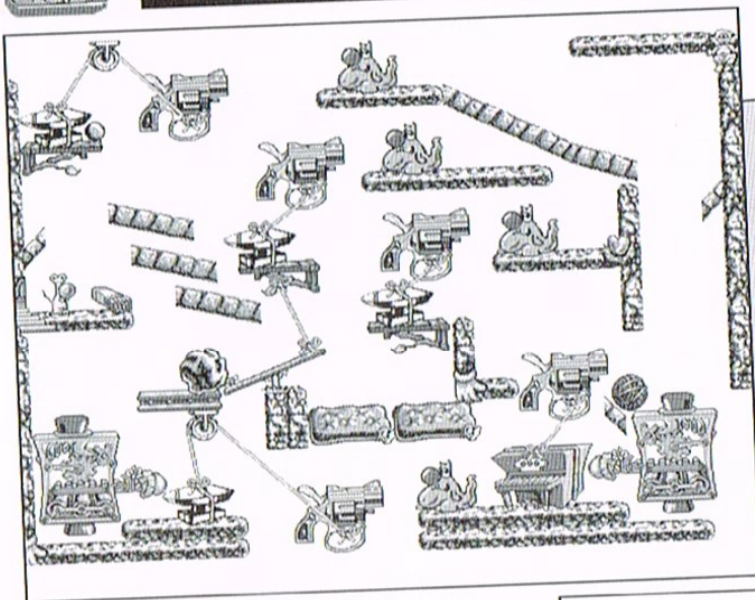
LEVEL SEVENTY FIVE

Mystery Message Part 5

Help Sid uncover all of the message windows to discover the final part of the secret message.



LOONEY BIN!



LEVEL SEVENTY SIX

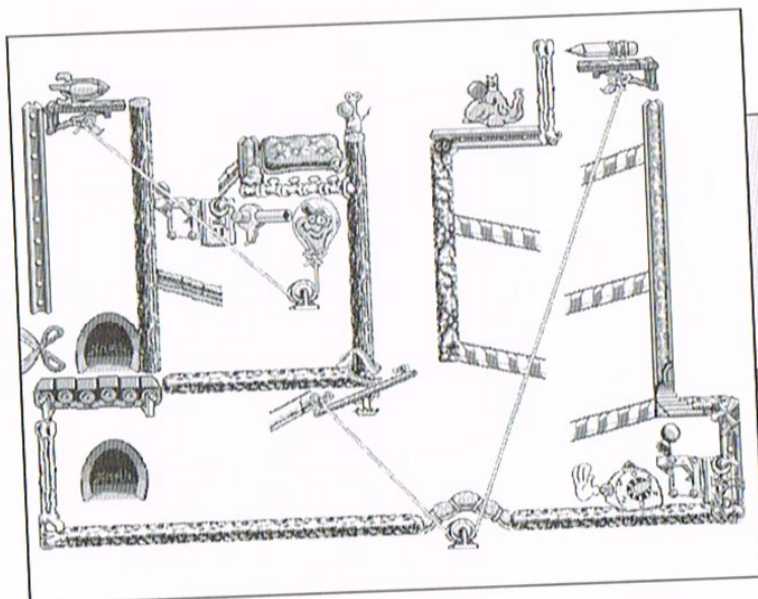
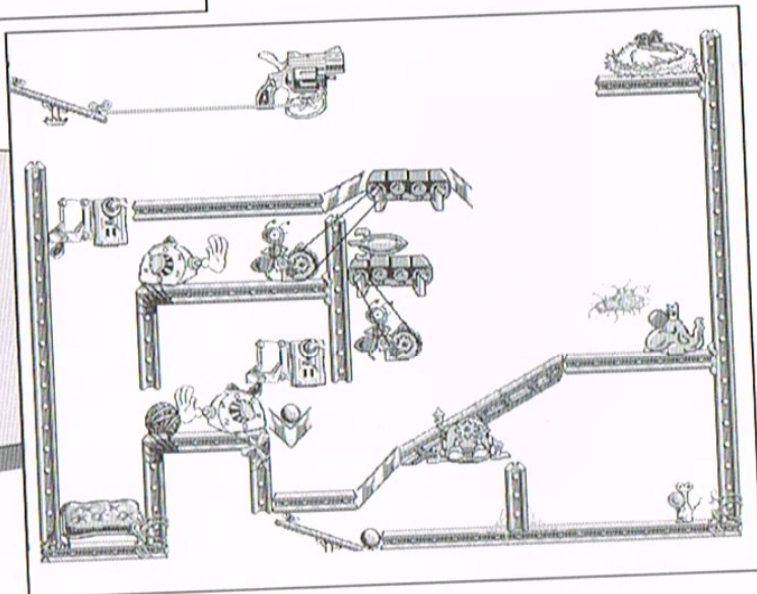
Kitty Bites the Bullet

Send Al and his pals to kitty heaven. (Make sure all four felines are out cold!)

LEVEL SEVENTY SEVEN

Brain Sprain

Help Al catch Sid Mouse. (Make sure you take a breather when your brain starts to hurt!)



LEVEL SEVENTY EIGHT

Pencil Power

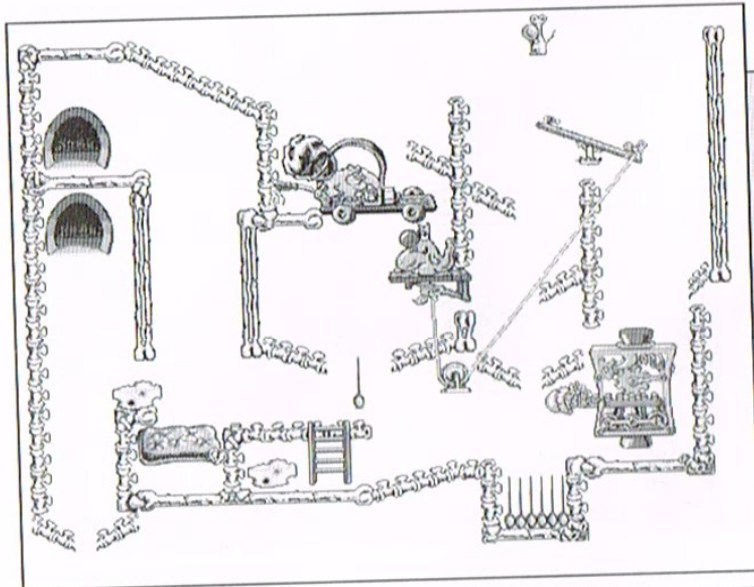
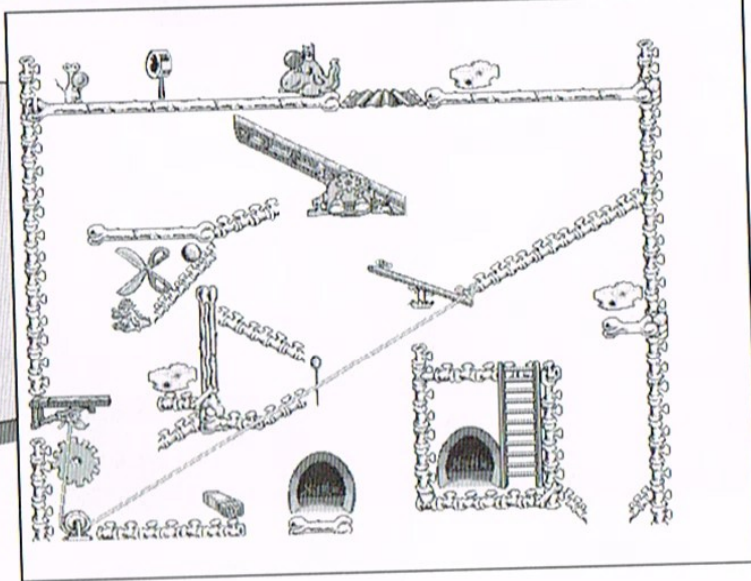
Help Sid use the pencil to get rid of that pesky Al.

LOONEY BIN!

LEVEL SEVENTY NINE

Adventure Part 1

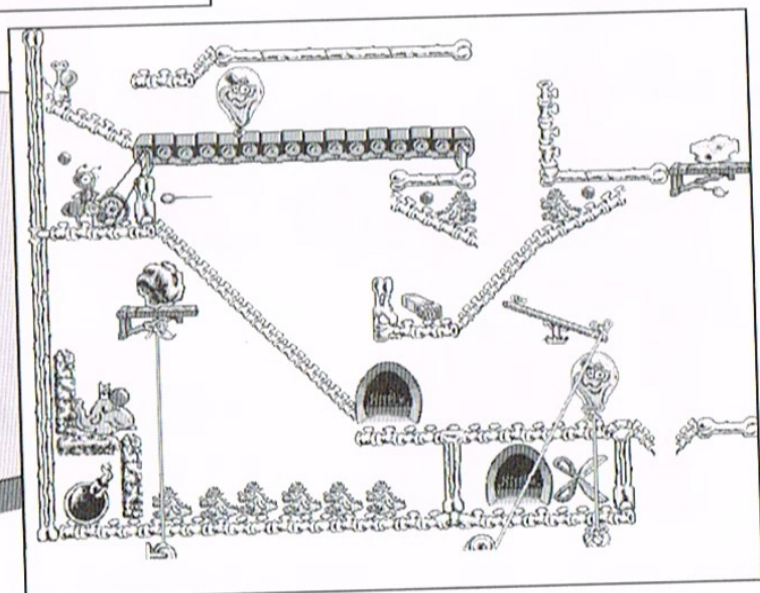
Help Sid escape from the treacherous Maze of Mayhem by dropping through the chute at the bottom right.



LEVEL EIGHTY

Adventure Part 2

Oh no! Sid's stuck in a sequel! See if you can help him escape through the chute at the bottom left.



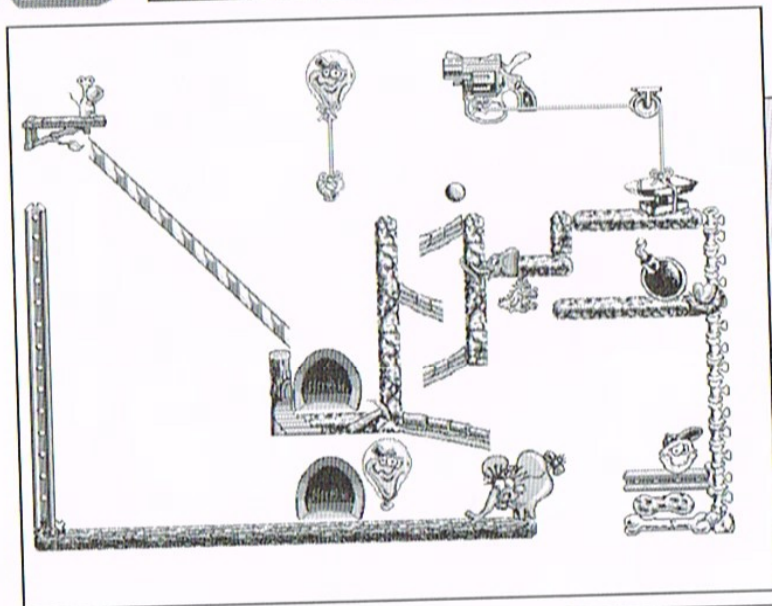
LEVEL EIGHTY ONE

Adventure Part 3

Sid's back... and this time he's taking no prisoners! Help him defeat the diabolical AI and escape through the chute on the lower right.



LOONEY BIN!



LEVEL EIGHTY TWO

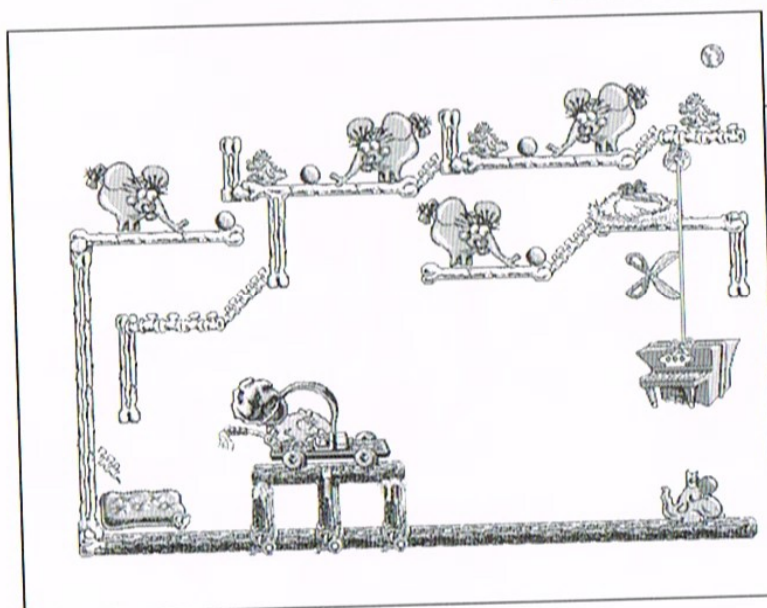
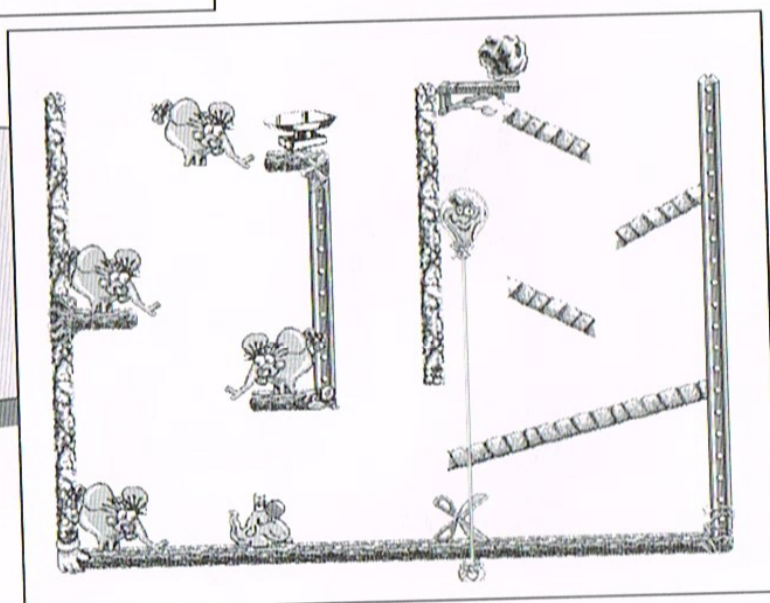
Looney Ballooney

Pop the balloon at the top of the screen.

LEVEL EIGHTY THREE

Attack of the Pachyderms

Help Eunice and her pachyderm pals smack Al on the head with the anvil.



LEVEL EIGHTY FOUR

Piano Lessons

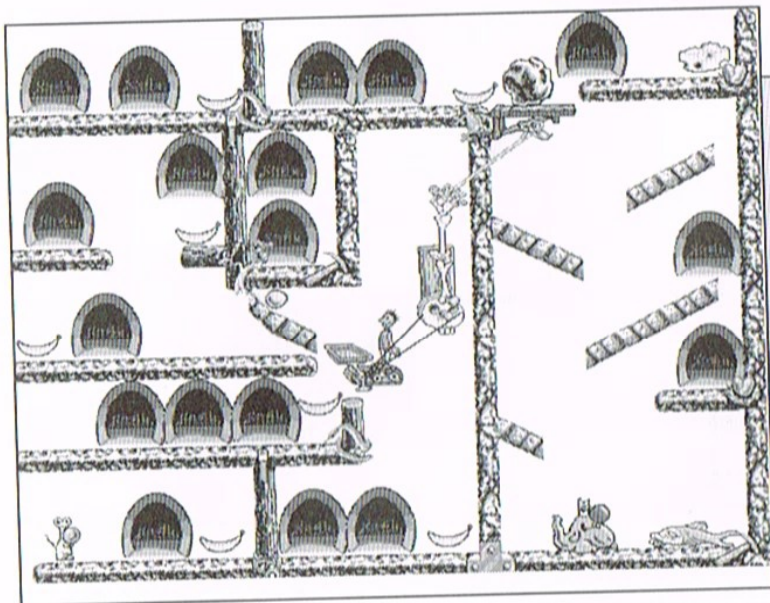
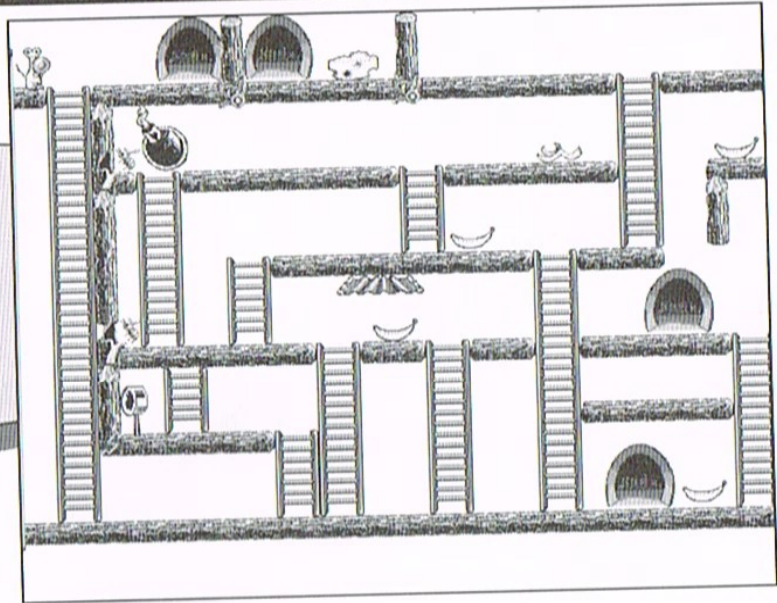
Al is bored, bored, bored. Wake him up by dropping the piano on his head.

LOONEY BIN!

LEVEL EIGHTY FIVE

Ladders Gone Looney

Sid can't seem to remember where he stashed his cheese. Help him out.



LEVEL EIGHTY SIX

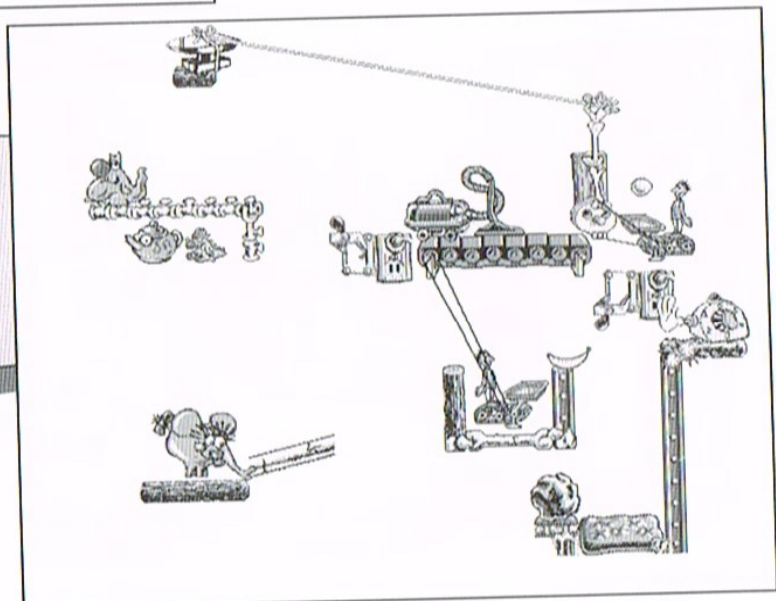
Tunnel Teaser

Help poor starving Sid find his way to the cheese. And just for kicks... bop AI with a rock while you're at it.

LEVEL EIGHTY SEVEN

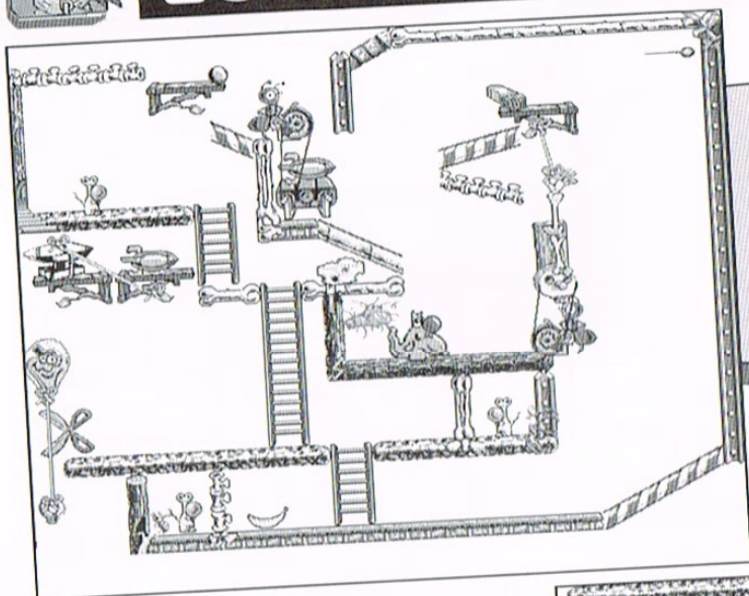
Kitty Takes a Plunge

AI's snoozin' again. Knock him off his perch.





LOONEY BIN!



LEVEL EIGHTY EIGHT

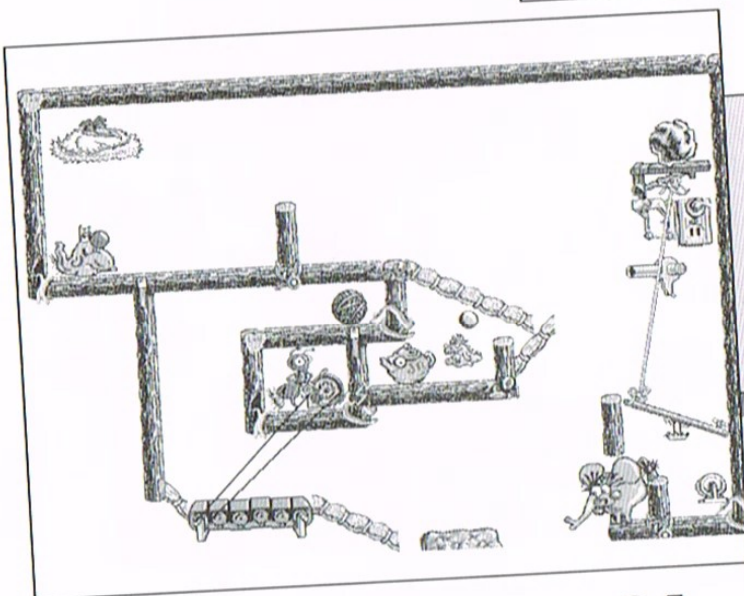
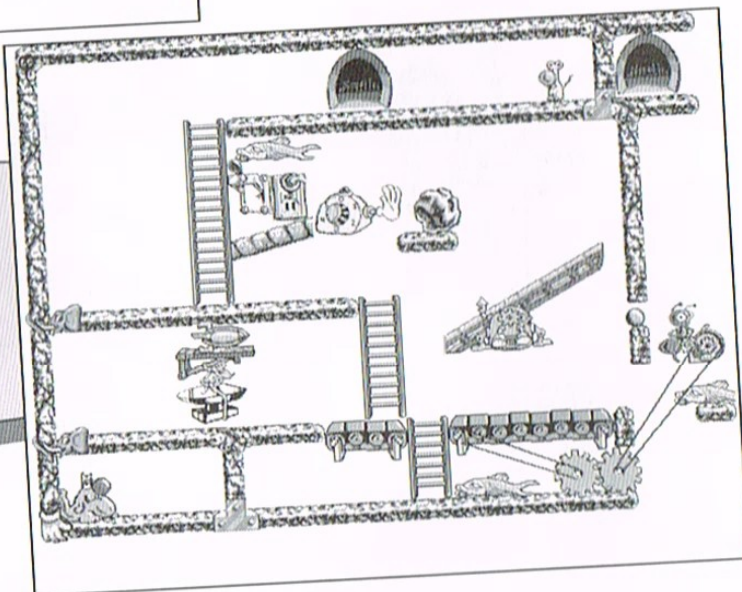
Mouse Hunt

The house is overrun with rodents! Help Al catch all the mice.

LEVEL EIGHTY NINE

Castle Mousenstein

Help Al escape from the horrible dungeons of the Castle Mousenstein.



LEVEL NINETY

Kitty Knits a Sweater

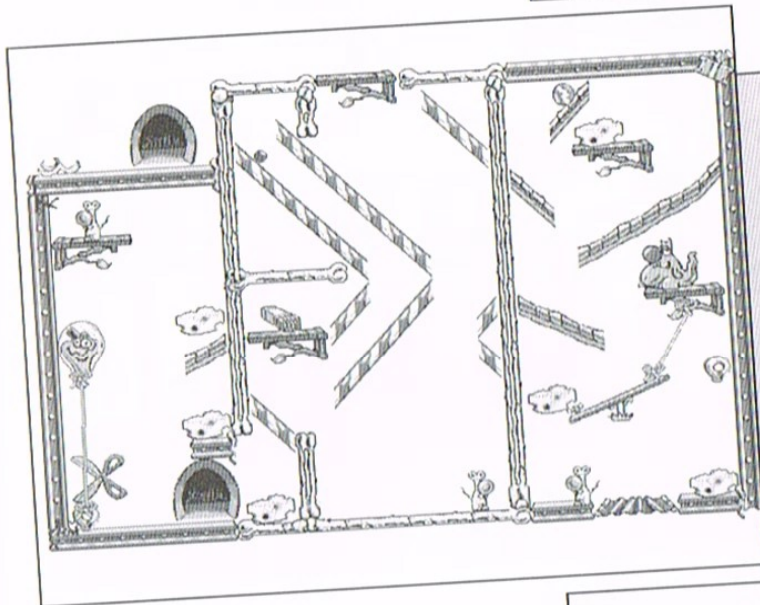
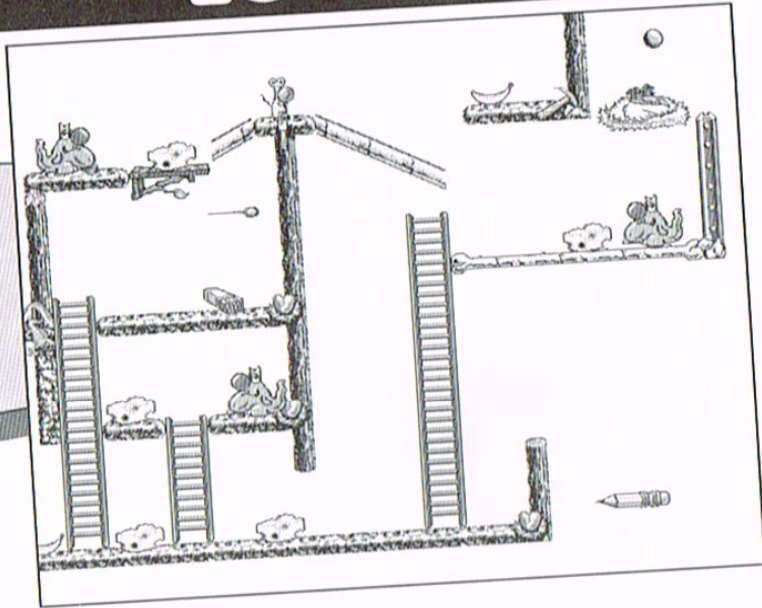
Al can't wait to get his paws on the ball of yarn. See if you can help him out.

LOONEY BIN!

LEVEL NINETY ONE

Critter Jitters

Help Sid chow down all the cheese. Don't let him get caught by Al.



LEVEL NINETY TWO

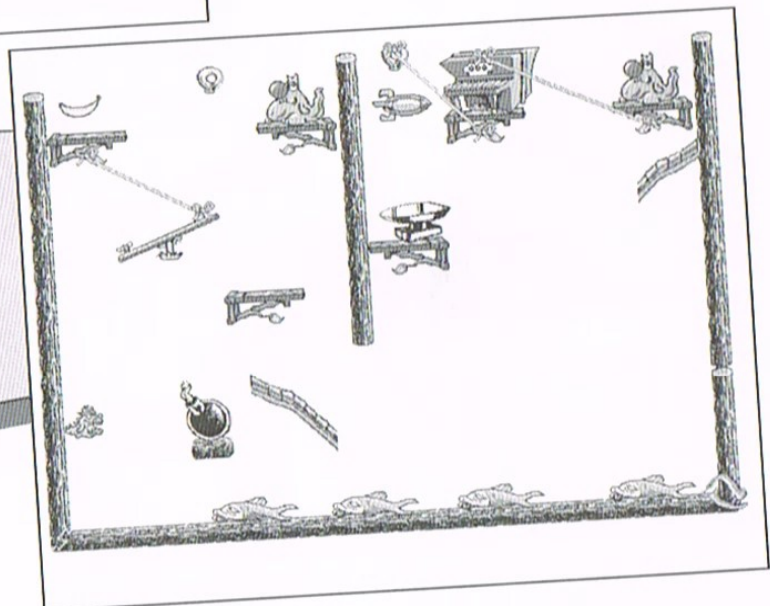
Sid's Three Ring Circus

Yikes! Sid and his two pals are trapped. Help all three of them get out of their boxes and totally off the screen.

LEVEL NINETY THREE

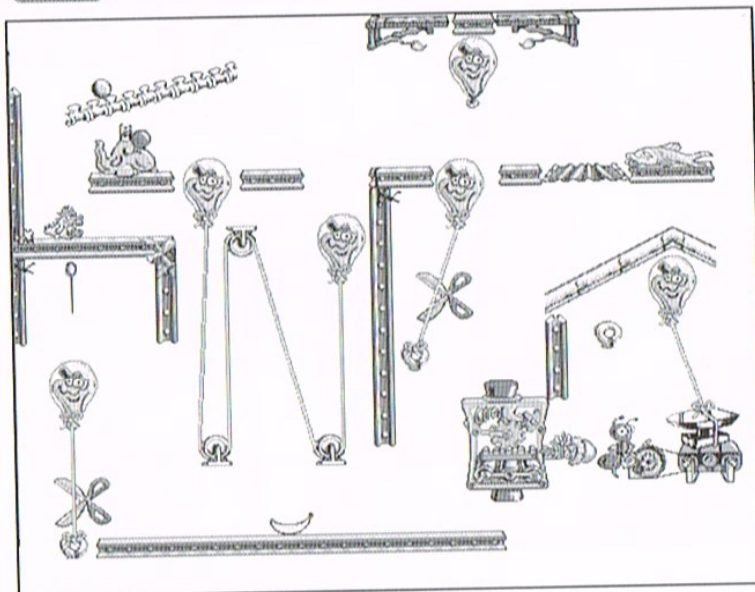
Fish Wish

Help Al and his husky cousin get to the bottom floor for a big fish dinner.





LOONEY BIN!



LEVEL NINETY FOUR

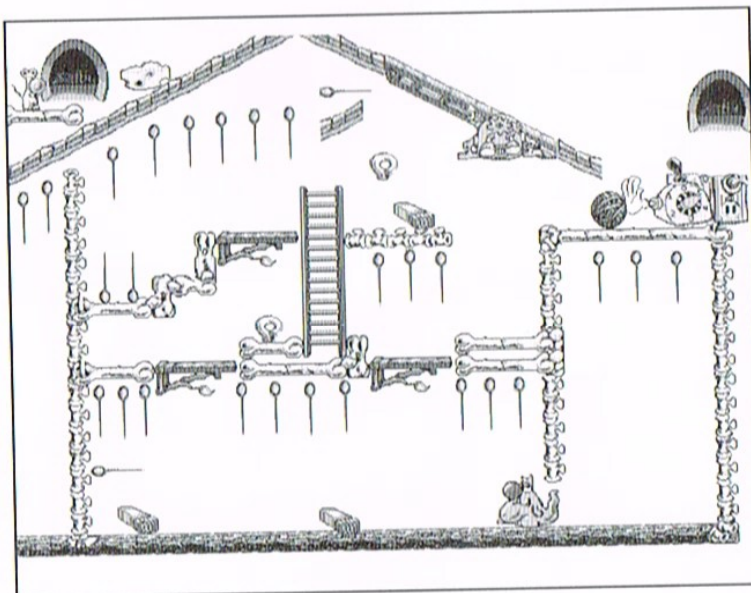
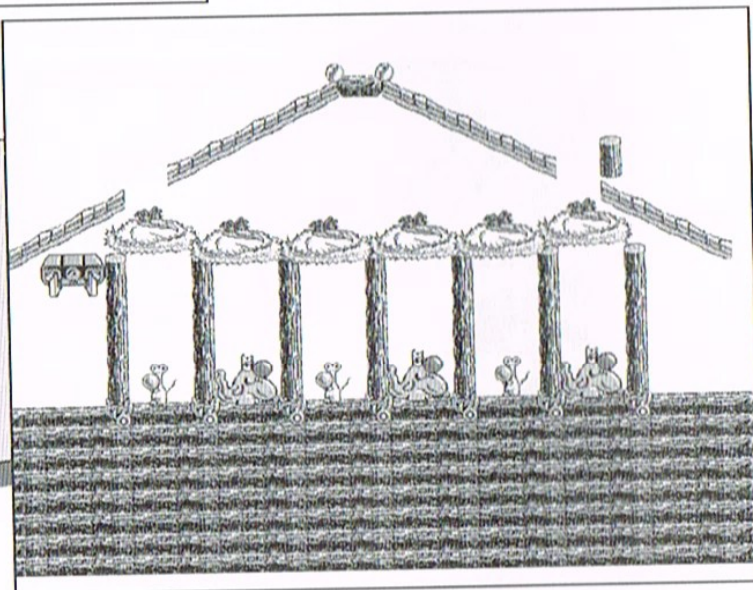
Balloonatics

Balloons drive Al bonkers. Help him get rid of all six of them.

LEVEL NINETY FIVE

Hen House

Only a total egghead would hang out in the hen house without a hat! Drop at least one egg on each Sid and Al.



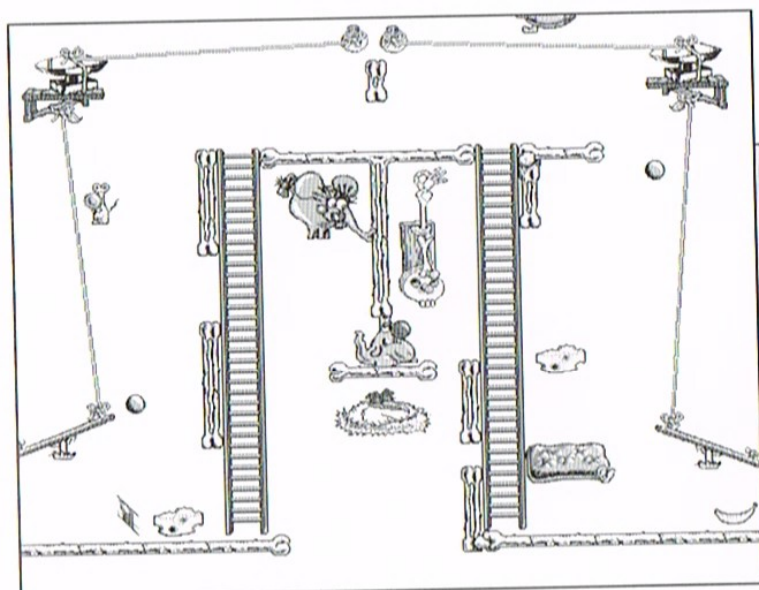
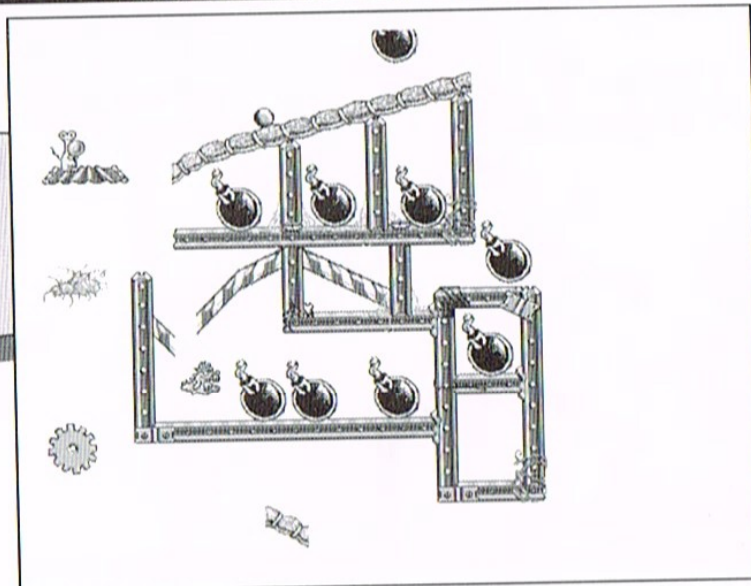
LEVEL NINETY SIX

Al in the House of Pins
Help Al escape from the horrible House of Pins

LOONEY BIN!

LEVEL NINETY SEVEN

The house that Sid Built
Blow Sid off his magic carpet.



LEVEL NINETY EIGHT

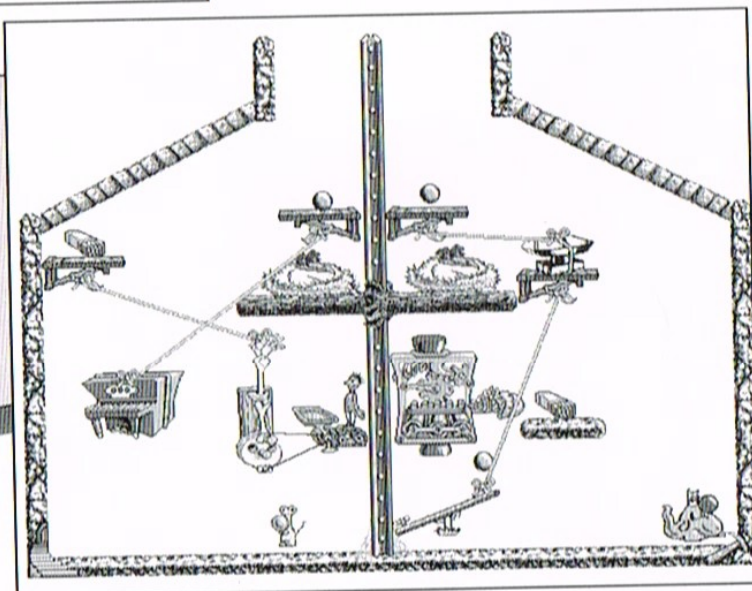
Kitty Brunch

Sid wants a banana for breakfast. See if you can help him out.

LEVEL NINETY NINE

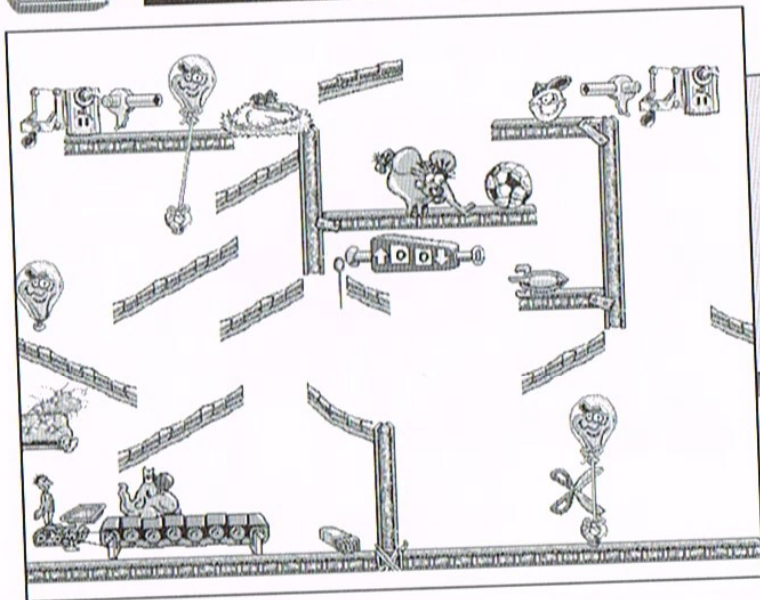
Mad House

Sid and Al are trapped! If they could only get their paws on some bubble gum, they could blow this nut house.





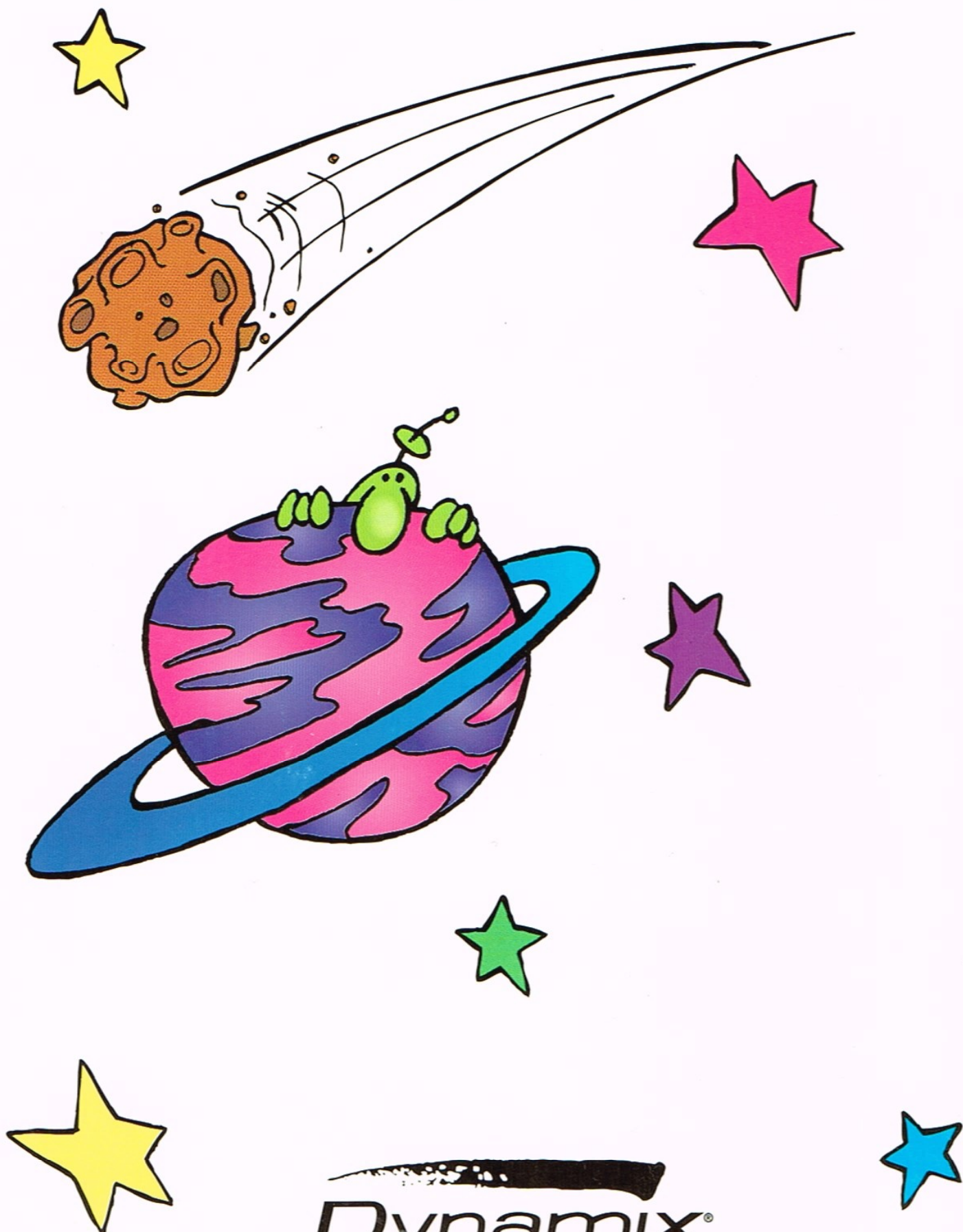
LOONEY BIN!



LEVEL ONE HUNDRED Kitty Kaboom!!!

Time to put the kitty out.
Drop a bomb on him. That
ought to do the job.





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