

RECIPE FOR DISASTER - Part 3: The Fish Pie

These are just some of the possible solutions to the puzzles.

THE REEF

Walk west over the collapsing bridge and collect the coin and Blink charge. Walk south over another collapsing bridge and blink to the island with the Floing charger. Collect the Floing charge and place a Floing bubble on the easternmost island (with the coin). Cast a Blink spell into this bubble, and use the second Blink charge to teleport back to the island with the Flash chargers. Flash the coin on the south-east island and re-Flash it onto your island. Collect the coin, then cross over the south-western collapsing bridge and collect another coin. Wait until the Floing bubble pops, collect the coin, and return to the original island via the two remaining collapsing bridges.

THE UNDERWATER COIN PUZZLE

Cross the western collapsing bridge. Turn east, then south into the red portal. Head north-east, then south-east into the blue portal. Head north, around the turn in the path, and into the purple portal. Head east, then west into yellow portal. Head west into the white portal. Head west into the orange portal. Head east, then north-east into the green portal. You can then cross the remaining bridges until you return to the shore.

TURTLE AREA

You need to save a turtle from this area for the flipbridge area.

Cross the western bridge and put the first turtle into this waterhole. Send a turtle south over this waterhole (filled with a turtle). Quickly push the red timer and walk into the room full of gems. Collect the following gems:

The one north-east of the red gate.

The one east of the one above.

The one north-east of the one above.

The three on the southernmost edge of the room.

All 4 of the gems in the eastern corridor.

Then stand two tiles east of the gate. The turtle (which you sent south a while back) will push the timer, then pass through the gate. As soon as it hits you and turns north, run into the eastern corridor. The turtle will hold down the round red buttons.

Walk back into the turtle room and send another turtle south (over the waterhole filled by a turtle). Wait in the gem room until the turtle comes around, then direct it into the eastern corridor. Repeat the above process with the final turtle. You can then reach the metal key.

To get the turtle on the red round buttons out of the gem room, you'll need to stand on the south-western round button. As soon as the turtle turns north, RUN south, west, south-west, south-west, west, and west. If you're fast enough, you'll escape the gem room. You can then push the red timer, letting the turtle escape too.

FLIPBRIDGE AREA

Rotate the flipbridge anticlockwise once and activate it. Then, send the turtle (that you saved from the previous area) into the waterhole just north of the north-westernmost tile of the flipbridge. Cross over the turtle and the flipbridge and collect the south-eastern Pop charge. Rotate the flipbridge anticlockwise, push the yellow button, rotate the flipbridge clockwise, and return to the shore. Rotate the flipbridge clockwise one final time, and activate the flipbridge. You can now cross it and reach the second metal key.

CONVEYOR AREA

Step on the green conveyor until you reach the indigo conveyor. Step on the indigo conveyor, moving it north, east, south, west, and north again until its FINAL tile is just east of the center island. Step on the green conveyor again, moving it south, west, north (collecting any leftover gems now), east, and south ONE tile. Step on the blue conveyor, moving it north, east, south, west, and north again. Step on the indigo conveyor, moving it north, west, south, east, and south ONE tile. Step on the blue conveyor, moving it north, east, south, west, south, west, north, and east ONE tile. Step on the green conveyor, moving it east THREE tiles. Step on the blue conveyor, moving it east, south, west, north, east, north, and east until it's trapped between the center island and the indigo conveyor. Step on the indigo conveyor, moving it south TWO tiles. Step on the blue conveyor until you reach the third metal key. You can then return, stepping on the indigo conveyor, then the green conveyor until you reach the shore again.

FINAL ACTION AREAS

Again, this is more about skill than puzzle-solving.