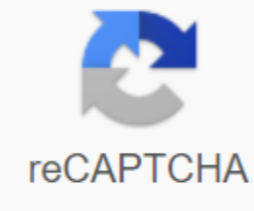




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Rubble trouble job 31

Okay, this is my first chance to write a manual, so you're not going to give me a brain haemorrhage if it doesn't meet your standards. I'd appreciate it if you'd rate it and criticize it. I hope it helps. -----Rubble Trouble New York WalkthroughGame by NitromeLevel 1 – Just blast between stacks of fees, then finish midLevel 2 – To the details, not over. Set the first two just inside two small peaks on the roof, then one in the middle. Level 3 – Forget about hitting that funnel up, you'll waste more time this way. Place the gun in the farthest position, where it is still facing the building, as opposed to being backwards. Focus on the small expositive façade, three or four hits at 120 degrees, and half the power should do it. Then mortar one or two over the wall at 110 degrees and 1/4 power to finish it off. Level 4 - Launch the helicopter directly above the first charge and go straight down, then just really roar it around at close range. The work can be easily completed in one fuel tank. Level 5 - Blow the center of the glass first, then hit facing the retaining beams in quick succession. Be sure to leave a delay between levels so the guy on the roof doesn't fall too fast. Hit one of the top supports last, so the wedge will tip and drop Larry, then take the last small beam to complete the level. Level 6 - Hit the top middle, right? Well, you can, and you'll use three or four rockets that way. Or you can aim the notches directly under each stretched beam and finish in two shots. Level 7 - Destroy the small central tower nitro, but don't triggered the preset charges. Next, blast the inner half of one of the large towers and use the proximity snapped to release the outer. The steel part collapses inside. Repeat for the opposite column, then shoot the nitro at the bottom from the center. Do not forget to use nitro to hit all the large pieces of debris in the air. You really need those rockets here. Level 8 - Use both missiles to destroy one of the columns, leaving the other intact. Use helo to break the second column directly where it connects to a large part. It's going to tilt at an acute angle. Use a helicopter to overturn this part; Barry's going to fall. Push everything back into the enclosed area and bring thunder with airstrikes! Level 9 - Use nitro to release blocks from walls so that they fall directly onto platforms where they can be destroyed without such risk. Use the helicopter to retrieve the vaults and drop them off on the far sides of the area. Remember that you can hit debris in the air with nitro. Level 10 - Explode nitro in each top corner, right inside the steel angular pieces. This will ensure that you don't get in the way later. Blow one nitro at the top of the âT, â and set the last off to one side of the base so it will fall on its side. Complete Raid. Level 11 - Set the gun as close as possible to the target. â Set the altitude to 93 degrees and power one degree before full. Level 12 - Deflate the glass at the bottom with nitro first, then go up. Hit the bottom of each glass part starting at the bottom and be sure to do against the sides in quick succession. When the magazine gets low enough, blow out the right side so the Larrys fall off the ramp, and then just clean up the debris. Level 13 – Use the touch to knock out your feet on the small tower at the base, then drag and place it so it's upside down in a closed area. Use an air raid on it. Repeat for a large tower, except remove the legs about halfway. If the airraids don't quite get everything that can happen just based on what altitude plane's on, exactly where the parts of the tower are, etc., you still have one raid and cannon, plus a toucher set to clean up. Level 14 - Blow out the lower segment of the glass and the small area of the charges that faces the left. Steel with top glass and steel with Larry should slide partially down. Carefully shoot the top of the glass so that the top steel falls off and adjusts evenly. Use the feel on the steel latch with Larry about halfway so that it is balanced; carefully lower it to the ground so Larry slips. Go into town on what's left. Level 15 – Carefully use nitro to knock down the outer edges of the glass plate with Larrys, then throw out the first four blocks of glass at the top center of the building and in the middle of above's slab. This will allow the Larrys to fall into a gap in the structure. Shoot another four or five blocks of glass, but make sure you hit the Larrys. Next, blow out the area at the base with the door, but leave at least one block intact to hold the building up. Hit the glass around the steel wedge at the base, then break the last glass between Larrys and wedge. They will fall, slip out of steel and into gaps in the base, and leave. Destroy the remaining whatas. Level 16 - Set the gun on the left edge of the space. â Set the altitude to 146 degrees and power only between 1/3 and 1/2 (it takes a bit of dialing in). Level 17 - Remove the lone piece of glass holding the second beam from above. Settles on the block below. Shoot a small piece holding the ball safes, but don't hit the vaults or they fall apart and get stuck. The ball is rolled over to a pre-released beam. Blow up the block; the beam will tilt and the ball will pass along the ramp and to the next beam. Remove the piece holds the counter-weight in the same way as with the safe. Once both balls are on the beam, destroy a small wedge that holds it. Safes and counter-weights roll on the ground; Blow them both up to finish. Level 18 - Use nitro to shoot post. As soon as the mass is on the ground, destroy one side and with one charge release the steel comb on the other side; it should settle to one side. Use a wrecking ball helicopter, not a ball, to push the comb away. Nitro the rest of the structure around the central steel part. Take the grab claw and use it to slowly rotate the inner steel ball with Larrys in it so they can get to the ground. Level 19 - Use nitro or rockets to thoroughly break the right façade and roof so that there is no major debris. Shoot preset charges, and use the feel to set the steel beam at about 40-45 degrees angle. Throw out the lonely glass block that's holding Larry up, and he'll slide down. Clean up everything you've missed inside. Level 20 - Drill from left to right between the top two rows of windows, then go to the gap you just created and walk through the two left columns of the windows. Next drill through the tower under the steel posts. The building falls and flips to the left, away from the fireworks. Use exercises and/or airstrikes to complete. Level 21 – You have eight rockets, and you'll need each one. If you miss, just restart because can't win with less. The trick is to simply navigate the rockets through a maze of steel beams to strike and destroy walls with preset charges and drop vaults to the ground in the process. It's a little harder than it looks, and you're going to need a steady hand. Level 22 - Set chaingun and UNLEASH HELL!!!! Blast off all the façade pieces on both sides before detonating the explosive. Be sure to release the steel upper corners and drop them at ground level first. Level 23 - Those steel ear flaps really help. Blow facing charges starts on top, so the wedge piece will fall evenly. When it gets to the bottom, blow up one of the lobby's looking areas, so the wedge will tip and release the Larrys. Shoot the rest of the column on this side. Destroy the opposite habitat, but be sure to destroy it all in the air so that no debris escapes and hits other buildings. Level 24 - For the top vault, shoot from the center right to about 87 degrees and full power. For two mid-way up on the right, fire from the same position at 69 degrees and half power. For two lower vaults, 45 degrees and a half power is more than sufficient. And now the charge in the middle of the base. You can shoot from the left side at 100 degrees and 1/3 power, or, and I really hope this isâ considered a cheat, you can set the cannon between the steel posts directly on the explosives! Not sure why it's this way though... Level 25 - Place the thumper in the center of the base of the buildings. The blocks are offset, so once you start can't stop without the structure slipping into other buildings. The only way to succeed is to run the thumper when the buildings are rocking, vertical position; otherwise, it is enough to aggravate the swing and eventually beat other structures. Level 26 - Use missiles to destroy two non-explosive areas on the sides. Be sure to aim the rockets for the center of the sections. Then use thumper to set up preset fillings. That's all. Level 27 - Drill through the top at an even level with the center of the right piece of steel, then drill down from the gap to destroy the inside. Drill over the top just below the steel âidâ to get this area, and that will give you enough score in advance without jeopardizing the surrounding structures. Level 28 – You may need to channel some sniper skills here. Shoot exactly two blocks from the upper shoulder so that it is shorter than the lower shoulder. Don't put it in the lower arm. Then place the chain split split split split divided guns between the legs of the tower and fire the internal reinforcements. Next, shoot one block on the bottom of the left leg and one block at the top of the right foot. That'll cause the tower to be reeling and we're going to take Larry out safely. Shoot out all that's left; You have to destroy each block to get enough score. Level 29 - This is hard, and it honestly requires more luck than skill. What they find works most often (about 48% of the time) is to use a wrecking ball to knock some vaults off the head of the left tower, then knock the rest of the head into the

center. If you come across a medium fireworks shelter, this is actually an acceptable loss, and it can even help, as long as you get each safe, everything falls in, and nothing hits the other warehouses. Use the wrecking ball to break the safe balls, and thumper to clean everything else up. [Sorry I can't provide more help for this level, that's really all it is.] Level 30 – Finally, the news you've been waiting for: at this level, Larry is expendable! So don't worry about him. Use three nitros to blast the base of the central column and detonate the preset charges. Next, use a claw grab to move each of the six explosive/secure blocks into the blast chamber created by two upright steel beams. Turn them off one by one with nitro. Important: only place and destroy one block at a time, otherwise debris can fly away and hit buildings. Also important: don't catch explosive claw blocks – they will blow up right there. Level 31 - Think about creating a circuit. The first block on the pile must go to the side notch on the roof of the structure to the right of the screen. The second block must go to the first in the same position as it was on the stack. The third block should be set directly to the left of the second and placed so that the double layer of steel is on top. The fourth and last block must be reversed so that the double steel is at the bottom and the only steel is on the left. Place it again directly to the left of the third block. Make sure that blocks are touched and set evenly. Call an air raid, and if you set everything exactly right, there should be a massive chain reaction. Level 32 - Use a chain gun to blast the entire base and façade on one side, and then fire your torch-holding hand. Using the toucher, place the burner directly against the freshly cleaned side and detonate it with a chain gun. Or another option of uncertain legality is to place the chaingun inside base as in level 24 and blast away. There is more cleanup (extra moving/shooting) needed so though. -----Page 2 Cookies may be used to personalize your experience, including performing analytics and serving ads. Learn more

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