

# LEVEL 1

Where: After the checkpoint.

Hint: A block that's green reveals to thee.

# LEVEL 2

Where: After the checkpoint.

Hint: This pipe is one of a kind, what secrets does it hide?

# LEVEL 3

Where: Before the checkpoint.

Hint: Kaizo blocks are sometimes rude, but other times they can be tools.

# LEVEL 4

Where: Before or after the checkpoint.

Hint: Plants raise to the sky, but what's below, won't you die?

# LEVEL 5

Where: Before the checkpoint.

Hint: Lunar in nature and above a note, how will you get there, you can't float.

# LEVEL 6

Where: Before the checkpoint.

Hint: Blocks of blue, with yellow too.

# LEVEL 7

Where: After the checkpoint.

Hint: Rainy alcove you might find, what lies on the other side?

# LEVEL 8

Where: After the checkpoint.

Hint: Look above a hole digging creature to find this feature.

# LEVEL 9

Where: After the checkpoint.

Hint: Grass indoors, on the ground, how did it get there, digging down?

# LEVEL 10

Where: The last screen, after the checkpoint.

Hint: This blue wall can't be felled, not even by the most fierce of Koopa Shells.

# LEVEL 11

Where: After the checkpoint.

Hint: Sometimes the right path is to the left instead.

# LEVEL 12

Where: Before the first checkpoint.

Hint: Take in the air or you'll surely drown!

# LEVEL 13

Where: Before entering the first pipe.

Hint: 2 pipes in this room are key, one is “right” and the other hides me.

# LEVEL 14

Where: Before the first pipe.

Hint: Upset and angry, a face of stone; but what lies above his throne?

# LEVEL 15

Where: Before the checkpoint.

Hint: A jagged rain hails from the sky, under this the secrets lie.

# LEVEL 16

Where: After the first yellow pipe.

Hint: At the top of your view the secret is clear, but how is it possible? Leap like a deer? Leap like a deer you shall, and hold up above the rope to survive the death canal.