

THE GOONIES

LEGENDE :



Un écran



Un enfant



Une porte



Une potion



Un crâne



Une clé



Rien



Un sac au trésor



L'eau



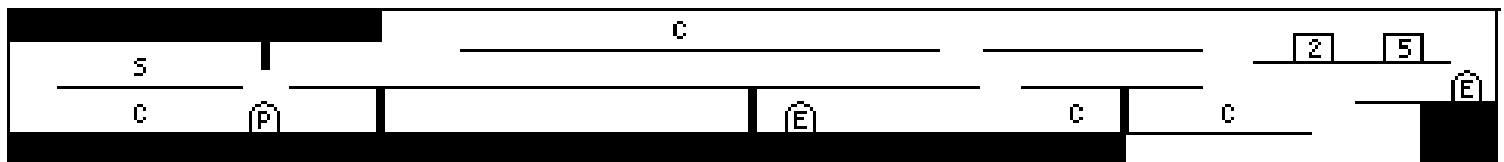
La porte de fin de stage



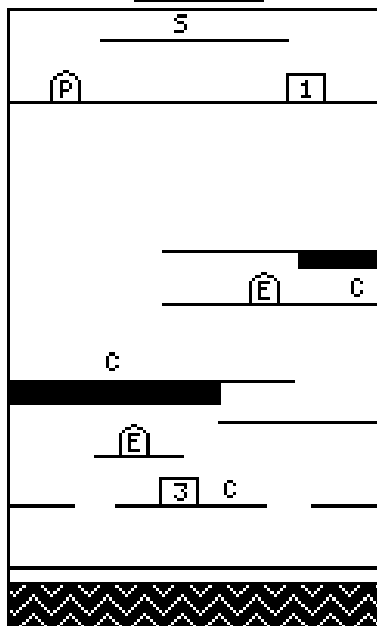
Le feu

STAGE 1

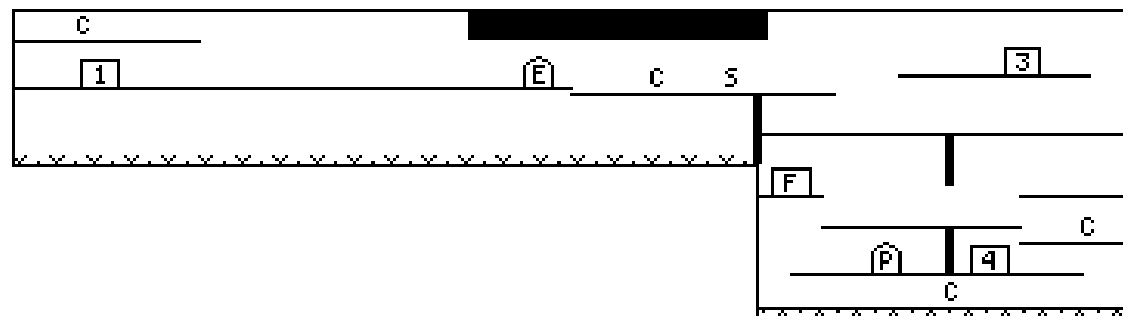
SCENE 1



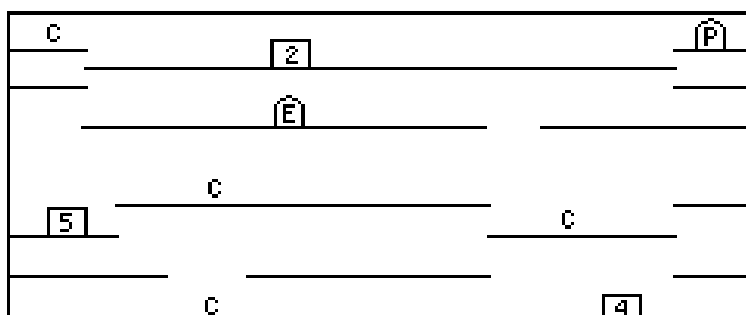
SCENE 2



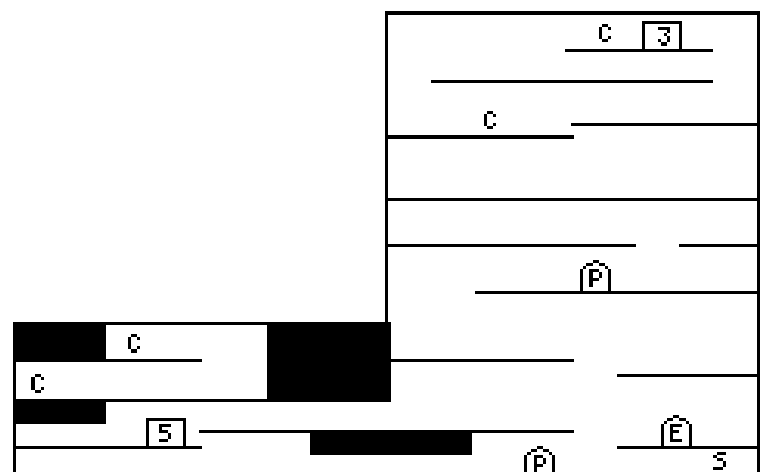
SCENE 5



SCENE 3



SCENE 4

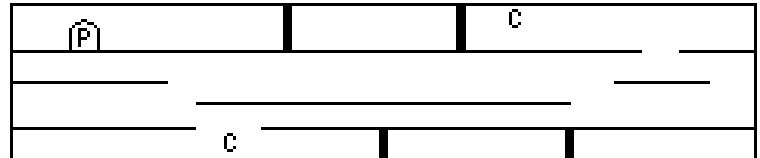
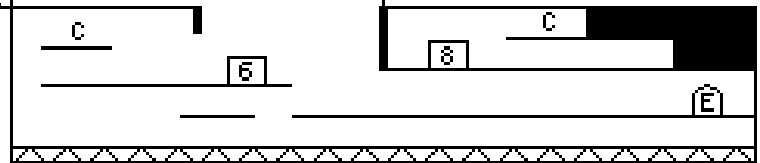
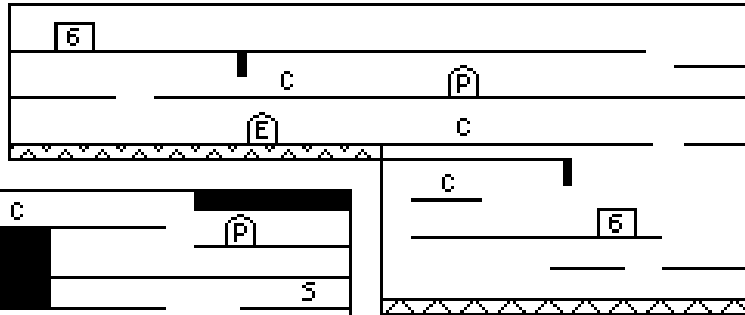
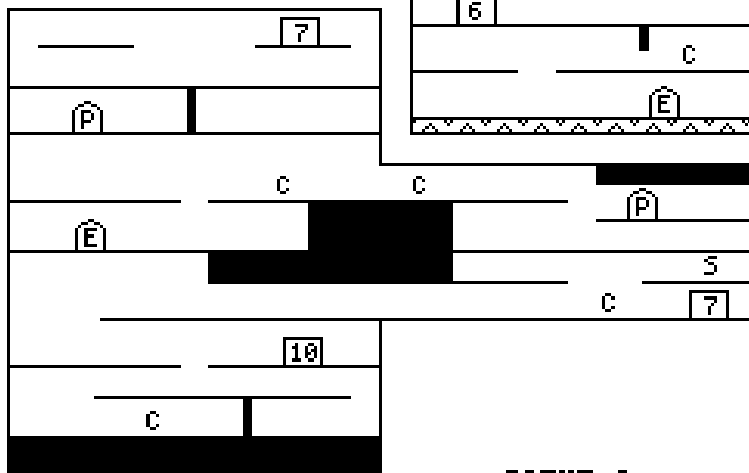


THE GOONIES

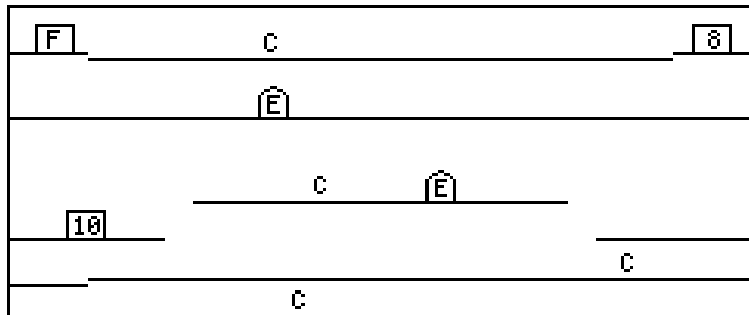
STAGE 2

SCENE 7

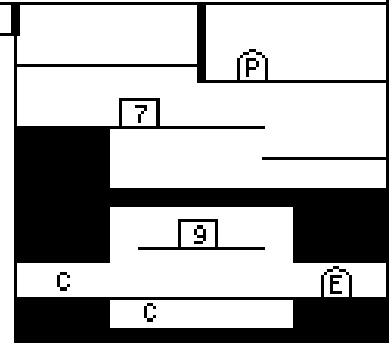
SCENE 6



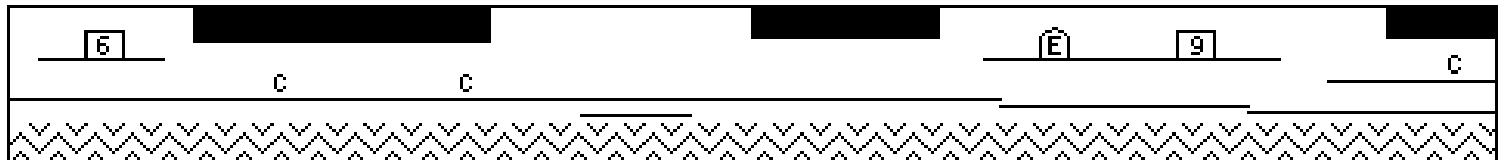
SCENE 9



SCENE 8



SCENE 10



MOIS DE PASSE :

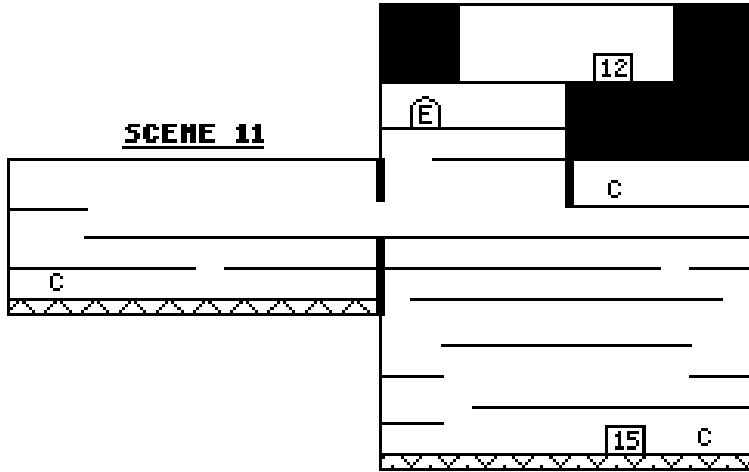
- Stage 1 : **GOONIES**
- Stage 2 : **MR SLOTH**
- Stage 3 : **GOON DOCKS**
- Stage 4 : **DOUBLON**
- Stage 5 : **ONE EYED WILLY**



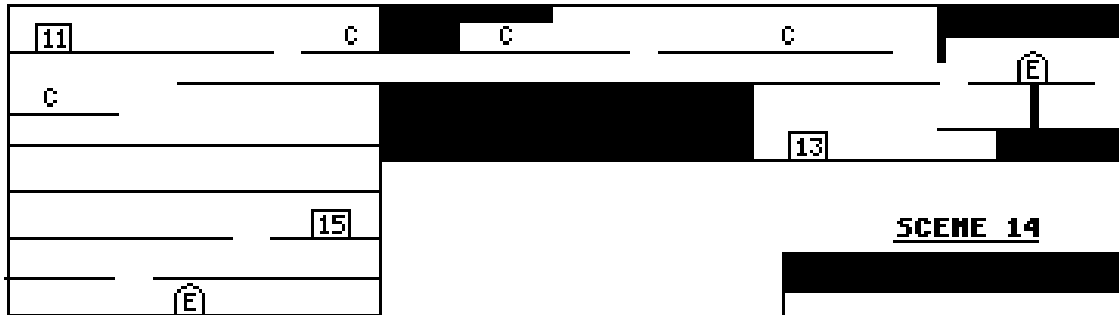
THE GOONIES

STAGE 3

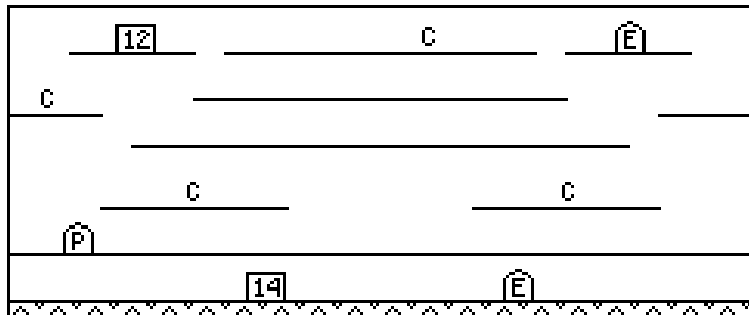
SCENE 11



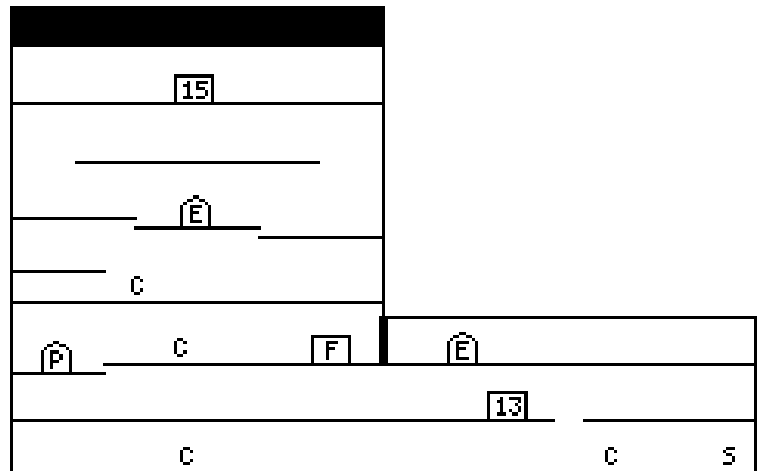
SCENE 12



SCENE 13



SCENE 14



SCENE 15

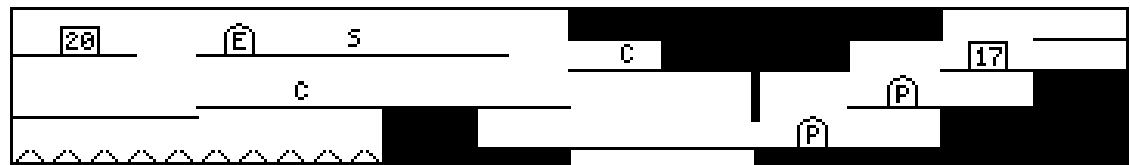


THE GOONIES

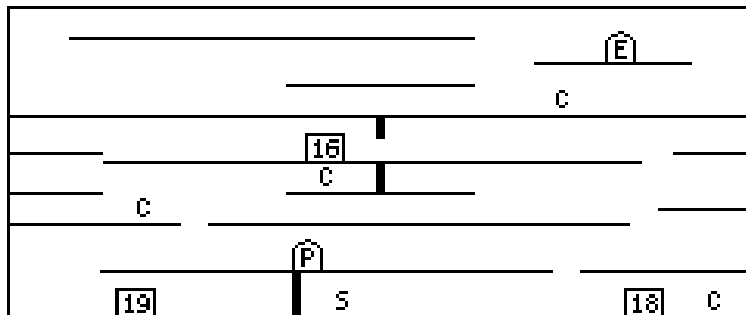
STAGE 4

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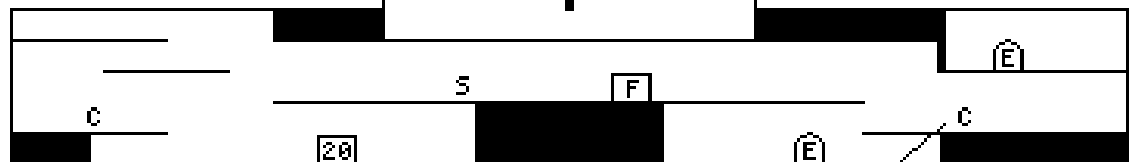
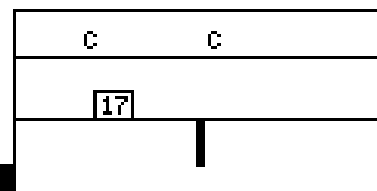
SCENE 16



SCENE 17

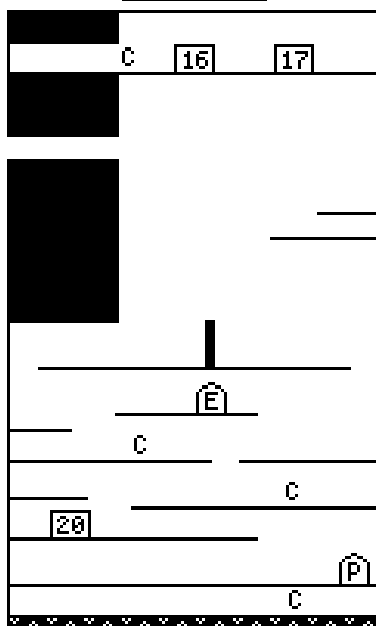


SCENE 18

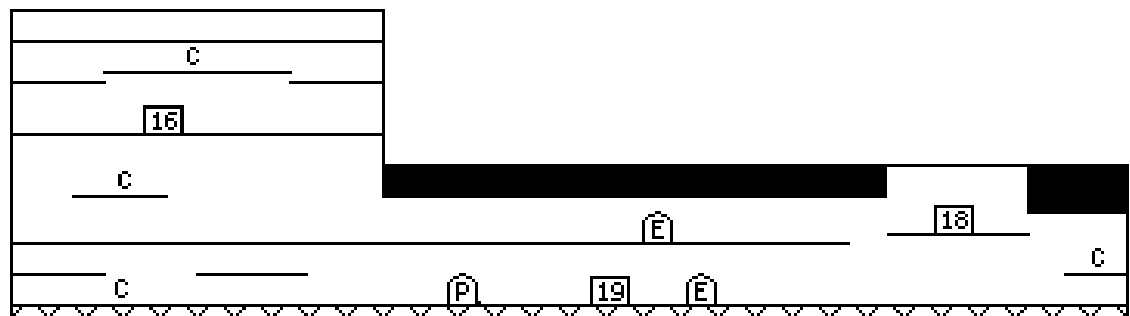


FANTÔME

SCENE 19



SCENE 20



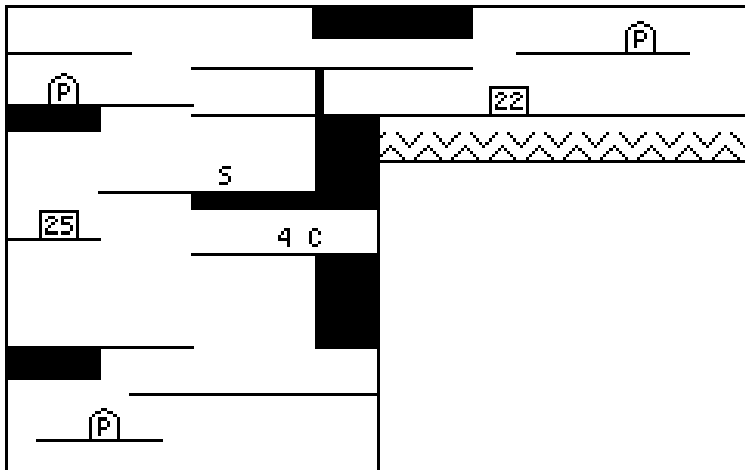
CONSEIL :

Le fantôme est difficile à détruire mais on peut éviter de le faire apparaître. Quand il y a une clé dans le cercle, il faut la prendre et passer dans un autre écran pour que le fantôme réintègre sa place. Revenez à l'écran du fantôme et sautez par dessus le cercle, il n'apparaîtra pas. Ce truc fonctionne également avec les chauves-souris mais le saut doit s'effectuer avant le cercle c'est à dire par dessus le point d'apparition de la chauve-souris.

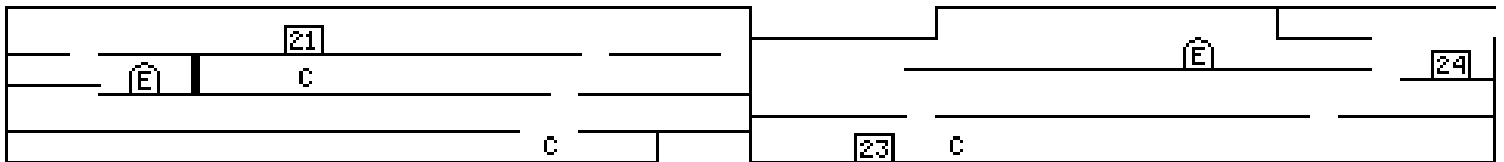
THE GOONIES

STAGE 5

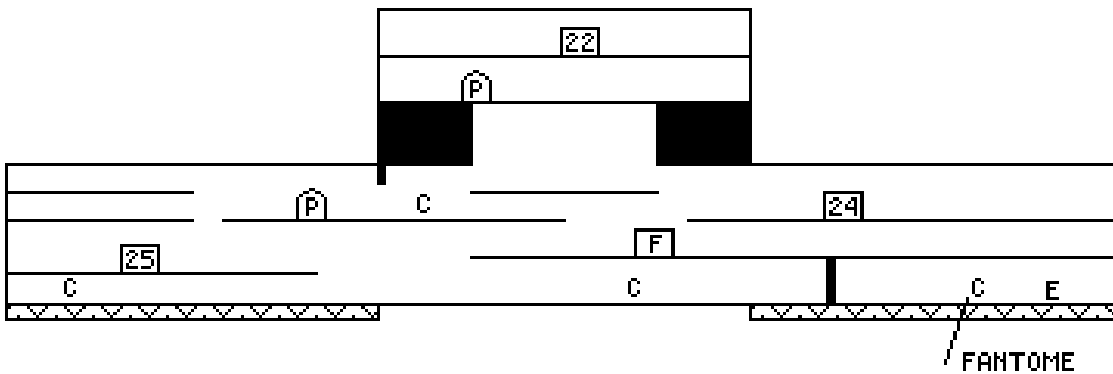
SCENE 21



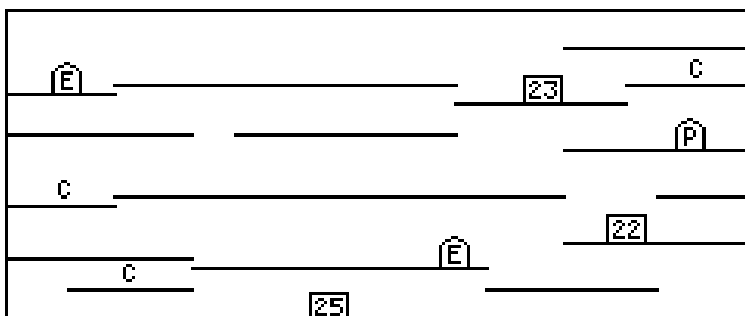
SCENE 22



SCENE 23



SCENE 24



SCENE 25

