
1: History

26/6/00 Started guide after almost completion of the rock hard game!
27/6/00 Getting really tired it's almost 1am just finished up to Hatchery!
27/6/00 P.M actually bothered to finish game and complete the Walkthrough. (nearly)
28/6/00 Minor changes created heading.
30/6/00 I'm going back through the game to make a more in-depth guide also updating vitalit info and notes.
31/6/00 Quickly added vitalits and updated a mini boss guide in blades of motion and cave of hope.
02/7/00 Got to level four for the second time, updated the level a bit better!
03/7/00 Got to Shrine of controversy, and collected all vitalits up to it except on roaring forces! Help needed!

2: Main menu

Continue Game: Continues game where you left off
(At start of level only)

Load Game : You can choose any level to play on that you have previously completed.

Options : You can choose language, controller, audio and Rumble pack options.

VM Menu : Go back and select file of game to play on.

3: Controls, Songs, Gifts and Information

Ecco responds to you in various ways which all look cool here are the control layouts.

(I prefer control option B as you get more freedom of movement.)

A = When pressed repeatedly Ecco accelerates up to a limit, if you hold down the button at a speed, Ecco will maintain that speed.

B = This is used to head butt enemies, eat fish and also a quick boost of acceleration, you can also jump higher when boosting.

X = This is your sonar you can talk to other dolphins with it, herd fish and also attack enemies and breaks rocks.
(When power of sonar attained) Ecco can also create a very handy map by pressing and holding X and press X again to hide it.
(You cannot use the map above water)

Y = A very special button when held down pressing left or right you turn around 180 degrees. If you accelerate and press up + Y you

will cork screw. Down + Y will make you break if up + Y is held down Ecco will start swimming backwards.
(You'll need to master swimming backwards because you always get stuck in gaps etc)

L = You will turn to look at you left

R = You will turn to look at your right

L+R= You will look backwards

Y+L= You will roll left

Y+R= You will roll right

Songs:

Song of Ray: Manta rays will obey you swimming in the direction you tell them to.

Song of Shark: When you hit a shark with this it cannot bite you and some you can stun.

Song of Fish: When you hit certain fishes with this they will follow you.

Song of Turtle: When struck with the sonar turtle will follow you.

Song of Plant: Use on ball shaped ink plants to reveal stinging vines.

Gifts:

Power of Air: Gives you max air but runs down to normal.

Power of Sonar: Allows you to attack enemies with your sonar and break certain rocks.

Power of Vigour: Allows you to swim faster jump higher and push rocks.

Power of Stealth: You can access mirrors (one in the game) and enemies cannot see you.

Power of Endurance: Gives you max energy but returns to normal when you are attacked.

Power of Morphing: Only used twice in the game to turn yourself into a small fish.

Information:

While leaping in the air sonar becomes a chatter and holding A will limit your flexibility.

While at the surface repeatedly press A while facing up and you will flap above the water.

Air is obtained through spouts or on the surface.

Energy is obtained by eating fish (Beware speckled red + yellow fish as they are poisonous)

Vitalits are collected to increase your energy bar.
(Only a tiny bit) The more you collect, the more energy you can have. (halfway through the game you will have to collect again as your energy resets)

Eating poisonous fish will cure jellyfish stings.

Don't be afraid to die (as you will often) because at many stages of a level there are check points, which you can continue from.

Never quit a level when you are right near the end or else you will have to start over again.

The game only saves vitalits collected in a level and completed levels.

NOT WHERE YOU GOT TO LAST IN A LEVEL!

If there are two paths, and one looks like a dead end, always go to the dead end because more often than not a vitalit is there.

Always use your map (hold X down) as you will find many doors which you cannot see.

4: Main Walkthrough: This guide is constantly being updated till I think it is complete. I will not spoil any plot within this guide. Check vitalits section before entering a level so that you know where the vitalits will be.

(Movie: Prologue)

(Level 1: Aquamarine Bay)

Follow the dolphin's commands (good time to practice moves and stuff) until the cut scene. You'll then find that the baby whale is trapped under some rocks. Go talk to the two dolphins and they will help you move the green rock out of the way allowing the whale to break free.
After this, follow the mother to the waterfall she will block the current allowing you to access level 2.

(Level 2: Perils of the coral reef)

Exit the main enclosure where the two dolphins are racing if you turn left you will meet a dolphin that tells you he has lost his brother. You should see a gap in a wall that you can jump over into a new area with turtles. Kill the Sharks that are attacking the turtle and the dolphin will teach you the 'song of the turtle'.

Jump back over the wall and talk to the other dolphin again, he will teach you the 'song of the shark'. Go back over and carry on past the turtles. Down this way and you should see a dolphin chasing a red fish around. Catch the fish and you will be awarded with the 'song of the fish'

Then look around various parts of the area you should find two tunnels either one accesses the great white area. Use illuminating fish (bright yellow with black bits) to access the dark tunnel or Use poisonous fish (red + yellow colour) to access the tunnel with pirhanas (use the sonar).

Once you access the Great White area you will have already noticed the cut scene at the beginning of the level. Try and get the shark to follow you through one of the gaps in the middle rock. Once he is caught head butt him in the face to receive the power of vigour. Use the power of vigour gem in the middle of the area and then start attacking it until it dies.

Afterwards backtrack to the area where you the dolphin is chasing the fish in the centre is a route half blocked by rocks. At the end you should be able to find a power of vigour, collect it and swim as hard as possible into the bright light.

(Level 3: Trial without error)

Ok, Have you noticed the difficulty curve yet? It gets even harder! Well not if you use this guide. Anyway if you talk to the mother dolphin you will find out that she has lost her three babies. Go immediately to the big rock that's leaning against a wall. Talk to the baby hiding underneath and then catch it. He will give up and return to his mother. The second baby can be found in the tunnel with green vines hanging down from the top. The third baby is found in the area with the two hammerheads, kill them both to find him.

Then you have to find 'the one who fears sharks'. He can be found by accessing the area loaded with sharks (through the tunnel with green vines), kill em all and behind them is the chicken (by the way there is a power of vigour behind the dolphin that you can use to kill the sharks easier).

Talk to him and he will run off, so now go back to the area with the mother and he will tell you that there is a secret entrance hidden around here but he can't push the rock off. Get the power of vigour from the archway and push it off to reveal a hole where the octopus is. Talk to the dolphin and he should now enter the tunnel. When he is inside talk to him and he should say he has a plan. Let him get caught by the octopus and quickly slip between while the octopus is occupied (No pun intended).

(Level 4: Four ways of mystery)

Ok this next level is pretty tricky. Firstly you cannot get past the big eel at the exit. And beware the little eels that like to bite.

Firstly go into the centre of the level and you find the 'power of air'.

So you have to follow the tunnel with the purple crystal until you find a dolphin in an open area that is looking for a blue fish. Go back to the main area and you should see a really fast blue fish. Catch it and take it back to the recluse. He will then teach you 'the song of ray'.

Go back to the main area and then go through another one of the tunnels with the red crystal to reach a huge manta in an open area use you new song to direct him out of the area and back to the big eel. Once he is facing the exit hide underneath him and quickly escape through the exit.

(Level 2: Revisited)

This exit leads you back to the 2nd level but you can now learn the power of

sonar. Push the rock down the hole and follow it until you reach a sonar symbol go back and use it on the rocks on the left-hand side of the green fence thingy. The rocks will break and now you can enter the main area of level 2. Exit the level as shown in the previous section.

(Level 3: Revisited)

Use the power of sonar to break a hole in the wall, which looks like the mouth of a crocodile (you'll find it near a clue about teeth or something) directly inside its gob is the exit.

(Level 5: Passage from genesis) Bonus level accessed from 'Up and Down'

This level can be accessed by pushing the boulder down the hole in the beginning of the 'Up and down' level, near the big hot red rock. Down at the bottom of the hole is four columns with lights. Hit them with 'the power of sonar' and they will unlock this level.

The level itself is a 2d level and doesn't have an exit it's just here to gather vitalits (see vitalits section for a bit of advice).

(Level 6: Pathways from nowhere) Bonus level accessed from 'Up and Down'

This is another 2d level similar to the days of old. There is no exit to the level it is simply here for added fun and vitalits. Access this level by taking all five jewels in 'Up and down level' to the circle shape disc floating on the top of the waterfall. 1: is behind the logs. 2 & 3 are around the side. 4 & 5 are above the water. Jump over to the small pool next to the big one to access.

(Level 7: Up and down)

This level starts at a volcanic base with bubbles everywhere. Collect the power of endurance then push the boulder down the hole and follow it down, grab 'the power of sonar' and go back up hit the big red block with it (note access to 'passage of genesis' below). It will break sending a jet of water up into a tunnel go up it. Dodge all the obstacles and enter the surface of 'Up and down'. Jump down the waterfall and you will see a turtle. Use the 'song of the turtle' and make the turtle follow you to the big manta (near the power of stealth). Hit the turtle so that it drops on the manta and the manta will move out of the way. Get the power of stealth hidden underneath it and then grab the icon nearby. Use the stealth on the mirror door and you should be able to pass through freely.

(Level 8: Roaring forces)

This level is easy. Avoid the sharks and get the stealth. Now go to the tunnel that's open an eel will start chasing you. Dodge the electric beams and keep running away until you reach a picture with six switches on it (simple puzzle) just hit the two switches that the dolphins are pointing to and a passage will open.

Now you are in a room with a fish swimming round. Touch the 'power of morphing' globe in the centre to sparkle and then hit the fish and you will morph into the fish. Now you can pass through the grate into Atlantis.

(Level 9: Atlantis lost)

This level is easy. Find the first four gems, except the one above the building. The first is hidden in the sandbank. The second is hidden in a rock behind jellyfish. The third is hidden at the bottom near the jump rings (push the boulder down the hole to access the tunnel). The fourth is behind a door that is blocked by rocks. Use the power of sonar in the corner to access it. Take them to the Guardian crystal one at a time to unlock hoops above the water. Dive up and through the hoops to open the exhibition doors and weird energy balls. Go into the cathedral and look at the four energy balls, then the speed rings will be unlocked. You can now swim through all four to reach the fifth gem. It takes a little aiming but you'll do it eventually, now go back to the guardian.

(Movie: Decent of the foe)

(Movie: Vortex of time)

(Level 10: Shrine of controversy)

This level was very tricky as the clues are crap but after hours I got it. (Thanks bro!) Go down to the bottom and you'll see a tunnel near a big wheel. Go through it to get to a cave with red dye, swim into it to become a red fin! Now go talk to the Crimson dolphin and he says that he will join you in opening the main building. Go down to the middle depth and you should see a tunnel with a little fast yellow dolphin (movers) follow him through the tunnel with the water with an opposing flow to battle the leader of the movers. He will exit back out and he will agree to join you. Finally talk to the circle dolphin who doesn't seem impressed with you, simply go down to the bottom and turn the wheel with your nose, go back up and he will join you. Go to the door of the main building and they'll open it for you. Get the safety harness and go to the door at the bottom that was previously locked use your sonar to open it and exit the level.

(Level 11: Master of forgotten skills)

This level isn't too hard go to the top you should see a fan thing with three red switches on it. Hit them (can't remember the order) and you should see the crane move and pick up the tractor and then drop it off onto the floor. You now need to move all the half-empty crates out of the way and push the full one to the door. Use your sonar to steer the tractor in a direction, One shot will make it move, another will make it stop. Moving it to the sides of a cart will make it lock onto the cart. You can now push the carts backwards and forwards until the full one is clear to move to the door where you can now exit. It takes a lot of sense but after a few minutes it should be sussed.

(Level 12: Process that never ends)

Go through a tunnel or two and talk to the dolphin that is behind the glass, he will start the belt and crushers. Go back and talk to the other dolphins, they will now help you to push your cart further up the track. The cart will be tipped over and rocks will fall onto the belt. Use the switches on the mini rooms to open crushers when rocks go through until you get to the next area. This next bit kinda sucks, as it's a bit glitchy. Firstly you can use the safety harness to pick up rocks by double tapping and holding and then you put them in the middle of the crusher. Eventually if done right the floor will open up revealing an exit. (Even I didn't know what was happening at this point)

(Level 13: Blades in motion)

This level is also quite solid as you have to move through a maze like structure with little air and turn on all of the power globe things you then have to use your 'power of sonar' to smash through glass that is cracked to access new doors. Near the end of the level is a bright light that hurts when you touch it. Just before there is a door (to your left I think) which leads out to the boss.

(Level 13.1: Boss)

The crayfish boss on this level is beaten by hitting his two chest plates three times. Wait at the bottom of the water until he comes out then attack him and repeat! Then exit through the hole created.

Now carry on lighting the orbs and these will unlock the exit door.

(Level 14: Perpetual fluidity)

Pretty hard level use the 'power of sonar' on the weird red things at the beginning of the tunnel. Follow the tunnels and through the minefield (note you can use the safety harness to hold enemies and mines and move them around!) until you reach an opening with a huge indestructible shark. Hide in the bars and hit the switch to reveal an open door. Now the puzzle is to open the doors in this order: open red, open green, open red with green, open blue and yellow, then one with no colours and blue and yellow again.

What you'll find is that the water rises look at the bar next to the switches. The left side shows the lowest water level, the right side shows the highest water level (using the current switch) and the middle shows the current water level.

!!!Never hit a switch that makes the water go down!!!

The first few switches are tricky to explain but when you get to blue and yellow hit the switch to open the blue door. Then hit the switch within the blue door to make the water rise one last time. Go back out and re-hit the blue and yellow switch to open the yellow door previously unavailable. Now at the top should be white doors that you can go through to access old areas without hitting switches. Get to the yellow door (I think it's near a green door) and once passing through these enter the white door near it! And then you're done. (Please correct any mistakes I have made, as I hated this level cus it took me hours!)

(Level 15: Obscure ways to terminus)

Look on the map, there is one current that leads you round the exit door into a new room. The other five currents push you back to the middle or start of the area.

(Level 16: Sleeping forces of doom)

Another quite simple level, you have to hit the crystals (with your sonar) into the core or by hitting the crystals in the snake's grip (by using the sonar). Eventually it will blow up revealing a gold globe. (Inside)

(Movie: Twisted realities)

(Level 17: Anguish of dearth)

You'll enter near a city starving go to where the passage is blocked by rocks. Inside are fish use 'the song of fish' on them and take them back to the old dolphin that wouldn't talk. He will explain the situation and now you have to find a way to the Clan's lair. Go back through the gap in the blocked passage and you should see a big fish with kids in the area. Near the fence of the clan there is a stealth icon hidden below the left wall. Use it and then you will be able to enter the big fish's mouth, and on to the next level.

(Level 18: Entrapment)

When you're inside the city you need to find a stealth icon to hide yourself (below near the gate to the big building) then sound a trumpet shell (a big red and yellow flower looking thing). Wait around the gate until it opens and you'll now have access to the main building where a buddy is being tortured. Press the switch to the right of the door (use a stealth behind the building to cloak yourself). The big window will now open giving you access to the building. Go around inside and press all the switches until you access the main console (behind is a 'power of endurance'). Then the torture room will be opened after pressing the switch. Get into the room to see your friend being tortured. Break all the wires (at the wall and you don't need to kill the baddie) and you and the hostage will escape.

You now need to lead him to safety through the city (stay to the right and don't let him get hit) until you reach the passage with stinger wires in it. Pass through it using your sonar avoiding the tentacles (hit the ink plants to reveal them). He should teach you the 'song of plants'. Go back to the village and there should be a power of sonar somewhere near the blocked passage. Destroy it and bring more fish to the old dolphin. His son will now show you a passageway to the resistance, exit.

(Level 19: Caverns of hope)

You're now with the resistance. Talk to the leader and the Clan will break in trapping everyone. Exit through the tunnel at the front to come to an area of tunnels. You need to pass through an area where the resistance is throwing rocks dodge by them all. You'll get to a pool where you need to jump over and carry on over to the next area. Do this and continue until you get to a glyph that tells you to help the scared dolphin. All you do is keep calling him on he will go down the passage, but if a baddie attacks him he will run back. Try and stop him

and make him carry on. Defend him until he opens the tunnel leading to the boss?

(Level 19.1: Alligator Boss)

The riddle is crap as all you have to do is head butt him until he dies.

Now exit.

(Please correct me if my timing is wrong on this level)

(Level 20: Lair of evil)

Go immediately right; do not go straight ahead. Carry on down the passageways until you reach the dolphin who says he's gonna get you. The middle door, which was locked, will be opened slightly allowing you to creep in and onto a corridor. Go through it into a room with a clamshell. Press the switch on the left to open the shell. Then press the switch on the right to drop a ball of dye into the shell. It will close then open, go into the shell and then press the switch that you can see. You will now have a symbol of rank 2 but you need 3. Now you have access to more rooms with your rank.

Now find the room with big pipes and a big dolphin. Talk to him and he will tell you that the printing machine is broke. Follow him and you will see a starfish shaped generator stuck. Go down and you will see a switch. Hit it and then get the 'power of sonar' shoot the vine that is stopping it and then make your way back to the clam room.

The big switch on the wall should now be able to turn to a level three printer. Print yourself again with a level three print. Now go back to the room with big tunes and the dolphin that wanted you to repair the generator. There is a tube that will now twist open revealing the exit to the level.

(Level 21: Powers of levitation)

This level fairly easy. Around the outside are three fans, now go inside each one in turn and hit the switch to turn them on. Then go into the main room outside the inner one where there is a computer thing. Go into the tunnel on the left-hand side near the bottom is another door. This leads to a big circular area full of corridors, go forward and you'll run into a dolphin that says he's inspecting and don't bother him. In this room is a wobbly wall that hold a stealth (and a secret level). Use this and follow him behind, but not too close or he'll return back. He will then go outside and then into a locked tube. You have to try and squeeze in the tube straight after the dolphin to reach a friend.

Talk to him and he says you need to find a third person to help turn on the machine and unlock the eight generators. Go back to the circular corridors and go through to each generator and hit the switches. Also talk to the whales (engineers) they will agree to help you.

Now go back to the room with the computer thingy and help the other two dolphins operate the machine to exit the level. (I've also heard there is a bonus level near the secret wall to play football with another dolphin to win vitalits but no evidence as of yet.)

(Level 22: Hanging waters)

This level consists of three pools each containing a boss.

A solid, frustrating and very long level. (But cool)
Anyway you have to jump over the doors to access a pond full of floating balls. Jump into the balls to access the next corridor (just wait and it will rise and float near enough to jump into the next tube). You should then be in an area where the tubes split in three. Simply (not really) jump between them until you get to another set of balls. This time you have to bounce over the grey balls to reach the water. Eventually you'll reach a big pool with a suction tube in the middle climb up to reach the first boss.

(Look at 22.1)

Now I think is where there is a giant squid blocking the way. When you reach the squid you'll notice you can't get by. Go left and jump into the first ball you see out of the tube. Follow it round until you see a rotating rock with three pieces of ice in them. Hit it with your sonar to release part of the tube holding up the squid. You'll now be back at the squid. Go left again but this time follow it round you will see another rock with ice in it, hit it to turn off another tube. One left, No you'll be back at the squid go right (I think) and follow it round to another rock with ice in it. Hit this too and the squid will fall out and die. Go back round and look up. You will see a rock with ice, turned off. Hit it to turn the water tubes back on.

Now pass through to another big pool with a suction tube and access the next boss (look at 22.2)

Afterwards follow the route round until you get to a big circular pool with windows in it. You should see a bird in one of the windows. Sonar it and it will fly off. Now go back right to the beginning (near the last boss you fought and you should see the bird waiting at the dead end to the left. Call it again and it will pick you up and take you too the last pool. Suck up the spout to get to the last boss (look at 22.3)

After defeating the boss, Time warps again.

(Boss Level 22.1: Ice and fire)

Simply guide the fire dolphin into the ice, he will be stunned and then attack. When he turns into ice, lead him into the fire and he will be stunned again. Repeat until dead.

(Boss Level 22.2: Abyss of inferno)

Simply pop the big balloons and head butt the smaller ones into the boss and eventually he will die, next!

(Boss Level 22.3: Mutaclone)

Smash all the eggs at the bottom (beware the smoke reverses your controls) and the shield will be destroyed. Now kill two of the dolphins and the last one will start chasing you. Go through the big toxic egg and if successful the baddie will hit the egg and become confused. Hit him and then repeat until dead.

(Movie: Invasion)

(Level 23: Chance of reckoning)

Get a chance to fight the queen. Push the rocks into the whirlpools to make the water rise (beware one whirlpool is blocked, use a 'power of sonar' to break one) Kill the little creatures if you wish using your vigour and sonar attacks. Then you need to use the 'power of sonar' on the queens eyes to brake her shields then head butt them. At the back of her head is a little eye thing, do

the same to this too. After this a new hole opens up behind the 'power of sonar tunnel' enter this to reach Hatchery.

(Level 24: Hatchery)

Thanks to Big Jay for this one! You will see a machine in the middle of the room, but a shield guards it. Simply wait by one of the two switches (either side of the wall near the big alien shark) as soon as these switches turn on (either) hit them off (you should see a little cut scene). Then the shield is lowered and you can attack. Repeat this three or four times to destroy the machine.

This then allows you to access the egg making tube to advance to the next level.

(Level 25: Seeds of poison)

Fairly short and easy level, just collect the power of sonar and go up the tube, hit the egg held, go back down, collect another power of sonar, go back up smash the next egg and continue until you release the fish, exiting the level. (There is a hollow containing oxygen at the bottom)

(Level 26: Transfiguration)

This level was tricky but easy, simply go through the tunnel with bats on the top and pick up a 'power of sonar' then back track and kill them (using your sonar) all as you may need it again. Now go down to the bottom. Below the glyph you should see a rock, shoot it and inside is another 'power of sonar'. Collect this and then go into the small archway with the bat and about four rocks. Inside one of the rocks is a 'power of morphing' (others hold vitalits). collect it and then go touch the fish swimming around at the bottom. (Before this you might want to close the enemies that shoot beams at you with the 'power of sonar')

As the fish avoid all attacks and make your way up to the queen's chest with the red mark. Hit it and you will enter her chest.

(Level 27: Heart of foe)

This level's easy. Just wait under where enemies are shot out and use your sonar to push the squids into the heart, then hit the heart. Repeat this until dead. Now give yourself a pat on the back as you've just completed one of the hardest games in ages!

(Movie: Epilogue)

Not much but it's an acceptable ending I guess.

4: Vitalits guide: Please write to me to help the completion of this guide
www.leetill@thepineapple.freeserve.co.uk
By the way is there any real reason to collect them all?

(Level 1: Aquamarine bay)

- 1: At the side of one of the tower or rocks (in the plants above the water)
- 2: On top of one the tower of rocks (nearest to logs)
- 3: Underneath an arch in the middle of the level.
- 4: Talk to the chief dolphin he will ask you to race to catch a certain colour fish. Go get it and take it back to him. Then perform a victory tail walk until he gives you a vitalit.
- 5: Above the water near the waterfall. Jump up to reach it.

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(Level 2: Perils of the coral reef)

- 1: Race the two dolphins round the rocks to win a vitalit.
- 2: On the left pathway from where the two dolphins are racing (Below the dolphin who has lost his brother).
- 3: In the tunnel where you use yellow fish to light the way.
- 4: In the great white area, in the corner behind rocks.
- 5: In the great white area after collecting the power of vigour you can get the vitalit below the waterfall (Jump up slightly, takes a lot of time).

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(Level 3: Trial without error)

- 1: In the room with the dolphin who fears sharks, behind the entrance.
- 2: In the room with hammerheads (Behind some rocks).
- 3: Near the 'power of vigour' that you need to get into the fifth level (Past the big rock mouth, behind a rock).
- 4: Catch all three of the dolphin's babies.
- 5: A vitalit is hidden in the rock face to the left side of the octopus.

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(Level 4: Four ways of mystery)

- 1: In the open part with the recluse. It's above the water, jump out to get it.
- 2: In the manta ray area near the surface of the water.
- 3: In the tunnel with the yellow crystal high up in the first dead end.

4: In a tunnel near the exit (turn right at the purple crystal).

5: Go back to the level once acquiring the 'power of sonar' now collect it from the tunnel with the red crystal? And shoot the rock in the ceiling in the main room to access a secret area.

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(Level 5: Passage from genesis)

All five are in different gaps scattered around the level, try using the 'power of sonar' on big boulders to reveal secret vitalits.

+++++

(Level 6: Pathways from nowhere)

All five are in different locations scattered around the level. A guide may follow.

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(Level 7: Up and down)

1: In a small cave at the beginning of the level.

2: In the tunnel on the way up to the surface.

3: In the tunnel on the way up to the surface.

4: In the tunnel on the way up to the surface.

5: Next to the base of the waterfall, use the 'power of endurance'.

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(Level 8: Roaring forces)

1: One above the water, near the logs.

2:

3:

4: One after opening the puzzle, in the small passageway.

5: One near the doorway to the exit (above).

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(Level 9: Atlantis lost)

1: In the dome of the cathedral. Inside, above the water, jump to get it.

2: The bottom of the exhibition hall with the green door.

3: Hidden under the plants next to one of the exhibition halls.

4: Above the entrance.

5: One in a plant on the right hand-side of the power of sonar.

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(Level 10: Shrine of controversy)

1: There's one inside the circle shrine.

2:

3:

4:

5:

+++++

(Level 11: Master of forgotten skills)

1: On the crane.

2: Behind the fan with switches.

3:

4:

5:

+++++

(Level 12: Process that never ends)

1: In the (2nd?) dome where you collect air and press switches
(Above the water).

2:

3:

4:

5:

+++++

(Level 13: Blades in motion)

1:

2:

3:

4:

5:

+++++

(Level 14: Perpetual fluidity)

- 1: In one of those cages at the bottom of a room.
- 2: One above the water's surface in one of the rooms.
- 3:
- 4:
- 5:

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(Level 15: Obscure ways to terminus)

- 1-5: all five are above the walls that join the rooms. Just jump over to get them.

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(Level 16: Sleeping forces of doom)

- 1: Along the side of the room somewhere.

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(Level 17: Anguish of dearth)

- 1:
- 2:
- 3:
- 4:
- 5:

+++++

(Level 18: Entrapment)

- 1:
- 2:
- 3:
- 4:
- 5:

+++++

(Level 19: Caverns of hope)

- 1: Inside one of the shell hut things.

2: On top of the water near a breathing hole.

3:

4:

5:

+++++

(Level 20: Lair of evil)

1: In the centre of the circle that never ends. (Follow the first path)

2: In one of the main rooms with three doors. (Above one of the doors)

3: Behind the cat-face shaped altar (On the map), In the room with the exit.

4:

5:

+++++

(Level 21: Powers of levitation)

1: Inside one of the fans near a switch.

2: In the secret room near the dolphin who is an inspector.

3: Next to one of the generator switches.

4:

5:

+++++

(Level 22: Hanging waters)

1:

2:

3:

4:

5:

(Boss Level 22.1: Ice and fire)

1:

(Boss Level 22.2: Abyss of inferno)

1:

(Boss Level 22.3: Mutaclone)

1: Inside the big egg.

+++++

(Level 23: Chance of reckoning)

- 1:
- 2:
- 3:
- 4:
- 5:

+++++

(Level 24: Hatchery)

- 1: Inside the tunnel. (Press the switch to enter it)
- 2:
- 3:
- 4:
- 5: In the hole when you exit the level?

+++++

(Level 25: Seeds of poison)

- 1-4: In four alcoves at the bottom of the level (where you start)
- 5: In one of the last sections before exiting the level.

+++++

(Level 26: Transfiguration)

- 1-3: Use the power of sonar to break open the rocks in the main room
(Near the 'power of morphing')
- 4: There is one above the water behind the glyph although I can't reach it.
- 5:

+++++

(Level 27: Heart of foe)

- 1-5: All at the top of the level in small pits.

+++++

I have more I just can't remember where I got them! They will be updates second

time round.

6: Thanks

Thanks to myself for now for actually bothering to write this guide
(I have exams, see)

And my little bro Michael for showing me the obvious on some of the
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