



are stuck in or having trouble with without revealing too much information beyond that. I hope everyone enjoys the faq for this outstanding little title.

I also gave names to many of the enemies, worlds, and bosses as they are in Japanese. These are not official but rather descriptive ways of referring to these things so as to be easy for gamers to understand and notice.

If you find any information in this faq that you feel is inaccurate, please feel free to contact me and I'll make the corrections. I'll even give you credit for it in the faq. I tried to be as thorough and accurate as possible when I wrote the faq but mistakes sometimes happen anyway.

And don't forget to check out [www.saltwaterstafi.com](http://www.saltwaterstafi.com) for information on all of the Densetsu no Stafi games including FAQs, reviews of each game, and a history lesson on the Stafi titles. There's loads of good information there for those of you who aren't very familiar with this outstanding series of platformers. Now on to the FAQ.

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+-----+
| - TABLE OF CONTENTS - |
+-----+
| 1. Introduction      |
| 2. Control & Moves  |
| 3. Vehicles         |
| 4. Walkthrough      |
| 5. Extra Levels     |
| 6. Mini Games       |
| 7. Ending           |
| 8. Special Thanks   |
+-----+
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-----< 1. INTRODUCTION >-----  
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You'll see these games listed several ways. First off, the games are called both "Densetsu no Stafi" as well as "Legend of Stafi." You'll also see the main character's name spelled a variety of ways including: Stafi, Stafy, Starfy, Starfi, and even Starry. They're all basically the same thing, so try not to get confused.

In the Stafi games you take on the role of the adorable starfish Stafi and you're main goal throughout the game will be to locate the Treasure Chest at the end of each and every level. It's generally a good idea to watch the little animations and cinemas that take place, especially those with Kyorosuke the clam, throughout the game in order to get an idea of what it is you're looking for in each level. That way, even if you can't understand what the characters are telling you in Japanese, you'll still get a good idea of what you're supposed to do.

The Stafi games are platformers for the most part, but there are puzzle-type elements strung throughout each level as well that will require you to don that thinking cap every now and again. Once you've finished the game, you'll get the opportunity to go back and play additional levels that are added to each world once you complete the main game. In these levels you can find additional Treasure Chests as well as be rewarded with a Red marker on the main World Map. You'll also need to go back and play the levels where you first got to use the vehicles and get them upgraded. This will add special features to them that will open up even more Bonus Levels that require these vehicles. Check out the "Extra Levels" section below for more information

about this.

You'll need to have 44/45 Treasure Chests from the Bonus Levels in the game before taking on the Boss Fight on Level 11-6 a second time to get the true ending to the game. You can see the Bonus Treasure Chest count in the upper right corner of the screen while you're on the World Map. You should have 4/4 Treasure Chests on Worlds 1-10 and 4/5 on World 11. You'll receive the 5th Treasure Chest when you beat the Rematch Boss Fight on Level 11-6. This will then give you a total of 45/45 Bonus Treasure Chests. We'll discuss that more later on. For now, let's take a look at the many moves of little Stafi.

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-----< 2. CONTROL & MOVES >-----  
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Stafi has a wide variety of moves at his disposal, but not all of these moves are available when you first begin the game. Some moves are unlocked later on as they become needed in order to complete levels. Here's a list of all of Stafi's moves found throughout the game and what level they become available in.

#### FLOATING

(Level 1-1)

You can press any direction on the d-pad to make Stafi float in that direction. The only downside is that he doesn't move very fast.

#### SWIMMING

(Level 1-1)

By holding down the "A" button while pressing in any direction on the d-pad you can make Stafi swim fast in that direction. You will also be using this move to push moveable blocks as well.

#### WATER JUMP

(Level 1-1)

By pressing UP on the d-pad while holding down the "A" button you can make Stafi come jumping up out of the water.

#### WALKING

(Level 1-1)

By pressing LEFT or RIGHT on the d-pad while on land, you can make Stafi walk to the left and right.

#### CROUCHING

(Level 1-1)

By pressing DOWN on the d-pad you can make Stafi crouch down.

#### JUMPING

(Level 1-1)

While on land, you can press the "A" button to make Stafi jump.

#### RUNNING

(Level 1-1)

Press and hold the "B" button while on land to make Stafi run.

#### CROUCHING SLIDE

(Level 1-1)

To make Stafi perform a crouching slide, hold the "B" button down and while Stafi is running, quickly press DOWN on the d-pad.

#### ENTERING A DOOR

(Level 1-1)

To make Stafi enter an open door, simply stand in front of the door and press UP on the d-pad.

#### TALKING

(Level 1-1)

To talk to a sea creature, simple stand in front of them and press UP on the control pad.

#### SAVING

(Level 1-1)

Simply make contact with the Mermaid's sea shell to have her save your game. You'll always start the game from where you last saved.

#### SPINNING

(Level 1-2)

While you're in the water or on dry land, press the "B" button to make Stafi spin. This move can be used to activate switches, defeat enemies, and bust open breakable blocks.

#### STAR GLIDE

(Level 3-4)

While in the air, press and hold the "A" button to make Stafi hover in the air and glide.

#### DOUBLE JUMP

(Level 5-2)

You can now press the "A" button to jump and at the top of your jump you can press the "A" button again to perform another jump in mid-air. This will be useful for reaching things that are high above your head.

#### SPIN THRUST

(Level 6-3)

You can now press the "B" button underwater while holding a direction on the d-pad and this will cause you to spin and shoot in the direction your holding on the d-pad. This is one of the most useful moves in the game.

#### SPIN POUND

(Level 8-2)

You can now double jump into the air and press the "B" button while holding down on the control pad to make Stafi come firing down in a powerful thrust motion. This move is very handy for bouncing on the back of the BouncyBeetles.

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-----< 3. VEHICLES >-----  
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You'll occasionally come to new levels where you'll be given access to a Vehicle. You'll see the Vehicle on the World Map close to where the level is located. During the regular game you'll come to a point in the level where you'll be trained as to how to use and control the Vehicle. From then on you'll have access to this Vehicle for future levels that require its use.

After you've beaten the game you'll need to go back to each of these levels where you first got these Vehicles in order to get an UPGRADE for the vehicle that you'll need in future bonus levels. These bonus levels that require these upgrades WILL NOT OPEN until you've played these levels and gone through the training again. Then you'll notice on the World Map that these "New" levels

are now available to you.

#### HOT-AIR BALLOON

(Level 2-3)

You move the balloon around using the d-pad, and you can make the balloon climb a little at a time by pressing the "A" button. If you're injured while on board the hot-air balloon it will return you to the bottom of the room and force you to board the hot-air balloon again.

Upgrade: When you upgrade the balloon it will now be equipped with rocket jets that will allow you to press the "B" button to fire off the afterburner jets. Whichever direction you press on the d-pad will determine which side the afterburner is on. When the "B" button is pressed it will shoot you off in that direction. You can only use the afterburner in short bursts so watch out.

\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

#### SHARK SNAKE

(Level 4-2)

You get to hop on the back of the SharkSnake and ride through the pools of magma. You can speed up or slow down the SharkSnake by pressing forward or backward on the d-pad, and you can also jump enemies when necessary.

Upgrade: When you upgrade the SharkSnake it will grow a set of wings which allows it to fly up into the air for a short time. This will come in quite handy for the Bonus Levels that require you to ride this cool snake. Press the "A" button to make the SharkSnake jump and then press the "A" button again in mid-air to make the SharkSnake fly up.

\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

#### GREEN DRAGON

(Level 8-1)

You can have the GreenDragon take Stafi in his claws and you control his flight. You can even press the "B" button to make the dragon stick Stafi out in front of him and have Stafi kick any enemies that he touches.

Upgrade: The GreenDragon will now be able to Spin Stafi like a propeller by pressing the "A" button and can also Spit Fire by pressing the "B" button.

\*Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

#### KOALA SUIT

(Level 9-3)

You can climb into this unusual suit and using the "B" button you can make a very ugly face that will scare a set of AngelFish Wings up for you to float on. The only downside to this suit is that it's extremely heavy and makes for very slow moving when there's platforming involved. The Scary Face move can also be used to make the SpikeBalls retract their Spikes thus making them safe for you to jump on.

Upgrade: Once you upgrade the KoalaSuit, it will become a red Crocodile Elvis. This croc is one funky dude with an even scarier face than the Koala. Yikes!

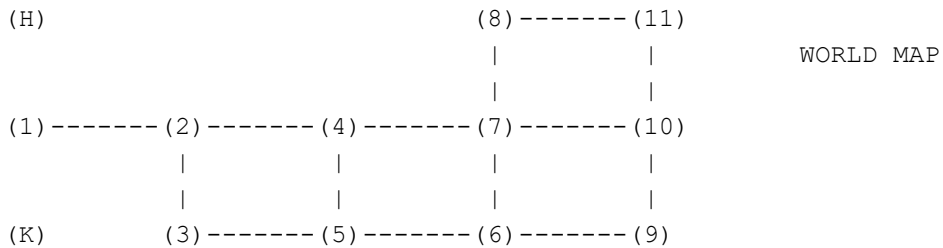
\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

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-----< 4. WALKTHROUGH >-----  
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If you only pay attention to one thing I say in this FAQ, remember to always pay attention to Kyorosuke the clam. He'll always give you good advice, and even if you can't understand a word he's saying unless you speak Japanese, you can always watch what's going on around him as that's usually a good indication of what he's trying to tell you to do next.

As the story picks up, it's a quiet day at the Sea Sky Palace that finds Stafi the starfish prince and his best friend Kyorosuke the clam playing together in the throne room. The evil Ogura, trapped inside the magic bottle since Stafi defeated him in the first game, unleashes his evil children into the sky to create thunderstorms and earthquakes that shake the palace to its foundation. This creates just enough shaking to tip the magic bottle off of its pedestal and shatter into a thousand pieces releasing Ogura from captivity.

Ogura wastes no time in storming into the throne room and snatching the Queen right off of her throne. Ogura quickly exits the palace with the Queen in tow while Stafi and Kyorosuke can only look on in helpless disbelief. Of course they both have a good cry about it and carry on so much that they don't realize it when they fall off of the palace balcony and tumble to the sea below. The two awaken a short time later on the beach where Stafi picks up crying right where he left off. Kyorosuke quickly steps in and tells Stafi to pull himself together as they have to find and rescue the Queen in order to restore peace and harmony to the Sea Sky Palace once again. And so Stafi's next adventure begins.



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|---------------------------------|-----------------------------------|
| (1) World 1 "Sea Gull Bay"      | (8) World 8 "Sea Scape Palace"    |
| (2) World 2 "Lilly Pad Lagoon"  | (9) World 9 "Loch Ness Lagoon"    |
| (3) World 3 "Turtle Tropics"    | (10) World 10 "Waterfall Wall"    |
| (4) World 4 "Arctic Antics"     | (11) World 11 "Sea Shadow Palace" |
| (5) World 5 "Fountain Forest"   | (H) HadeHirai's Photo Shop        |
| (6) World 6 "Tree Trunk Cave"   | (K) Kyosoruke's Shop              |
| (7) World 7 "Gum Drop Mountain" |                                   |

\*\*\*\*\* WORLD 1 (SEA GULL BAY) \*\*\*\*\*

(LEVEL 1-1)

As the action picks up in the first level, Stafi is going to get a short tutorial level for you to become accustomed to a few of his moves that you're going to be needing. Don't forget to press up when you're in front of the signs to take a look. As usual, the text is in Japanese, but the signs normally give you a demonstration of the moves along with pictures of the buttons you need to press to execute them.

You'll find that this level is very linear and very easy to navigate. To get past the fast-moving blocks, simply use Stafi's run move. Don't forget to save off at the Mermaid Save. The old crab you'll come upon will inform you that there are many other chests hidden around the sea for you to locate. So grab the first chest and it's on to the next level.

#### (LEVEL 1-2)

Here's your first experience with the sea creatures that expand when you make contact with them. This also knocks Stafi back a ways, so be careful when you're navigating around them near danger. You won't be able to destroy them at first, but continue going around them until you reach Kyosoruke the clam and his friend the tiny crab. They're going to teach you a new move that's about to come in quite handy in completing this level. They'll explain to you that in order to defeat these expanding sea creatures, not to mention the breakable bricks also found in the level, you're going to have to perform your "Spin" move. Simply press the "B" button while you're in the water to perform this move. Spin into these sea creatures and blocks to destroy them.

As a test, they give you a challenge. You must defeat 40 of these sea creatures in order for the crab to open the locked door you need to go through to proceed through the level. Time to backtrack and take out some blowfish. There's even a hidden Mermaid Save behind some blocks that you can break. You'll see the number above Stafi's head decrease every time you take out one of these sea creatures. Once you've gone back and taken out all of the creatures, head back to the locked door and then proceed up to yet another doorway. Head on in and take out the remaining sea creatures. You can even save again if you want to. Once you've defeated 40 creatures, you'll then be transported back to the tiny crab who'll now unlock the door for you. Enter the door and get ready to ride the moving block on the right to reach the second Treasure Chest.

#### (LEVEL 1-3)

You're going to get your first taste of moving enemies in this level with the fish. Deal with them the same way you would any other enemy. Just spin into them to take them out. Swim up to the ledge above you to speak to Kyosoruke the clam and he'll inform you that doors at 9 - 12 - 3 - 6 are the ones you need to visit and complete. Putting two and two together, it's apparent that the way the 8 doors are laid out, that this is referring to the numbers on a clock. So head to the rooms in that order starting with the room at 9'o clock.

9 o'clock Room -> This room just has five enemies and also has a Mermaid Save to save your game at. Always save when you have a chance.

12 o'clock Room -> Three crabs to defeat and a Mermaid Shell to save at.

3 o'clock Room -> Bust the blocks in the four corners, defeat the fish, and save your game at the Mermaid shell. Easy enough.

6 o'clock Room -> One fish and one crab to take out. Head back out the door and the locked door being guarded by Kyosoruke the clam will be opened for you. Enter that door. Use Stafi's RUN and CROUCHING SLIDE to reach the far

right side of the room where you'll find one funky-looking fish.

This is actually HadeHirari, the love interest of Kyosoruke the clam. Speak to HadeHirari and then enter the door behind her. See that. It's your next treasure chest. Now you just have to get over to it. Dive down into the water and up the platforms to reach your third chest. You're making progress now.

(LEVEL 1-4)

When you begin the level the first thing you need to do is speak to Kyosoruke the clam. You might notice that he's visibly upset. The Sea Drill boss comes flying in overhead and warns you to turn back while you're still in one piece. As he flies away, Kyosoruke takes off after him. You'll notice that there are 4 doors in this room. Three of the doors have various colored symbols next to them and one door sports all three colored symbols around it keeping anyone from entering it without unlocking the symbols.

Speak to Kyosoruke the clam and he'll give you a hint at what you need to do, as if you haven't already figured it out. He'll explain that the Sea Drill has locked himself inside the door and that the only way you can reach him now is to find all three colored symbol keys in order to unlock this door. Locate the RED CIRCLE KEY in the upper right corner of the room. Once you have the key, head down to the door that is locked by the RED CIRCLE and use the key to open the door. Head in the door and save at the Mermaid Save. You don't have to defeat enemies in the room but sometimes it makes it easier to navigate around. On the bottom row of the far right ledges there will be a BLUE TRIANGLE KEY. Grab it and exit through the door in front of the key.

Head up the platforms to the top of the room and open the BLUE TRIANGLE door. Head inside. As usual, save off at the Mermaid Save and then hop across the moving platforms to the other side of the room. Cross the next set of moving platforms and continue upward. Slide under the last wall and grab the GREEN DIAMOND KEY. Now enter the door in front of you. Head down to the locked door and release the last colored symbol lock. Drop down and save your game at the Mermaid Save and then enter the BOSS DOOR that is now open. It's time to take on your first boss. Swim to the right of the room where you'll come into contact with the SEA DRILL BOSS.

((SEA DRILLER BOSS))

There's really not a lot to taking this softie out. You'll have to spin into his head in order to do damage to him. It's going to take 5 hits to dispatch of him. And needless to say, he's not about to sit and just take your abuse so get ready to move. After you hit him the first time, he'll begin to swim from side to side on the sea bed. Wait until his head pops back up and go in for your second hit. After you've scored your second hit, he'll rise up to the surface and begin spinning back and forth. You're going to have to head up after him and perform your WATER JUMP and then a SPIN into his head to register your third hit on him. He'll remain at the surface of the water, but this time he'll occasionally jump up so time your attack carefully. Once again, just perform the WATER JUMP and SPIN to score another hit. Now he's going to get angry and begin spinning all over the place. If you don't get a hit quickly enough, he'll launch himself into the air and come down fast towards you. Once you score this last hit the Sea Drill is toast and you'll be rewarded with yet another treasure chest for your efforts.

((SEA DRILLER BOSS REMATCH))

This is a very easy boss fight, even in the rematch. The Sea Driller can dive down a little faster, but other than that, the strategy for taking him down remains the same as it was the first time around. Just attack his head after he dives down and you should take him out in no time. You'll receive a Red



Jewel level marker for all your hard work on Level 1-4.

\*\*\*\*\* WORLD 2 (LILLY PAD LAGOON) \*\*\*\*\*

(LEVEL 2-1)

You're going to get to do some platforming on this level. When you first enter the level you'll see a doorway below you. You'll have to go around in order to reach it. You'll find HadeHirari and Kyosoruke the clam in the lower left corner on the room and she'll tell you about the vicious tornados that have attacked her home and stolen her three treasures. Kyosoruke assures her that he'll find them and return them to her. Which really means, you'll have to find and return them to her. A Flower Vase, Coral Table, and Clamshell Chair are the items that were stolen and now it's time to find them. Head for the door to the right and go on inside.

There are three doors in this room, but two of them are locked for the moment. That basically just leaves you the one door that you can enter. Just below the door you come in on, there's some push blocks and a Mermaid Save. Save off and head back up. Drop down at the next water spot and head down to the only open door. Watch out for the spikes along the way. When you come into the first room, you'll immediately notice that there are 3 different flower vases. Do you remember which one HadeHirari showed you? If not I can tell you that it's the white Flower Vase with pink flowers in it that's located in the upper-left corner of the room. Grab it and head back to HadeHirari. Once she accepts the correct vase, head back through the door and now the door in the upper-right side of the room will be open. Head in. There's a Mermaid Save just below where you enter the room but there's also a new danger. Whirlpools.

While these won't actually hurt Stafi, they will make him dizzy for a short period of time and this leaves him vulnerable to enemy attacks. Just be careful. Much like the last room, there are three tables in this room. The table you're after is the Pink Coral Table in the middle of the room. Grab it and head back to HadeHirari. Once again, head back to the door to the right. Now the final door will be open in the bottom-right corner of the room. Break the green blocks with your spin and head inside the last door. Watch out for the SpinyFish as you can only attack them when their spines are not sticking out. This time you'll see three more pieces of furniture. Break the green blocks and grab the Blue and White Clamshell Chair and take it back to HadeHirari.

She'll be quite happy to have all of her things back and then heads back into her house for an afternoon nap. Your clam buddy isn't too happy and takes off in great haste into a new door that's opened up to your left. Head into the door and there you'll see your next Treasure Chest. One more level completed.

(LEVEL 2-2)

The first thing in this level is to head down and speak to Kyosoruke the clam. He'll tell you that there must be a way to flood the room with water in order to reach the door that's currently out of reach. Although you'll see the door over to the right side of the room, you can't reach it just yet, so continue on through the door behind the stone blocks for now. Take out the enemy running around on the ground and then climb up and spin into the lever in the top-left corner of the room. At first it might not seem like this has accomplished anything, but head back through the door into the previous room for a little surprise.

Yep, the water level has risen and you can almost reach the previously unreachable door. Don't head into this door just yet. Instead walk past the

door and fall down into the water to the right of the door. Swim down and break the stone blocks and use the push blocks to swim all the way around until you come to a door. Enter the door and head down to the next set of push blocks. Navigate the maze of stone walls and push blocks until you reach another lever. Spin into it just like you did the previous lever. Backtrack to the door you entered the room through and exit.

Head off to the far right of the room where you'll see that once again the water level has risen, but it's still not quite enough to reach the door on the far right side of the room. Swim down, but watch out for the sharks, and locate a barrel floating in the water. Break the stone blocks and then push the barrel until it floats up to the surface of the water near the door you need to reach. Jump onto the barrel and enter the door. There's a Mermaid Save right in front of you that you should use immediately and then enter the door to your left.

In this room there's a door to your left, a door high above you in the middle of the room and a lot of Star Bubbles if you're willing to make the swim below the Lion's Head Fountain. Otherwise, the door on your left is the way you need to go for now. Once inside this room you'll see another lever. Spin into it and head back out of the door that you came in through. Like magic the water level has risen and you can now reach that door that was previously above your head out of reach. Watch for the sharks and head inside the door. Take out the enemy and watch for the spikes on your way down to the next Treasure Chest.

(LEVEL 2-3)

There's not much to the first room of this level except swimming through the green tubes and collecting Star Bubbles. It's basically the bottom tube you want to swim through and push the block at the end to head on down. There's a lot of spikes down here so watch out and keep winding around until you reach the door. Head inside. Go through the narrow passages all the way to the right and then head up for some platforming. Continue to the right until you locate the door. If you want to save, you can fall on down into the water and there's a Mermaid Save there. But of course then you have to navigate back up to the door. It's your call.

Head inside the door and talk to Kyosoruke the clam. In the bottom left corner of this room is another Mermaid Save you can use. After you save, head to your right until you come upon another interesting sea creature. He's invented a Hot-Air Balloon and wants you to give it a try in the hopes that it might help you on your adventure. He also does you a favor and opens up the door in front of you. Head inside. As soon as you come out of the door, you'll see yet another locked door right in front of you. You'll also notice a Hot-Air Balloon there as well. Head up to the sign above you and give it a read. This will show you how to make use of the balloon. You move the balloon around using the d-pad, and you can make the balloon climb a little at a time by pressing the "A" button.

Float up to the top and speak to Kyosoruke the clam and the sea creature to find out what you have to do next. This will open up all three of the locked doors in this room. Head for the door in the top-right corner of the room. You can even enter the door with the balloon if you want to, although the balloon disappears as soon as you enter the door. You'll see the beautiful crescent moon in the background and your next Treasure Chest is just above you. Platform up there and grab it.

\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

(LEVEL 2-4)

As you enter this level you'll see Kyosoruke the clam and one of Ogura's children going at it. Once they're done arguing, Ogura's child flies off and the clam basically tells you that you have to stop this creature. Welcome to level 2-4. In this level, you're going to get your first taste of the water currents. Stafi can only swim WITH the currents, so working your way around this level will take a little trial and error. To your right, you'll see three narrow passages with water currents flowing in them. Take the top passage and it will carry you around to a door. Head inside.

In this room you'll once again have to deal with the currents. Don't bother going into the water all the way to the right of the room, the currents are flowing in the wrong direction. Instead, head down the stone platforms. You'll see a door inside of a little pool of water, but this only contains a few Star Bubbles. Grab them if you want and then head down and through the twisting narrow passages to the right. Now you've got a decision to make - Right side or left side of the upward currents. The left side will take you to a door that only contains a few Star Bubbles and a lot of spikes. If you are looking to complete the level, head over to the right side and be sure you slow down so you can get to the door before the current carries you up to the surface. It's tricky at first. Watch out for the disappearing FlameFish as well, not to mention the spikes on the way up the current.

Once inside the right side door, you'll come out to a Mermaid Save, a true sight for sore eyes after that little run. After you break the blocks to your left you have two choices: Follow the current upward or continue on to the left to the door. DO NOT FOLLOW THE CURRENT UP OR IT WILL TAKE YOU BACK TO THE BEGINNING OF THE LEVEL! You've been warned. Head inside the door to the left and you'll see Ogura's child and Kyosoruke the clam waiting. Ogura's child will greet you and then take off down the flowing water current in front of you. Unfortunately, you can't follow him that way as the current is flowing against you. Head towards the clam and then fall into the hole just to the left of him. Follow the currents around until you reach the door breaking blocks where you need to. Head inside the door and then jump out of the water and over the ledge.

Move left past the lion's head fountain and get ready for some pinpoint platforming. DO NOT FALL INTO THE WATER HERE! Otherwise it will keep taking you back to the beginning of this platforming run. Go all the way to the left until you come to the far wall. Don't take the far left current passage instead take the one just before it that has the blocks on the bottom of it. Break through the blocks and head down and talk to Kyosoruke the clam. The boss door awaits, so save your game at the Mermaid Save to the right of the clam. Enter the boss door and get ready for the fight.

((DEMON PIXIE BOSS))

This little one's on a flaming motorcycle and he's not going down without a fight. Make him chase you around until his motorcycle stalls and the flame burns out. Then sneak in for a quick spin attack. Repeat this again to get your second hit on him. Now he'll begin dropping fireballs in his trail. Avoid these while chasing the pixie around until his bike stalls again and you can get in another hit. He's going to begin moving around a lot faster now so be prepared to move quickly while dodging the fireballs he's dropping. You'll also have to be quick about getting in your hit when his bike stalls as the flame won't stay out for long and he'll be back up and running again. Get your last hit the same way and he's done for. This boss was pretty easy overall. You're rewarded with another Treasure Chest. World 2 is now complete.

((DEMON PIXIE BOSS REMATCH))

In this rematch you've got a water current to deal with not to mention the fact that the Demon Pixie can move around on his motorcycle a little faster now than before. The attack strategy is the same in this rematch as it was during the first battle you had with him. Just avoid him until his motorcycle stalls and then swoop in for a Spin Attack or Spin Thrust. You should take this guy out in no time and be rewarded with a Red Jewel level marker for Level 2-4.

\*\*\*\*\* WORLD 3 (TURTLE TROPICS) \*\*\*\*\*

(LEVEL 3-1)

The first part of this level is auto-scrolling so the level moves along whether you do or not. Try to stay near the right side of the screen and just make sure you don't get caught behind any walls or blocks and you'll soon reach the door. Save off at the Mermaid Save and get ready for some more platforming. Climb your way up using the stone platforms. There's one twist. Some of the platforms will disappear and reappear at random intervals. It keeps things interesting, that and the demon surfers that will come flying down at you. It might take a few tries, but you'll reach the door at the top eventually. Enter the door and save off at the Mermaid Save. Now it's time to hit the moving platforms.

There are also squids shooting bells at you to deal with. Did I forget to mention that? Keep platforming your way to the left. If these squids are giving you too much trouble you can always go to the ground and take them out with a spin jump. At the other side of the moving platforms is a door. Head inside. When you come out of the door there's a Mermaid Save up above you. Save off and head to the left to speak to Kyorosuke the clam. He's going to explain to you that a strong wind has blown in and it's going to make it more difficult for you to proceed through the area. When the wind dies down a little you can walk into it, but once the wind picks up, you'd better find something to brace yourself against or the wind will carry you backwards in a hurry. You're going to have to run in order to navigate the moving platforms and reach the backstop in time before the wind picks up again. Timing is everything here as you want to wait until the exact moment the wind dies down to proceed.

Keep moving left until you reach the clam. Speak to him and you'll both be blown to where the head of the giant turtle is located. The turtle will explain that one of Ogura's children on a flying insect came and sprinkled magic dust onto her three baby turtles and turned them into evil creatures who do nothing but cause trouble. She kindly asks for your help in saving them before it's too late. Now you're going to have to deal with the wind, the moving platforms, AND the bell shooting squid. It just keeps getting better and better. Luckily it's a short trip up to the Treasure Chest.

(LEVEL 3-2)

That help that you promised the giant mother turtle is about to begin with the first of the three baby turtles. As you enter the level, you'll catch a quick glimpse of the first evil turtle as he runs off. Talk to Kyorosuke the clam and he'll basically send you on your way to locating the evil turtle and returning him to normal form. Head up using the moving platforms and you'll come to some water. You're going to get your first taste of the rotating electric orbs. Navigate your way down through the squares and take out the spitting squids until you come to a large group of blue blocks. Bust the breakable blocks and make your way down to the lower-left corner where a door resides. Head inside.

As you enter the room, you'll once again catch a quick glimpse of the evil turtle scampering away. Speak to Kyosoruke the clam and then save your game. Don't make the mistake of dropping off of the ledges here as it will take away one of your hearts and send you back to the entry door of the room. You're going to have to be careful navigating these platforms. Jump up to the top set of ledges and watch out for the spitting squids and the falling log platforms. You can only stand on them for a moment before they plummet to the ground, with you along with them. Head all the way to the right and enter the door. Head down into the water and save off at the Mermaid Save. Now you're going to get a crash course in using the bouncy bubbles. If you touch these bubbles, they'll send you bouncing off in the direction they were touched.

Try to get on top of them to bounce up to the next bubble and so on. This might take a little practice, but you'll get it. Head in the door at the top and when you come out, head back down into the water. Once again more bubbles, but this time they're under water and you have the Octopi to deal with as well. It's easier to just Spin Attack them and take them out of the picture. Then swim up avoiding the bubbles and enter the door at the top. With the currents in this room there is really only one way to go and that's up through the narrow canal just above the door you came in from. You'll have to bounce around the bubbles in order to carefully make your way to the little green platform where the door is. Once there, head inside. Yay! There are more squids and bubbles. As usual, you're going to have to work your way up using the bubbles to bounce off of. Work your way up to the door and head inside.

The first thing you'll see is the evil turtle demon toggle a lever at the top right of the room. That's where to head, but first hit the Mermaid Save nearby. And once again.....(drumroll please)....more bubbles! Use the bubbles on the left side of the room to get up and over the green ledge and switch the lever. Now use a running jump to reach the door and head inside. At least the bubbles are gone, but now there are more water currents to deal with. Just basically swim around the currents and head for the lever in the bottom-left corner of the room. Trip the lever and head into the door that opens above you. There are 7 passages with currents running downward that you can take. There are also doors at the bottoms of each passage. Only one will take you to the next part of the level, the rest will simply take you back up to the door at the top left of the room to start over again. The second passage from the right is where you need to go first in order to go down and switch the lever to open the door you need. Trip the lever and you'll see the door just on the other side of the green wall open.

Now head through the door on your right and you'll end up at the top of the room again. Now take the second passage from the left down and enter the door on your right. This is the one you want to travel down where you'll find a Mermaid Save and another door. Save your game and head inside the door. You'll come out in the water again, so just swim jump up to the dry ground above and talk to Kyosoruke the clam. As you're talking to the clam, the evil turtle will see his brother poke his head out of the door and soon they'll both exit through the door. Now it's your turn. Head inside the door. Bubbles and more bubbles. And just to make it even more fun, there's wind that blows in both directions to throw you off. This might take a little trial and error but the Treasure Chest is in the upper-right corner of the room. Grab it and you're done with this level.

(LEVEL 3-3)

When you enter this level, pay close attention to the radar above Kyosoruke the clam's head. This tells you that two of the evil demon turtles are in the near vicinity. You will have two colored arrows around you at all times. A

Blue Arrow and a Red Arrow. These will guide you to where the two evil turtle demons are hiding in the level. Locate them by sticking with one colored arrow at a time and Spin Attack them until they're down for the count and you can capture them. Once you have both captured, go back and talk to Kyosoruke the clam. Sadly, the third turtle demon appears through the door above you and rescues his two captured brothers. Kyosoruke goes after them, so you should follow right behind them. Enter the door above you and when you come out on the other side, above you is a Mermaid Save. Use it and let's get to it.

Once again you've got the windmills to deal with, but your first goal is to break the blocks in the middle of the room and head right. Watch out for the green Spinyfish. You can Spin Attack them fairly easily. Once you get over to the right side of the room, there are flowing water currents everywhere. Go with the currents and use the windmill to propel you further to the right to yet another set of blocks that you'll have to break through. There are two windmills this time, but they're fairly easy to get past. When you reach the next set of blocks to break you'll see your next Treasure Chest. This one was a short and easy level. Nice little break before you begin the next one.

(LEVEL 3-4)

Once again the radar pops up above Kyosoruke the clam's head when you enter the level. He'll explain to you that the evil demon turtles don't show up anywhere on the radar at the moment, but he gives you the radar to carry around to locate the three demon turtle brothers and capture them once and for all. Easier said than done, of course. The door to your right is locked right now, so head up between the water currents. There's a door on a ledge on the left side of the screen. Break the blocks to get to it and head on in. Your radar will begin to beep loudly. This tells you that you're getting close to one of the demon turtles. The faster the beeps, the closer to the turtle you are getting.

As you come into the room, there's a Mermaid Save just to your right. Go ahead and save now and head to the lower-right side of the room. He's hiding in the bottom row of grass. Walk in and start your Spin Attacks to score a hit and capture him. Now exit this room through the door you came in through and head upwards and to the right using the platforms and bubbles to reach a door on a short ledge above you. Just to your left, after you've entered the room, is another Mermaid Save. It goes without saying that you always need to save when you come into contact with these. Once again your radar is beeping. Use it as your guide to locate the next demon turtle. If you go down into the water, you'll notice that the current is keeping you from crossing over to the right side of the room, but you can hear your radar beeping like crazy, so at least you know that's where the turtle demon is hiding.

You're going to have to go the long way so head up and try to avoid the spitting squids and disappearing platforms. Work your way to the top and then to the right and then down. There are a lot of spikes here, so drop down from platform to platform carefully. You'll find the second demon turtle in the left-hand patch of grass. Spin him to capture him and then head back out of the room through the door you came in through. Keep traveling upwards and you'll quickly come to another door on your left. Ignore this door for now as you can't complete it without the new move you need to learn. Keep going up to the door at the very top of the room and head inside. Save off at the Mermaid Save and then talk to the sea creature to learn the STAR GLIDE move. The creature will send you through the door and give you a chance to try this new move out. Head down into the water and up to the small platforms to use your Glide move and reach the lever. Backtrack through the room and head back out of the doors you came in on.

Now you can go back down and to the left to the door that you passed up before. Glide your way to the top and then glide across the long jump between the top two ledges to capture the final demon turtle. Leave this room and now backtrack all the way to the bottom where you'll find Kyosoruke the clam waiting. Talk to him and he'll turn the demon turtles back into their normal little baby turtle forms. Ogura's child, riding on the insect, will come flying in and he's not too happy. Kyosoruke the clam takes off after him through the door to the right, and that's exactly where you need to go. Head inside the door and glide across the chasm to the Mermaid Save. Now carefully fall all the way down into the chasm, avoiding the spikes, where your next Treasure Chest awaits you.

(LEVEL 3-5)

The first part of this level is yet another self-scrolling level. Take out the Octopi and SpinningMantas and always try to stay near the front of the screen. You'll also have to bust a few blocks. Just make sure you bust the blocks that will break and not the ones that turn into the metal blocks. You'll soon reach a door. Head inside and stop off at the Mermaid Save. Your new Glide move is going to come in really handy here. The SeaSurfers are back as well. Platform your way up using the platforms and then use the bubbles to reach the door. Remember to always try to land on the top of the bubbles in order to get their boost upward. Head inside the door.

You'll find a very happy mother turtle with her babies along with Kyosoruke the clam. Save off at the Mermaid Save and get ready to head up the platforms to the door above you. You'll see a locked door and a hot-air balloon. Time to fly. Watch out for the Spikes, and also, hover near the falling boulder to make it fall. If you try to go under this, it will fall and crash on top of you and your balloon. Fly over to the door and head inside. On a ledge to the left is a Mermaid Save. Use it and then glide your way all the way down to the bottom of the room, carefully avoiding all of the bubbles. Save off at the Mermaid Save and then speak to Kyosoruke the clam. As you can surely see, the boss door is right in front of you. Head on in and get ready to take that bad boy down.

((INSECT RIDER BOSS))

Swim over to the right side of the screen to avoid the green spine and the windmills and follow the narrow passageways to the boss. The boss should look familiar as it's the same Ogura's child riding on the back of an insect that's been causing all of the trouble with the turtles. Time to take him down once and for all. Keep moving back and forth on the ground as his first attack is a drive straight down into the ground in a drilling motion. As soon as he's on the ground, jump on top of him with a spin attack. Use the same pattern the second time and score yet another hit. For the third wave, he'll fly around super-fast dropping magic dust down towards you. If the dust touches you, it will make you dizzy and the boss will then dive down right on top of you. Avoid the dust and wait until he drives down to the ground again in a drilling motion and then spin attack him quickly. For his fourth attack, he'll drop a fireball that will quickly spread out along the ground. Jump up and glide in the air to avoid this attack. When he dives down again, spin attack to get your fourth hit on him. For the fifth attack, the magic dust is back. Avoid it at all costs. He'll also drop another fireball as well, so stay away from that using the glide move again. Now for his final attack, he'll swoop down in a flying motion and try to hit you. Either run away from him or jump over him as he swoops in. When he finally lands, take him out with one final spin attack. He's done and you'll be rewarded with another Treasure Chest.

((INSECT RIDER BOSS REMATCH))

This Boss Fight Rematch plays out exactly as it did the first time around. As

with most rematches, the speed of the Boss is a little faster, but this rematch was pretty easy if you follow the strategy listed above for the first fight. Now that you have the Double-Jump it's quite easy to avoid the fire that he drops onto the ground. Take this bug out and you're rewarded with the Red Jewel level marker for Level 3-5.

\*\*\*\*\* WORLD 4 (ARCTIC ANTICS) \*\*\*\*\*

(LEVEL 4-1)

It's time to chill. Literally. You're in the frozen arctic now and that means that most ledges will be frozen and it will be difficult to start and stop Stafi. Not to mention all of the new enemies you'll encounter in this world. Get ready. Head to the left across the platforms, or walk on the ice below if you're not interested in picking up all of the star bubbles and you'll come to a place where you can go up or down. You'll also notice the Evil Penguins running around. A simple Spin Attack will take them out. Use your glide move to help you navigate the ice ledges that will fall when you step on them. Head up if you're collecting star bubbles, otherwise, head down and across the pits with the ice spikes in them. Make your way up and to the right across the icy ledges and head inside the door.

Make your way across the icy ledges and you'll come to some more doors. There are three doors in this room. TOP, MIDDLE, and BOTTOM. The MIDDLE and TOP doors have cats guarding them inside and they won't let you pass so head down to the BOTTOM door that's under water. Head inside and speak to Kyosoruke the clam who's talking to one of the cats. The cat will explain that he and his two brothers were attacked by one of Ogura's children. Now they've become separated and he needs you to deliver messages to each of them that he has in envelopes. Head back out the way you came in and exit the room. The two cats you need to deliver messages to are behind the TOP and MIDDLE doors. Head in the MIDDLE door and this time the cat isn't there to block your path. Save off at the Mermaid Save and head on up to the door.

Head inside and move to the right along the top section of icy ledges. You can head down into the first narrow passage and score some serious star bubbles, or continue on across the bubbling pool of water. Watch out for the icicles that will fall from the ceiling. Keep heading right and soon you'll come to a door. Head inside and travel down to where the little cat is hiding in the lower-right corner of the room. Speak to him and Stafi will give him the message from his brother. He'll then give you a reply in a Pink Envelope that you need to take back to his brother. Time to backtrack to the room with the TOP, BOTTOM, and MIDDLE doors again. Just basically travel back to the left the way you came in. When you come out of the MIDDLE door, a cat will now appear over it and it will become locked. One down, one to go. Now head to the TOP door and go on inside.

Travel around to the other door on the other side of the room and save off at the Mermaid Save. Now head into the left door. Guess what time it is? Hot-air Balloon time! Hop on and start your climb to the top. Watch out for the Torpedo Fish as they'll shoot out from the side walls at you. Fake them out and then wait until they shoot by to continue your ascent. You should know by now to watch out for the spikes so I won't continue to pound it into your brain. Land on the top ledge and head inside the door. You'll see a large group of ice blocks that are easily broken. Break them apart and deliver the Pink Envelope to the remaining cat. He'll in turn hand you a reply in a Yellow Envelope. Now it's time to backtrack to the room where you came across Kyosoruke the clam and the cat who gave you the original envelopes to deliver. Exit the room and instead of falling all the way back to the bottom you can just as easily use the door on your right.



This will bring you back to the bottom and now head for the left door. Head in and around to the other door on the right side of the room. Now when you exit this door, a cat will appear above it as well. Head back down into the water below to the submerged door and go on in. Time to deliver the messages to the cat. He's thrilled that you brought messages from his brothers and quickly opens the door behind him for you. Head on in. Head up to the top ledges and make your way across to the next Treasure Chest.

(LEVEL 4-2)

As you get ready to enter this level, you'll notice a strange bird flying below you. More on this later. You'll be seeing pink on this level. And there are some falling icicles to deal with, but first speak to Kyosoruke the clam. All you have to do to avoid the falling icicles is use your run move. Head inside the door on the right side of the room. There are more Electric Orbs floating around ledges in here, so keep an eye on those as well. Work your way all the way down and head inside the door down there. First thing to do here is save at the Mermaid Save. There are three doors in this room. One on both sides of the top ledges and one on the bottom. There's also a neat little Flying Shark to deal with as well up top. The bottom door won't do you any good yet, as you have to learn a new move first. Head into the door on the far left side of the room on the upper ledge.

Platform your way all the way to the top where the door is located. Head inside. In here, watch out for the moving spikes along the floor. You can either duck under them or jump them. Head all the way to the left side of the room and enter the door there. When you come out in the next room, save off at the Mermaid Save and then speak to Kyosoruke the clam. Those bizarre looking floating fish will come in quite handy in this level. Jump on top of them and then bounce on them three times. The third bounce will send you rocketing high into the air. Use these to make your way up to the door in the upper-left corner of the room. Head inside. You'll see two doors here. One tucked away up inside the pink blocks and one on the left side of the room. Take the one up in the blocks first. You're going to meet up with an interesting looking duck with a motorcycle helmet on. Speak to him. He's going to give you a crash course on a new vehicle. It's actually a SharkSnake that you can ride through the fiery hot lava. But first you have to prove to him that you can handle it.

He'll give you a short test ride where you'll have some obstacles to deal with. You can use the "A" button to jump, which you'll have to do in order to avoid falling through the holes in the fiery lava as well as avoid the Sawblade Carts. If you can safely reach the other side of the fiery lava pit where he's waiting, he'll hand the keys to the SharkSnake over to you for keeps. Head back out the door you came in through and this time head in the door off to the far left of the room that you passed up before. Save off at the Mermaid Save and platform up to where Kyosoruke the clam is hiding. Speak to him and he'll tell you that you're about to put that SharkSnake to good use. Hop on it and get going.

You'll come to a door that's just above you. Jump up and enter the door. Head over to the far right side of the room and save off at the Mermaid Save. You can't get up to the ledges above you so head back to the left and down into the water. There are a lot of projectile-throwing enemies down here so be careful. Make your way to the right side where a door sits above you. Head inside. Here we go again with the Bouncy Blowfish. As you did before, jump on them three times to get a high boost into the air. At the top is another Treasure Chest.

\* Don't forget to go back and replay this level after you've beaten the game

and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

(LEVEL 4-3)

We've gone from pink to yellow. Not much to this first room as you just basically bust the yellow blocks and work your way around to Kyosoruke the clam. Speak to him and he'll introduce you to a beautiful fish holding an umbrella. Head left and down and watch out for the Speedy Squids and the IceCube Fish. You'll also finally see some push blocks again, but you should know what to do with these by now. Continue pushing the blocks and moving to the right side of the room where there is a door. Head inside. When you come outside, you'll be surrounded by a group of circling frogs. Wait until they come in towards you and use a spin attack to take all three out. Head downward and speak to Kyosoruke.

You'll also notice two gorgeous Feather Fish gazing into each other's eyes. After a bit of conversation, the fish will move on and now you need to head up to the top-left corner of the room and push up through the blocks to reach a Mermaid Save. Now after saving, head back down. You'll see two doors down here. One up against the far left wall and one just to the right of it on the other side of an ice wall. If you want to grab star bubbles, head in the right door on the other side of the ice wall first and get ready to take another Hot-Air Balloon ride. If you're not collecting star bubbles, skip this and head into the door on the far left wall. Work your way around the maze until you get to the top of the room. You'll come to a door to your left and that's where you need to go. Head inside and once again the Umbrella Fish and Kyosoruke the clam are waiting to speak to you. You'll also notice that one of the Rainbow Fish is also there.

It seems that the mate of the Rainbow Fish has gone missing and they need you to locate him. The door in between the group is locked, so head on over to the far left, save off at the Mermaid Save, and then head on inside the door to your left. Time for yet another Hot-Air Balloon ride. The only difference is that this ride has a catch. You'll notice a countdown ticking away above your balloon. You've got a time limit on this ride so don't waste any time on this one. Actually, you've got plenty of time to reach the goal at the top, so don't go so fast that you keep losing health points. When you reach the goal, you'll locate the missing Rainbow Fish and he'll be returned to his beautiful mate. The door in between all of them will now be opened. Head inside the door and get set to ride the balloon again. There's a Torpedo Fish and a moving Spike Block, but the trip up to the Treasure Chest is a piece of cake.

(LEVEL 4-4)

Here's another new color. Purple! When you first come into the room, talk to Kyosoruke the clam. Something has gotten him all scared and he runs off. Proceed left and watch out for falling icicles and Angry Penguins. Make your way around and down to the door. Head inside and follow the descending platforms downward. If you fall into the water below, you'll have to swim all the way around the room and start over again. Be careful of the falling ledges and spikes and you should be fine. Head right and then carefully make your way back to the right until you come to a door in the middle left side of the room. Head inside and you'll come out in another hot spring.

Save off at the Mermaid Save below you and then head all the way across to the right side of the room on the top ledge. Use Stafi's Run move to get under the falling icicles. Slowly and carefully make your way down the small ledges and then head all the way back to the left to the door. When you come out in this room, you'll see it snowing and Kyosoruke the clam hiding in the ice in front

of you. Talk to him and then Spin Attack the Demon Statue behind him. This will burn up all of the ice blocks and allow you to continue on to the right. Platform your way up and you'll come to more ice blocks and two more statues. Spin Attack the first statue you come to and it will burn up the blocks and make the other statue fall down facing the next set of ice blocks. Stand on top of the second statue and Spin Attack to avoid being burned when it destroys the ice blocks in front of it.

Proceed left to the set of 3 statues and burn all of the ice blocks in front of each of them. Now make your way up to the top and head to the right where there are more ice blocks and statues to play with. There's a Mermaid Save on the middle of the far right wall. Head over to the left wall and you'll see two doors. One on top and one on bottom. Take the bottom one first. Now here's another snowy room with more ice blocks and statues. Spin all of the statues you can in this room and then head down to the bottom of the room where you'll find two doors. One is in the middle of the bottom row and the other is at the far left end. They will both take you to the same room, just on different levels.

If you take the middle door, you'll come out in the other room on the second ledge and if you take the far left door it will bring you out in the room on the lower ledge. You'll need to go into the far left door first in order to open a path up when you go back and take the middle door. Head to the far left door and go on inside. See those ice blocks above you as you walk to the left. Spin that statue to eliminate those blocks and then platform up to the top to the Mermaid Save and save your game. Now backtrack all the way down and back to the right to the door you came into the room through and head back into the previous room. NOW it's time to take that middle door that the ice blocks that were blocking the path are now melted.

Head in the middle door, spin the frogs that appear when you enter the room, and head to the left. Be sure to watch out for the Electric Orbs spinning around some of the ledges. Head all the way to the top and spin the statue on the very top ledge. Now head back down the way you came and exit out the door you came in through. Head back to the far left door that you were in a little while ago and head inside again. Work your way to the top and spin attack the statue and head into the newly accessible door. See that above you. Yep, it's the next Treasure Chest so head on up, spin the statue and grab the chest.

#### (LEVEL 4-5)

The one thing that you can say about World 4 is that it keeps the background colors interesting. This time you get a pretty light blue color. Spin the fish and proceed to the left. You'll come upon Kyosoruke the clam and another one of Ogura's children having a discussion. All of a sudden Ogura's child sprays ice on Kyosoruke the clam and freezes him solid and then floats away. Follow after him. When you reach the top, you'll run into the three cats you helped out before. They send you back down to get Kyosoruke the clam and push him all the way up to where they are so they can unfreeze him. This is harder than it sounds. Once you get Kyosoruke the clam up to the cats, they'll take him with them to get him fixed up. Proceed to the right door and head inside. Once inside this room, swim up and out of the hot springs and you'll see your frozen clam buddy with the cats.

Walk down the steps and save off at the Mermaid Save and then head back up to where the cats are located. You'll now see a group of Sea Monkeys bathing in a pool of green water along with a locked door to your far left. The Sea Monkey's water has gone cold and needs to be heated up if they are to help you unfreeze Kyosoruke. For now, head down into the water and to the open door below you. In this room you'll find a bunch of Fire Statues again. Time to

melt some blocks. But there's also a bonus in this room. Now instead of just Fire Statues, you'll also find some Ice Statues that shoot out a spray that freezes anything it touches instantly. On the left side of the room are the Ice Statues and a door and on the right side of the room there are Fire Statues and a door. There's also a door at the bottom of the room at the end of a long and winding set of ice passages, but you can't get to that door just yet. Take the right door first.

In this room you have to wind your way around a series of passages using the various types of statues to freeze enemies and burn ice blocks. It's pretty standard stuff so make your way around and soon you'll come to Ogura's child along with two new sea creatures. Ogura's child tries to burn them but it only angers them and pretty soon they're both ablaze with fire. This might just come in handy, don't you think? You'll be taken back to the room you were in previously and now it's time to head over to the left side of the room where the Ice Statues are. Use the statues to freeze the moving enemies and now you can jump on their frozen backs in order to platform your way up to the door. Keep in mind, they only stay frozen for a few seconds, so hurry up. Now you'll come out into a snowy room where you're going to get to put those Ice Statues to use again, freezing enemies in order to platform your way up. At the far left side of the room, there is a Mermaid Save. Save off and then head down to find Ogura's child once again as he tries to freeze the sea creatures again, but only angers these creatures and they both become ablaze with fire.

Once again you're taken back to the previous room. Head down through the middle of the room through the very narrow icy passages until you come to a Fire Statue. Spin attack it to melt the ledge the statue above it is sitting on and the statue will fall down a few inches. Now head back up to that statue and melt the blocks that are standing in your way of the door in the middle of the room. Head into this door and you'll see the familiar ice blocks and statues again. Melt the blocks that lead down to the Mermaid Save and save your game. Use the statues to melt all of the blocks and then head back up a little ways and all the way down the far right side of the room. As in previous encounters with Ogura's child, he's once again trying to destroy these sea creatures, this time using both fire and ice. Once again, neither works and pretty soon both creatures are blazing away in anger.

Head back to the door you came in on, which is in the upper portion of the middle part of the room. Return to the Sea Monkeys and they'll jump out to where the cats can toss in Kyosoruke the clam for a little thawing session. It seems the water was a little too hot for Kyosoruke, but at least he's not an ice cube anymore. He leaves off to the right and that's where you need to head, to the door that's now unlocked. Head inside and off to the left is a Mermaid Save. Use it and head to the right.

This room will require more of the same in using the fire and ice statues to maneuver around the room. Use the first Fire Statue to release the floating spiny crab. Now you can't use the Ice Statue right next to the crab to freeze him as you can't reach the ledge that way. Instead, walk over to the right and use that Ice Statue to freeze the crab above you and float from on top of him over to the ledge you couldn't reach before. Now you can freeze the crab from before to reach the ledge on the left side of the room. It's basically this same way all the way around the room. Use the Fire Statues to melt the crabs and then use the Ice Statues to carefully freeze them into places where you need to use them as a ledge. It's pretty easy once you get the hang of it.

Once you reach the Boss Door, speak to Kyosoruke the clam and get ready to take on the next boss. When you enter the Boss Door, there is a Mermaid Save just to your left. Proceed to the right and you'll come into contact with Ogura's child. He'll try to attack you with his fire and ice spray, but it

doesn't affect you. So now he brings out the big guns. He turns himself into a Sea Dragon that can instantly change from a Fire Dragon to an Ice Dragon and back again. This should be an interesting boss fight. Let's get to it.

((FIRE/ICE SEA DRAGON BOSS))

Now this one is a bit trickier than in previous boss fights. If the Sea Dragon is in ICE form, you must use a FIRE statue in order to injure it. If the Sea Dragon is in FIRE form, then you must freeze it with one of the ICE statues. As an added bonus, the dragon will spin around at random intervals and shoot out fire and ice balls that spin around the screen. These must also be avoided, as well as the Sea Dragon itself. It's easier to use the ICE and FIRE statues at the top of the screen. Get close to the statue that you need and then drop down a little bit until the Sea Dragon stops spinning and launching attack balls and quickly swim back up to the statue and get in your attack. Quickly get away and head to the other side of the screen. During the last two hits, the Dragon will sometimes change forms while spinning his attack balls out. If you're on the wrong statue, get out of there and setup again. It's basically a guessing game for these last two hits, but it's not too difficult to catch the Sea Dragon off guard.

((FIRE/ICE SEA DRAGON BOSS REMATCH))

This rematch is pretty easy as long as you can avoid the Fire and Ice Balls the Sea Dragon spins out at you. The best way to do this is to get as far away from the Sea Dragon as you can, the opposite corner is a good place, and then swim toward the Sea Dragon in between the Balls that spin out at you. They spin from the Dragon and outward so once you get inside the circle of Balls you're safe. Now quickly head to the set of Statues and get either directly above them or below them. If you Spin them in the middle, both Fire and Ice statues will fire thus assuring a hit on the Sea Dragon. Just keep moving from corner to corner and you'll soon take this annoying Sea Dragon out for the last time. You're rewarded with the Red Jewel level marker for Level 4-5.

\*\*\*\*\* WORLD 5 (FOUNTAIN FOREST) \*\*\*\*\*

(LEVEL 5-1)

Although there is plenty of bark to make this forest level stand out, there's just as much water as ever. This first room is pretty basic, it's more of a "locate the door" challenge than anything. Use the water to launch on top of the very narrow wood ledges and make your way to the right side of the room. When you reach the right side of the room, drop on down and save off at the Mermaid Save. Time to head off to the right where you'll find a door. Head inside.

Now you're up in the branches and you've got bats to deal with. There's also another new enemy and this one wears a skull over its body for protection. When you spin off the skull, you still have to Spin Attack the animal to take him out. Platform your way upwards until you reach Kyosoruke the clam hiding. He'll show you the crustacean who's staring across the pond at his sweetheart unable to reach her because one of Ogura's children has used a whale to drain the pond and then put a cork in the spring hole at the bottom to keep it from filling up again.

Now the two loving crustaceans can't reach one another and guess who got elected to help. Drop down into the bottom of the empty pool and enter the door there. When you enter the room, platform your way up to the top and save off at the Mermaid Save. Then continue on over the left edge and back down towards the bottom. Watch out for the swarm of bats and make your way all the way down to the door. Head inside the door and there you'll see the cork that Ogura's child has plugged the spring hole with. Spin it three times and the

water level will return to normal.

Go back in the door you came in through and swim your way back up to the top and around and down to the door you came in through. Head up and over to the far right side of the room. Drop down and you'll run into the crustacean love birds. Talk to Kyorosuke the clam and the two happy crustaceans and then head into the door to your left. There's a Mermaid Save in front of you. Use it and then head to the right and you'll run into some more ledges to platform across. Keep in mind that if you fall here, you will have to restart the room where you came in and lose one of your health points each time it happens. Just stay at the top and then jump across the ledges and acorns until you reach the Treasure Chest. Now that was an easy level indeed.

(LEVEL 5-2)

Use your glide move to work your way up the inside of the tree until you reach the first door. Since you can't go any higher for now, head on inside the door. When you enter the next room you'll see Kyosoruke the clam and a Cat Ninja in front of you. Speak to the clam and then head over to the left side of the room to save off at the Mermaid Save. It's now time to head down into the water.

Now you're going to run into a completely new type of danger. There are turning Spike Strips strung throughout the underwater bottom down here so be careful. It makes it even more challenging because these Spike Strips can change their spin direction at any moment. Work your way down, to the right, and then up to the door in the upper-right corner of the room. Head inside. In the next room you'll see Kyosoruke the clam hiding. Speak to him and head down. There are a lot of dangers in this room and they're pretty much all working against you. The water currents can easily push you into harm's way, and there are Spike Balls and Spike Strips strung all over this room. Swim down and to the left a little ways until you come to the second Spike Strip.

Now swim up and into the crevice at the top. You'll see the cat's missing bell collar. Grab it and then continue to the left and up. Now head off to the right to return to where Kyosoruke the clam is. Speak to him and he'll send you to another part of the level. Go directly up and to the right you'll see Kyosoruke the clam and the Cat Ninja. Speak to both of them and they'll reward you with a new move. You can now perform a DOUBLE JUMP. Head into the door behind the cat and get ready to put that new Double Jump move to use. Double Jump your way up to find a Mermaid Save. Save off and continue moving upward.

You'll have to use your Running Jump in addition to the Double Jump in order to reach some of the higher ledges in this section. When you reach the top you'll once again see Kyosoruke the clam and the Cat Ninja waiting for you. Speak to both of them and then head inside the door behind the cat. When you enter the next room, you'll see the Cat Ninja along with a Mermaid Save. Speak to the Cat Ninja and then save your game. Double Jump up and into the pools of water. Keep working your way to the left and then start heading up when you reach the far left side of the room. Shoot up out of the pools of water to get a boost and then use your Double Jump to reach the next pool of water. Once you move up near the top, start heading back to the right.

You'll soon come to a door. Head inside. When you come out on the other side of the door, you'll see that it's gotten a little dark outside. There's a Mermaid Save right in front of you so save off and then speak to Kyosoruke the clam. You'll see a green leaf floating down toward you. Using the tiny ledges on the sides of the room, double jump onto the floating leaves and work your way up to the top of this room. Watch out, because the leaves will sometimes just disappear into thin air. You can also use your Glide move to make it a

little easier to time the jumps onto the leaves. Once you reach the top, grab the Treasure Chest.

(LEVEL 5-3)

Well you'll start this level doing the same thing you left the last level doing. Double Jumping your way up the floating leaves. You'll have to deal with the Skull Beetles and Bats, but just keep using your new Double Jump move to work your way up the leaves to the door at the top right. Head into the door and you'll see Kyosoruke the clam along with a Mermaid Save. Speak to the clam and then save your game. You'll also notice a locked door above you, but it's of no use. It's the door you'll come back in on if you go into the wrong door in this next section. You have to swim down to the very bottom of this room in order to get enough of a flowing start up the current on the right side of the room to rocket up to the top door outside. If you swim over to the current on the right side of the room, it will rocket you up to a door. If it's not the top door, you'll simply enter the door and come back out at the top near where Kyosoruke is and have to start swimming down again.

When you reach the very bottom, swim into the current at the right side of the room and get ready for the ride up to the door. Head into the door and you'll see a Mermaid Save. Quickly jump up and save your game, as this is another one of those "auto-scrolling" levels. You have to move quickly to get through this one alive. When you hit the water part of the level, simply swim down, head to the right, and back up to the door there. Head inside the door and you'll meet one of the Mining Beavers. He'll teach you how to spin into the bombs to ignite their fuse. Then get out of the way until they explode. You're going to need this little move to get through this next part of the level. You can also push the bombs to where you need them to explode. If you use up your bombs and can't get through, you'll have to swim back up and talk to the Beaver again and he'll reset the room and you'll have a fresh set of bombs again. Always place a bomb to blow up boxes that house another bomb. Don't leave a bomb stuck in the boxes where you can't reach it to ignite it.

When you reach the door at the bottom, head inside. You'll come out in a small pool of water. Jump up and head over to the Mermaid Save and save off your game. Then speak to Kyosoruke the clam and the Tree Hermit. Once you've spoken to them, they'll open the locked door for you. Head inside. Kyosoruke the clam is waiting inside. Speak to him and he'll tell you that you have to spin into the fruit in a specific sequence in order to open the door. Spin into the fruit in this order to open the locked door. When the doors open head on in and spin into the fruit in the order listed below. The three doors are listed below in the order in which you'll come to them, beginning with the door with the Banana sign next to it.

BANANA DOOR: (Banana - Eggplant - Watermelon - Pumpkin)

WATERMELON DOOR: (Watermelon - Orange - Zucchini - Apple)

LAST DOOR: (Water - Clam - Squid - Pumpkin)

When you come out of the last door, you'll see a Bee Hive pulsating above you. Grab it and head through the door to your right. You can now return the Bee Hive to the Tree Hermit. He'll eat the honey and get the boost of energy he needs to karate chop the tree that's blocking your path. Head off to the right and you'll come to a door. Head inside. When you come out, you'll see a Mermaid Save above you. Double Jump up and save your game and continue heading to the right. Work your way around busting and pushing blocks until you reach the four doors at the bottom of the level. Head into the "SECOND DOOR FROM THE LEFT" to come out of the far right doorway. Now head to the right and up to the Treasure Chest.

(LEVEL 5-4)

When you begin this level, you'll see Kyosoruke the clam hiding. First speak to him and then head down through the Blah-Bermouths. Also watch out for the water currents as they'll easily carry you into the Sea Barb plants. Time your swims to shoot past them before they shoot out and sting you. Work your way around and up to the door. Head inside. There's a pool of water in front of you when you come out and there's also a Mermaid Save just below you. Save off and head straight down. You'll have to wiggle through the currents. Use a downward-moving current to shoot you through the last current blocking the door at the bottom. Head inside the door.

As usual, Kyosoruke the clam is waiting for you. Speak to him and then head off to the right and save off at the Mermaid Save. Watch the Spinning Spikes and look for two Black Blocks. One is in the upper-left corner of the room and the other is in the lower-right corner. Spin into one of the blocks which will ignite it and then quickly head for the other block and ignite it. If you're fast enough, both blocks will be ignited and they will turn off the current that's keeping you from entering the door in the upper-right corner of the room. Head inside this door. When you come out, you'll see flowing water currents all over the room. Head up and to the right to the door on the other side of this section. When you come out, you'll see a picture of a little Doll.

Speak to the doll and then spin into the bomb to your left to blow up the blocks and then continue on down. If you're collecting pearls, you can bomb the left side blocks, but if not, head to the right side blocks and begin bombing your way down. At the bottom you'll find a door. Head inside. This room features a strong current flowing from right to left just above you. Head over to the right side of this area and then swim up through the current until it carries you to the door in the middle. Head inside the door and save off at the Mermaid Save. Kyosoruke the clam is hiding over at the right side of the room. Speak to him and then head up. Bust the blocks and push the twigs over and work your way around the passages to the door. Head inside the door and then move along to the right and speak to the Beaver. He's trying to build a dam, but he needs more twigs. Now you get to swim around the room and pick up the loose twigs and bring them to the Beaver to use on his dam.

When you get 4 twigs, it will produce a Bundle of Twigs that you'll have to push around the room and back up to the Beaver. Collect 4 more twigs and produce a second bundle and carry it back up to the Beaver. He'll be so happy that he'll dig you out a passage to a new door. Head inside this new door and then save off in the next room at the Mermaid Save. Speak to Kyosoruke the clam and get ready for a challenge. There's a timer at the top of the far right side passage in this room. Swim up to it and spin into it. This will stop the current flowing for only a short amount of time so don't waste any time swimming back down, to the left, and then up through the spot where the current was originally flowing. There's a door here, so head inside. It's vehicle time.

Are you ready to go for a ride? You can pick up some serious pearls in this one, but you'll have to avoid the Spinys that come jumping out of the water. Not much to it really. When you reach the end, you'll come out of the same door you came in through. Head to the left and down and you'll come to another timer. Spin into it and then hurry down and around the passage to the next timer. Watch out for the Blah-Bermouths again. Keep swimming to the timers and spinning them until you reach the Treasure Chest.

(LEVEL 5-5)



Back to the floating leaves again. You'll have to deal with the Skull Beetles as well. Platform your way up to the first door on the right side in a pool of water. Head inside and swim up to speak to another one of Ogura's children. He'll show you his water-sucking fish as it drains all of the water from the room. Drop down and speak to Kyosoruke the clam and HadeHirari, whose now become a fish out of water. She doesn't look so good and needs the water returned.

Work your way down to the bottom of the room where you'll find a door in a small pool of what's left of the water in the room. In the next room, you'll immediately see Kyosoruke the clam. Speak to him and then head down. You're going to get to use the water current timers again. Spin into them and then quickly head for the next one before the current starts flowing again. Work your way around from timer to timer, but watch out for the Spike Strips. When you reach the door in the upper-right corner of the room, head inside. You'll come out in the same room from which Ogura's child drained the water and you'll see a cork in the ground along with a Mermaid Save.

Save your game off and then spin into the cork three times to pull it out and let the water back into the room. Now swim straight up to find Kyosoruke and HadeHirari. You'll see that Hade is happy that the water is back inside the room. Now swim a little left, up, and then to the right to reach a previously unreachable door. Head inside. When you come into the next room, you'll see an agitated Ogura's child who's not terribly happy that you were able to refill the room with water. There is a colored Bug Sign in the middle of this room. You can only spin into the enemies that match the color of this sign. If the sign is BLUE, you must only spin into BLUE enemies. If you spin into the wrong color of enemy, you'll have to start all over.

Once all of the like-colored bugs are destroyed, the sign will change colors and you'll have to spin into bugs of that color. Do this until all enemies in this room are defeated and the door in the upper-left corner of the room will unlock. Travel up to it and head inside. When you come out in this room, you'll see a locked door to your left and a Mermaid Save. Save off your game and then head to the left to the Hot-Air Balloon. Fly your way up, to the right, and then down to a set of doors. Be careful of the spikes and any enemies along the way.

Head inside the right door that's unlocked. This will bring you back underground with a pool of water to your left. Swim down and find Kyosoruke the clam along with a fish that's imprisoned in a jail cell. Swim by the cell and you'll run into Ogura's child again. He'll angrily swim up and you're going to have to use these currents to follow him. There's a locked door in the upper-right corner, so you're going to have to spin into Ogura's Child in order to get her to drop the key. Once you have the key you're going to have to play a game of "keep away" from Ogura's Child. And she's going to chase you all over the room so you'd better keep moving. You have to hold onto the key for 20 seconds. If you can keep the key until the countdown reaches "0" then Ogura's Child will get mad and run away through the locked door in the upper-right corner of the room.

Now head back down to the cage and free the fish. Everyone's happy that the fish is now free, so take the key and head up to the door that Ogura's child fled to and head on inside. There's a Mermaid Save as you come into this room. Save off and head to the right for some serious platforming. Make your way up using the pools of water and floating leaves until you reach the platform at the top. Break the blocks and get on top of the platform and make your way back to the left to a door. Head inside. This room features two more of the "Ignite Boxes" that need to be ignited in order to stop the current that's blocking the boss door in this room. One block is straight above you, and the

other one is on the other side of the room at the top.

Platform your way up and spin to ignite the box and then quickly head down and around to the other side of the room. Quickly platform your way up to the second ignite box and spin into it. If you're fast enough, the current will be gone and now you can swim up and speak to Kyosoruke the clam. Now head down and save your game at the Mermaid Save and then head back up to the boss door. It's boss fight time!

((SUCKER SANDFISH BOSS))

Work your way through the Grub Worm Jumpers and then up through the swirling sand. The Sand Fish will borrow into the sand and move around the room. You can see the eyes of the fish as it moves around. When the fish dives towards you, move out of the way and spin Ogura's Child who's hanging onto the fish. If you are hit by the fish or swallowed up by it, you will lose a health point from your meter, so be sure you have a clean shot at the tail end of the fish before you strike. After the fish has taken two hits, it will begin sucking in water which will create currents, so you'll have to swim as fast as you can against these currents to keep from getting swallowed by the fish. It will then split into two separate fish. Only one is the real fish with Ogura's Child on it. Locate the right one and spin into the tail of the fish. For the final run of the fish, it will split into three separate fish. Much like before, avoid all three until you locate the fish with Ogura's Child on it and spin the tail for the final hit. That's all there is to it.

((SUCKER SANDFISH BOSS REMATCH))

This rematch is a bit faster paced so move quickly. All of the attack strategies from above work just the same during this rematch. You'll just have to be quicker in getting to the tail of the SandFish if you want to Spin Attack Ogura's minion before it dives into the sand on the opposite wall. You can also use your Spin Thrust to move away from the currents the SandFish creates while it's hiding inside the wall. Take this bad guy out and you'll be rewarded with a Red Jewel level marker for Level 5-5.

\*\*\*\*\* WORLD 6 (TREE TRUNK CAVE) \*\*\*\*\*

(LEVEL 6-1)

You'll see small trees that have hunks of meat hanging from their branches. If you spin these trees, it will knock one of these hunks of meat off and you can use these hunks of meat to keep the Piranha Fish busy while you dive into the water where they reside. Work your way to the right and speak to Kyosoruke the clam. He'll tell you about the Cave Troll that's causing all of the problems. Continue right and head inside the door. Now make your way to the right, using the trees and hunks of meat to keep the Piranha Fish busy. Save your game at the Mermaid Save and head inside the door on the right side of the room.

Here's another room where you'll have to spin the trees to knock off hunks of meat in order to make your way down into the water and around the passages to the door. The door is located in the bottom-right corner of the room. Head inside the door and QUICKLY move down and up into the little pocket where the tree is at. Spin off some meat into the water and then proceed around to the left side of the room. Now swim up and speak to Kyosoruke the clam. The Cave Troll is also there with him. The troll will explain his dilemma and now you can continue on to the left to where the tree is sitting by itself.

Spin some meat into the water and then head down and to the right to an opening that will reveal yet another tree sitting on a platform. Jump over to the tree and spin some meat into the water. Now head straight down and into another pocket where you'll find a Mermaid Save and a door. Save your game and

then head into the door. It's time to ride the Hot-Air Balloon again. Fly your way up past the first Torpedo Fish and instead of continuing upward, there's a passage off to the right just above this first Torpedo Fish. Head to the right and down the passage. Watch out for the little Spike Balls and keep going until you reach a little area with two doors. One door is locked, so head into the open door.

In this room you're going to find a lot of blue Triangle Locks. In fact, just about everything in this room is locked up when you first enter it. Head off to the left and follow the meat trees. Knock meat into the water at each tree and continue on to the left and then down into the water. Swim down, to the right, and back up to the surface until you come to a Mermaid Save. Save your game off and then continue on to the right where you'll run into Kyosoruke the clam, the Troll, and the Blue FeatherFish. Speak to them and the whole room will begin to shake. Rocks will come falling on top of everyone, and all of a sudden, a key will fall on top of the giant troll's head. That's the key you need to open all of the blue triangle locks.

Head back down into the water, to the left and then back up to the first lock. Use the key and head inside the door. Remember to use the meat on the trees to keep the Piranha Fish occupied. You'll come out of the door to find a huge wall of stone blocks in front of you. Bust the blocks and then head back out of the door. Continue up to the next meat tree and knock some more meat off into the water and continue on to the right. You'll see two doors behind the blue triangle locks. One door is on top, and the other is on the bottom. These doors basically just feature bubbles to collect, so if your collecting them, head inside the doors and grab them, and if not, head all the way over to the far right side of the room down inside the pool of water.

There's a lock and a door. Open the lock and head into the door. When you come out into the next room, you'll have to move up quickly as the Piranha Fish will attack you immediately. Head straight up to the platform above you where a meat tree resides and knock some meat into the water. Now head down into the water and to the far right side of the room to find the Treasure Chest.

#### (LEVEL 6-2)

Watch out for the Jumping Weeds and Spike Balls early in this level. Head down to speak to Kyosoruke. After you speak to him, head off to the left and then upward to the door. As you enter this room, head down and then to the left. There's no need to go down into the small corridor in the middle of this room unless you're trying to collect bubbles. Head all the way to the right side of this area and then up to the door above you. You'll come out in a purple area underwater.

Head up and speak to Kyosoruke. You'll see a sign above him, which you can't really make out, along with three signs above three doors. The first sign and door is a BIRD, the second is a PIG, and the third is a FISH. Drop down into the water and you'll see a locked door and off to the left is a Mermaid Save. Save your game and get ready to head into the FISH DOOR. You'll see a fiery magma pool along with a SharkSnake to ride. First save your game at the Mermaid Save above you and then hop on the SharkSnake and take a ride. Watch out for the fireball and then head into the door at the end of the run. When you come out you'll see Kyosoruke and a sign above him again.

In this room you'll see the three animal signs above you and three stones with food items imprinted on them. You have to match the food item with the animal that eats it and carry that stone up and place it in the corresponding slot beneath the proper animal sign. APPLE(PIG) - WASP(BIRD) - CLOUD(FISH) As you place them in the bin the lid will appear over the compartment. Once you place

the right items into the compartments, the locked door will open at the bottom left side of the room. Head inside and then save at the Mermaid Save right above you. Knock the meat off of the tree and then head off to the right to yet another tree. Knock some more meat off into the water and move to the far right of the room. You'll have to use your Running Jump or Double Jump to reach to door.

Head inside and once again you'll see Kyosoruke and a sign. Speak to him and then Spin Attack the sea creatures scurrying along the three ledges. Be careful not to Spin Attack the flying creatures or you'll be forced to start back at the beginning of the room. Once you have defeated all of the ledge creatures, the door at the bottom left side of the room will unlock. Head inside. You'll see a thin corridor leading downward. Head down and continue down avoiding the bubbles as you go. When you reach the bottom head over to the right and grab the Treasure Chest.

(LEVEL 6-3)

Start by talking to Kyosoruke. Then head over to the tree on the ledge. Watch out for the Octo-Spitters. Knock some meat off and then head downward. Be sure you jump down as far to the right of the room as you can otherwise you'll get swallowed up by the giant fish head below you. This will take a heart of health off. Swim down through the spike balls and then head over to the right and speak to the Squid-in-a-barrel. He'll open up a door that's just in front of the Giant Fish Head.

Be careful and use the current to pull you to the door and then press up to enter. You can even knock some meat into the water that the Giant Fish Head will eat and this will temporarily eliminate the currents and make it easier to get inside the door. Whichever way you prefer is fine as some like to play it safe. When you come out swim all the way up avoiding the flying Phantom Fish. You'll see a door buried beneath some blocks and a Mermaid Save off to the left. Save your game and head off to the left. You can't break the blocks surrounding the door anyway. Use the tree on the ledge to knock meat off into the water. Swim all the way down and around to find a door at the very bottom-left of the room. Head inside. You'll come out to find Kyosoruke and a very confused Octopus. Speak to them and the Octopus will tell you that his Vase was stolen by two Twisters.

He needs you to find it and return it to him. He'll give you a new move, the SPIN THRUST. You'll need to make use of this move to navigate through opposing water currents. This new move also allows you to break those white blocks that are surrounding the door in the previous room. Head back to that door and bust the blocks. Now head inside the door. Head over to the far right side of the room and save off at the Mermaid Save. Now knock some meat into the water using the tree on the ledge and then head down. You'll see a single row of white blocks that lead underneath the Giant Fish Head. Break the blocks to open up a corridor under the Fish Head and head off to the right.

Use your new Spin-Thrust move to navigate the opposing water currents and make your way around and up. You'll see another Fish Head below you. There's also a tree on a ledge and a Squid-in-a-barrel you need to speak to. Make your way to the bottom-left side of the room to a door underwater. Head inside. When you come out you'll need to swim up to the Mermaid Save. Here's another Giant Fish Head and there are two trees that are on two separate ledges to the left. Knock meat off of the tree and head down. You'll go down, to the right, and then back to the left to find yet another door. Using the tree, make your way to the far left side of the screen and then down to the door. Head inside.

In this room you'll find a Mermaid Save and a Giant Squid-in-a-barrel. Speak

to him and he'll teleport you back to the confused Octopus. Speak to him again and give him the giant barrel. He'll be so happy he'll open the previously locked door above you. Swim up and inside the door. Watch out for Piranhas and quickly swim to the right to the Treasure Chest.

(LEVEL 6-4)

Make your way all the way to the right side of this room and save your game at the Mermaid Save and then head into the door. When you come out of this door you'll see that it's pitch dark. You will notice that Kyosoruke is below you. Swim down and speak to him. Spin into the GlowFish and they'll light up for a short amount of time. Use them and make your way all the way around the maze of the room to a door. If the lights go out, just spin into another one of the GlowFish to shed some light on things.

When you come out of the door you'll see a Mermaid Save. Save off and then head down the right side, as you can't do anything through the door on the left just yet. Don't worry about the door up in the middle section or below you, instead go all the way to the bottom of this area and then you'll find a door at the very bottom. Swim around the little narrow passage and enter the door. There's a Mermaid Save just to your right. Save off and then head to the top of this area. You'll have to use your Running Jump to reach the ledge up in the upper-left corner of this room. Head inside the door. Talk to Kyosoruke and bust the odd stone block to your right. Now head back out the door and you'll notice that all of the odd stone blocks that were blocking your path before are now broken.

Head across the little platforms to the right until you reach the door on the far right side of this room. If you fall, you'll have to jump the spikes and make your way back to the left to start over again. Head inside the door and immediately break the large stone block in front of the second door. Head inside the second door. This will take you back out to the door that you came in from before and now you'll need to backtrack to all the doors you missed when you came all the way down here. They all had stones blocking them before but now they should be clear. Start with the door above you.

Swim up and into the door you passed before. Enter the door and you should see a Hot-Air Balloon below you. Save off at the Mermaid Save in the upper-left corner of the room and then hop into the balloon. The door to the left of the balloon is locked so don't worry about it right now. You'll have to be EXTREMELY careful on your balloon trip down as there are spikes and projectiles everywhere. Make your way down and around until you see two doors. One is unlocked and the other is locked. Head into the unlocked door. You'll see a large stone block that you'll need to break apart to get to the door on the other side of it. Bust the block and head into the door. Once again this brings you back out of the door you originally entered.

Now head upward until you see the little door sitting in the middle of the little area where it's surrounded. Don't go in just yet, but that's where the Treasure Chest is. You just can't get to it yet. Swim on around to the top and past the door at the top. Head to the left side of the room where the Spike Balls are and swim all the way down and enter the door at the bottom. Save off at the Mermaid Save and get ready to ride the magma waves on the SharkSnake. There are only two Fireballs to avoid and then enter the door at the end of the run. Bust the large stone block and enter the door on the right side of this tiny area. As usual, this will take out back out the door you originally came in on.

Now swim up and around back to the little door in the middle of the small area I mentioned before. It's dark so you'll have to feel your way around a bit to

get to the Treasure Chest that you can see. Swim right, down, and then all the way to the right. You can then head up and around to the Treasure Chest. Watch out for the hidden spike. : ) Now take the Treasure Chest.

(LEVEL 6-5)

There's only one way to go here...down. Head all the way down and then enter the water and swim up and around to a door near the top. Head inside. Watch out for Snakes. They'll poke their heads out as you try to swim by. When you come out of the door swim to the right, once again avoiding the Snakes. You'll come to a locked door. Swim down here and then to the left until you see yet another locked door.

The Snake's patterns are getting a little trickier now so be careful. Swim down and skip the first tunnel off to the right as it's just another locked door. Instead continue downward and use the Mermaid Save below you. Swim off to the right and speak to Kyosoruke and the small DragonFish. You'll see three barriers come crashing down blocking your path to the doorway. A RED one, BLUE one, and GREEN one. All of the doors we passed are now open and you can do them in any order you want to. Swim back up and to that small tunnel to the right. Head into the now unlocked door.

Swim all the way down and use the Mermaid Save at the bottom. Now head to the left and speak to Kyosoruke. Head left and then up until you come out of the water and onto the platforms. You'll have to Spin Attack the little pigs as one of them holds the secret paper you need. Once you get it you'll see the #2 on it. Now you're taken back out of the door. Head to the left and upward to the next door you passed earlier. When you come out you'll immediately see the next piece of paper you need. Swim all the way to the right and save off at the Mermaid Save.

Now head up and swim through the currents being careful to attack the Trident creatures ONLY from behind. Now grab the #1 piece of paper and you'll be taken back outside the original door. Head to the right and then up to the last door you passed before. Head inside and you'll see that it's quite dark but you can at least see the paper you need along with Kyosoruke. Speak to the clam and then spin into the first GlowFish. Use these Glowfish to make your way all the way down. There's a Mermaid Save about halfway down. Use it.

Swim down through the current and then left and all the way up to the top where you can see a place that you can Spin Attack and burrow into the rocks. It's a long way up but just keep spinning and moving upward until you can see the #3 piece of paper to your right. Then just spin off to the right towards the piece of paper and you'll have it in no time. Now you're transported outside of the original door.

Time to head back down to where the three-colored barriers are at the bottom of this area. You remember, the one where you spoke to Kyosoruke and the DragonFish. Now speak to Kyosoruke and he'll give you a multiple choice question. Select the # that you saw on one of the papers. I saw #2 on the first one I found so I select it from the multiple choice answers and the colored barriers will lift.

Now enter the door to your right and you'll immediately see a lot of water currents and the little DragonFish from before. Head into the door at the upper-right of this area. Watch for the door he goes into. It's the upper-left door above you. Head inside and then cross over to the other door that's in the upper-left of this area. Should be right across from where you came out of the last door.

You can now see the Boss Door and Kyosoruke. Head down, right, and then up to the bubbles. You can use the Mermaid Save to the left of the bubbles to save your game. Better save, the boss fight is coming up. Speak to Kyosoruke and then head into the Boss Door. Walk to the right and speak to Kyosoruke and the DragonFish one more time. BOSS TIME!

((TROLL BOSS))

You're not underwater for this one so you'll have to put that Spin Jump to good use. Avoid the Troll's swinging arms and jumping until he deflates and the DragonFish controlling him pops out. You can Spin Attack the DragonFish ONLY at this time. Get in a hit and get out of there and prepare to avoid the Troll's attacks again. He'll begin to knock rocks down from the ceiling so watch out for those as well. You won't have much time to hit the DragonFish once the rocks start falling so try to get in close and avoid the last rock in time to jump and Spin Attack him. His jumps get higher so be prepared to Double-Jump in a moment's notice. This boss was pretty easy overall so you shouldn't have too much trouble with him.

((TROLL BOSS REMATCH))

As with most of the Boss Rematches, about the only difference here is the speed in which the Troll moves around and the speed in which the boulders come falling down from the ceiling. It's really best to just run under the Boss Troll as it jumps at you and then Double-Jump over its head when it begins running towards you flailing its arms. Move to the opposite side that the Troll is banging the boulders down from and then as the boulders begin to fall, Run over to where the Troll collapses and Spin Attack the top of it. About the only thing that changes from hit to hit is how many times the Troll will jump around. Keep performing the attacks listed above and soon you'll take this Troll out once and for all. You're rewarded with a Red Jewel level marker for Level 6-5.

\*\*\*\*\* WORLD 7 (GUMDROP MOUNTAINS) \*\*\*\*\*

(LEVEL 7-1)

Get ready for the wind. You'll not only have to deal with the platforming and enemies, but now strong gusts of wind can carry little Stafi away. First off speak to Kyosoruke and then head to the right. You can use your Running move to help make up ground against the wind. The best thing you can do is get in front of something solid that can keep you from flying backwards. Try to stay up top on the higher platforms. Just keep working your way slowly to the right until you come to a door. Head inside. Now the wind has changed direction so you'll still be traveling into the wind. Head left and use your Running Crouch Slide to get under the small opening. Talk to Kyosoruke and then head all the way to the left and then up. You'll see a Mermaid Save. Save your game and then keep heading upward.

Now make your way to the top and then use your Glide move to fly all the way over to the right side of this area. Now drop down and head inside the door at the bottom. The wind has stopped for now so enjoy it while it lasts. Speak to Kyosoruke and then dive into the water. Make your way down the left side and you'll find a Mermaid Save. Save off and then head downward. Watch out for the Spikies. You can only take them out when they're dormant and don't have their spikes out.

There's a bundle of Acorns just below where you dive into the water. You have to push them all the way down to the bottom of this area where you'll see an electrified Acorn Stone. Now here's the catch: You can't let ANYTHING touch this bundle of acorns or it breaks and you have to swim back up and talk to Kyosoruke again. This might take a few times to do, and I recommend going down

the left side of this room. You'll also need to break all of the blocks below you before hand. This has the potential to be very frustrating but just be patient and you'll get it. You must get the stack of acorns on TOP of the electrified acorn stone to break it. Once you do this it reveals a door. Head on inside and speak to the AngelFish.

This room has 5 electrified Acorn Stones so if you thought the last part was insane, you're in for a real treat with this room. The only tough one to break is the bottom one behind the AngelFish. And if you break all the acorn bundles, just speak to the AngelFish again and you'll have a fresh supply of them appear. After you've freed all the sea creatures, speak to the Angelfish one last time and they'll all open up the locked door. Head inside and speak to Kyosoruke. Save your game at the Mermaid Save below you and then bust the little blocks underneath the two large piles of acorns. This will cause them to fall and break.

Now you'll have to guide the top little acorn bundle down to the bottom of this room to break the last Acorn Stone. More fun! Once you break the Acorn Stone, you'll see the hidden door. Head inside. Jump out of the water and jump up to the Mermaid Save. Now jump down and speak to Kyosoruke. These new platforms are strange. You must keep jumping while your standing on them to make them move upward. You only have a short amount of time before they disappear so be quick. Just keep jumping until they begin to blink and then use your Double-Jump to reach the top here. Enter the patches of water to use your Spin Thrust in an upward direction. Keep using these moves to work your way all the way up to the Treasure Chest at the very top left corner of this area.

(LEVEL 7-2)

Make your way up to Kyosoruke. Watch out for the falling rocks. The falling gravel won't hurt you, but the rocks will. Work your way up to the top right corner of this area where you'll find a door. Head inside. Speak to Kyosoruke and get ready for a large rock to fall. Swim down and bust all of the little blue blocks and get ready to guide yet another acorn bundle down to the electrified Acorn Stone blocking your path at the bottom. Once you break this rock you'll free up the CameraFish who will tell you the story of how a sea creature was throwing bombs around and even threw one at him causing him to fall down into this space and be trapped by a rock.

Head right and then up to the door. Watch out for the two large falling rocks. When you come out of this door save off at the Mermaid Save, once again keeping an eye out for the falling rocks. Now swim down, up, and then to the right to speak to Kyosoruke. Now you'll have to work your way to the right going up and down and around the little maze set up. There are falling rocks at every turn so be careful. Keep working your way around until you reach the top-left corner of this area where you'll find a door. Head inside.

Speak to Kyosoruke and now get ready to use the little green cloud platforms again. Remember to keep jumping to make them move upward. Save off at the Mermaid Save across the water and get ready to head upward. Make your way all the way to the top of the cloud platforms and then head off to the right. Go all the way right and then down and you'll end up in the water. Swim all the way to the left and you'll come to a door. Head inside.

Speak to Kyosoruke and watch out for the Spike Spinner coming your way. Make your way up along the rock walls and always keep an eye out for the falling rocks. They're almost always falling in any of the narrower passages. Save off at the Mermaid Save along the way and keep going up. You'll soon come to a door. Head inside. When you come out of the door you'll see Kyosoruke and some



crazy-looking birds. Speak to them and then head down into the water and swim all the way to the left. Speak to Kyosoruke and then locate the platform with the two planks sticking down into the water. Start pushing this platform back to the right. You can place it under the falling rocks and it will push it down into the water and you can push it under the reefs. This is going to take awhile so be patient and keep pushing away.

Take this plank all the way back to the birds who are stuck. Once you get it over to the right side of the birds and jump up to talk to them they'll open up the door for you. Head inside. When you come out of the door, walk to the right and save at the Mermaid Save. Now hop on the green cloud platform and start working your way up. The Treasure Chest is in the top-right corner of this area.

#### (LEVEL 7-3)

This level is pretty much more of what you've already learned to do. Jump on the green cloud platforms to make them move upward. Work your way up and around to the right. You'll go up and down a few times until you reach a door at the top-right of this area. Head in the door and walk to the right to save off at the Mermaid Save. More floating platforms to maneuver. Head up to the top and then off to the right. You'll see some water and the CameraFish again. Jump in and speak to him. He'll show you where the BomberFish is hiding out. Remember the place you see in the photo he shows you because you're going to have to find him and he's invisible.

You can head down and talk to Kyosoruke if you want to and then head upward. Swim all the way to the top of this area on the right and Spin Attack the little nook that's just below the upper-right corner of this particular area. It's the little "L" shaped nook across from the little patch of green moss. This will reveal a hidden door. Head inside. Now you'll see the CameraFish again. Speak to him and he'll show you another picture. Pay attention and once again locate this spot and Spin Attack it to reveal yet another hidden door. Swim around and locate the Mermaid Save and save your game. Now swim around to the spot you saw in the photo.

If you need directions follow this: From the Mermaid Save swim right, down, left, and up. Right before you get halfway up, Spin Attack the left wall. This will reveal the door. Head inside and it's dŹj^ vu all over again. Look at the photo and head to that spot to Spin Attack a hidden door. Head to the far right side of the room and use the Mermaid Save. Now swim up and to the left. Then head down and to the right to find the spot shown in the picture. It's to the right of the patch of moss hanging down from the ceiling. Head in the door and you'll be met by Kyosoruke and the CameraFish.

This time the CameraFish will drop a photograph and you'll need to go up to it and view it yourself. Pay close attention to it and then set out to locate this spot. This one is a little tougher but if you still can't find it, here's a hint: It's almost directly above the door you came in on, it's just on the other side of the ceiling above the door you entered the room through. Just to the right of the two patches of moss on the ceiling. When you head into the door, you'll see two fish attacking Kyosoruke. Spin Attack them both and then talk to Kyosoruke. Now head back through the door you came in on and swim over and speak to the CameraFish. He'll let you pass now. Head to the right and then up and around.

Follow the water passages and be sure you avoid the falling rocks as you go. Keep busting the little blocks and make your way all the way around to the door. Along the way you'll come to a Mermaid Save. Save off and then head up. Use your Spin Thrust to spring up out of the water and avoid the rocks. Head

into the door. Here's some more platforming. Make your way all the way up and speak to Kyosoruke and the BomberFish. She'll drop a bomb on Kyosoruke and then float away. Follow her upward. You'll come to 4 passages that lead up. Use the second one from the left. Jump your way up and you'll reach the top and the Treasure Chest.

(LEVEL 7-4)

The wind is back. It's going to make getting to the far right side of this area a little tricky if you're not careful. Always try to gain ground in spurts. Wait until the wind lets up and then make a break for it. Remember that the blue cloud platforms will disappear after they're blown by the wind so don't continue to stand on them once the wind blows them backwards. Make your way to the far right of this area and head into the door. Head to the left and save off at the Mermaid Save and then jump up to the door above you. Head up and back to the left and into the water.

Swim to the left and then hop out of the water. Now comes a series of the green cloud platforms. Just remember to keep jumping while you're standing on them to make them float upward. You'll have to use the floating patches of water to make your way up and around to the door at the top of this area. Head inside the door. Talk to Kyosoruke and then jump up and save at the Mermaid Save. The wind has now kicked up again so be careful. Now there are a number of ways to go up here. It's really best to just wing it and keep moving as best you can. Remember that you can somewhat control Stafi when the wind is blowing if you're hovering in the air. Try to stay airborne as much as possible.

There's a door at the very top of this area. Make sure the wind has died down before you attempt to go in it or the wind will push you off the summit. **WARNING:** As soon as you come out of this door, the wind will begin pushing you off the ledge so be ready! The good thing is that the wind is blowing in the direction of the next door to the far right side of the area so you can virtually glide the entire way across to the door. But remember as soon as you come out of the next door, the wind will once again be trying carry you off the ledge. There's a Mermaid Save so you should touch it just by your movements from the wind. Head to the left side of the area and begin your trip down. It's a bit tricky going down but there's really only one way you can go to reach the door at the bottom. Head inside and save off at the Mermaid Save that's right where you come out.

Now head down to the water patches below you. You have to work your way down and then off to the left and down to a very tricky door location. If you go too far down and see the door on the other side of a wall, all you need to do is head back up a little ways and use the water patches to get over to the other side and then head down to where the door is. When you come out of this door you'll get to talk to Kyosoruke and a SnailHorse. When you've heard what they have to say, head left and jump up to the door and go inside. Here you're going to run into some new enemies. One is a fish shooting a LazerRay blocking your path and the other is a SunGlassFish. The SunGlassFish can be attacked but it only dazes it for a short while and it will get back up and come after you again. You have to take out the SunGlassFish so that it will fall on the LazerRay Fish. This will disable the LazerRay and allow you to reach the door above you. Head inside. Head up to the Mermaid Save and get ready to take out the LazerRay Fish in this area as well.

Same system as before. Lure the SunGlassFish up and around until it's above the LazerRay Fish and then Spin Attack him. Now head inside the door on the tiny platform above you. This time you're going to have to lure that SunGlassFish a LONG way and it's tricky because he won't swim in the water

patches. You'll have to fly out of the water patches long enough to get him to move upward. Lure him to the top of this area and then take him out so he falls on the LazerRay Fish and the Treasure Chest is all yours.

(LEVEL 7-5)

Get ready for a crazy level. Much like levels before, there's a lot of platforming on this one. Just basically use the various cloud platforms to work your way up. Speak to the crowd as you enter the level. Ogura's minion will throw a bomb at Kyosoruke and then flee. This causes the earth beneath you to collapse and you along with it. Speak to Kyosoruke and then head inside the door. Save off at the Mermaid Save and continue up and all the way to the right. Watch out for falling rocks. You'll have to hurry and bust the green blocks as well.

Duck through the narrow gap and head into the door. Remember the SunglassFish and the LazerRay Fish. You'll need to lure this SunglassFish all the way to the top and above the LazerFish. Spin Attack him and he'll fall on top of the LazerFish disabling his Lazer. Now make your way up to the door above you. Time to head up. Spin Thrust up to the Mermaid Save and get ready for a wild ride to the top. You'll have to use all of your platforming skills to reach the top. When you Spin Thrust above the door, Glide down to the door and enter it. There's no ledge underneath it so you'll have to time it just right. Save at the Mermaid Save when you come out on the other side of the door. This area throws in those annoying Bouncy Balls. Try to land on top of them as they bounce you up in the direction you touch them. As with the previous area, just keep going up and then float into the door at the top.

Now the wind is back so be careful. You'll come to a door with a Mermaid Save next to it. Save off and head in the door. Time to go Hot-Air Balloon riding. Glide your way around and watch out for the SpikeBalls and Falling Rocks. This is pretty much trial and error until you reach the door in the upper-right portion of this area. Now keep making your way up until you see Kyosoruke and a door. Speak to him and head inside. Now comes the fun part. You can see the blinking Direction Signs. Spinning into them causes them to change directions and also changes the scrolling of the level. Just adjust the scrolling to allow you to progress through the level. Try to stay near the side of the screen that's scrolling towards you. You can always spin a Direction Sign to give yourself more time.

The door you seek is to the far right side of this area. This part shouldn't give you much trouble. Head inside the door and speak to Ogura's evil bombing henchman. He's going to toss bombs at you the whole way up to the top. Always time your next jump just after he's about to toss another bomb. Keep moving up and soon he'll bonk his head on the top and then you can talk to Kyosoruke and his SnailHorse friend before heading into the Boss Door. Head into the door and watch out for the GreenBlobs. Swim over and save off at the Mermaid Save and then head up to face the next boss.

((SPACE MANTA RAY BOSS))

Avoid the Manta Ray as it passes from side to side and try to get above it. You have to hit the clear cockpit of the Manta Ray in order to inflict damage. After taking the first hit the Manta Ray will then begin firing a group of five mini ships at you. Get at the top or bottom of the far side of the screen and wait for the first ship to fire at you. Then begin slowly moving in the opposite direction up or down to avoid the rest of the ships. Next comes the bombs. Hey, you had to know they were coming. Stay at the bottom until you see the first bomb coming down. Then move in the opposite direction and upward to get ready to quickly hit the Manta Ray from the top once more. The final hit requires you to avoid TWO sets of bombs coming down but by this time just get

above the Manta Ray and spin into the top of it for the final blow. This boss was a real pushover.

((SPACE MANTA RAY BOSS REMATCH))

The only thing new to this Boss Fight in the Rematch is the increase in speed. Everything moves a little faster this time around, but the overall strategy is still the same. Avoid the mini-ships he shoots at you and always try to stay above him. Spin Thrust down on him from above as he flies by. The bombs are the same way. They're coming down a bit faster this time around, but once you avoid them, swim quickly above the Manta Ray and Spin Thrust down on top of him. He's almost as easy this time as he was the first time around. You're rewarded with a Red Jewel for Level 7-5.

\*\*\*\*\* WORLD 8 (SEASCAPE PALACE) \*\*\*\*\*

(LEVEL 8-1)

The doors above you are locked, so walk to the right and speak to the palace guard. He'll tell you that one of Ogura's henchman came to the palace and destroyed one of the statues at the palace entrance. He'll ask for your help in locating the 4 pieces of the statue and he'll also open up two of the three doors that you passed upon entering the level. Head to the first one you can jump up to. Save off at the Mermaid Save and then hop on the SharkSnake for a ride. Watch out for the FireBalls and then head up and into the door at the end of the run.

You'll find the first piece of the statue in front of you. Grab it and the door above you will open up. Head inside the door and you'll be transported back outside of the palace to the door you came in through. Head up and to the left to the door above you. You'll come out into a narrow passage of water. Float down and head into the door at the bottom. This room has a ceiling that raises and lowers and it's chock full of spikes. Save off at the Mermaid Save and get ready to swim quickly. Pick up ground in small chunks and be careful not to get trapped in the ceiling spikes or it will send you back to the start. The last stretch is a long one so use your Thrust to hurry along to the door at the end. Head inside the door and you'll find the next piece of the statue to your left. Grab it and the door above you will open. Head inside this door and you'll once again be transported back outside of the palace.

Now go over to the right of the guard and there are more doors up above you here. Head inside the first one you come to. There's a Mermaid Save to the far right of where you come out of the door. Save off and get ready to use that Spin Thrust move. Watch out for the WaterBunnies. The door is at the very top inside a patch of water. Head inside the door and once again you'll find a piece of the statue. Grab it and enter the door that opens up above you. Now you're back outside of the palace and you can head to your right to the door slightly above you. You're going to meet an interesting sea creature and he's going to let you ride his GreenDragon. You can read the sign if you need a tutorial of how to control the GreenDragon. Hop aboard and fly all the way to the right side of this area and speak to the sea creature again. He'll open up a door back outside of the palace that's directly below the door you came in through. You'll know it as it wasn't there before. Head inside of this door.

Now you'll have to deal with the timed light switches. Once you spin them you only have a certain amount of time before the lights go back off again so don't dawdle. Spin the switch and then head down to the Mermaid Save. Now continue to the left. Stay to the left side of these passages. The final passage down is on the left and will lead you to the door. Head inside the door. Here you'll find the last statue piece. Grab it and then head into the door that opens above you. Now go talk to the palace guard and the statue

pieces will come together and the guard will rebuild the statue. He'll open the door that's above you to your left. It's the one that was locked before. Head inside this door and jump up to the Mermaid Save. You get to ride the GreenDragon again. Hop on and fly all the way to the right side of this area. Head inside the door and you'll see the Treasure Chest in the upper-right corner of this room.

\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

(LEVEL 8-2)

Head left and speak to Kyosoruke. He'll open up the door that's over at the right side of this area. Bust the Red Blocks and enter the door. Now touch the Mermaid Save as you come out of this door and head up to ride the GreenDragon. Watch out for the flying creatures that are spitting the clear balls at you. You can't take them out so don't even bother, just avoid them. Ride your way all the way to the right avoiding these flying creatures and enter the door at the end of the run.

When you come out you're underwater again. Swim right, up, and then back to the left and speak to Kyosoruke. Now swim back to the right and up to the door above you. Head inside. When you come out save at the Mermaid Save and then enter the door to your right. You'll come out of the door above where you were before and you'll see a Hot-Air Balloon. Hop aboard and ride the balloon all the way to the left and down avoiding the SpikeBalls and the Icicles that will fall when you get near them. Work your way down and around to the right and then up to the door. Head inside the door and then swim back down and speak to Kyosoruke again.

Now head off to the left past the locked door and continue on to the next door that's open. Head inside and save off at the Mermaid Save. Now swim up and hop aboard the SharkSnake for a wild ride. This time the enemies will come springing up out of the lava so swim under them as they go over your head. When you enter the door at the end of the run you'll come right back out of the door you came in through again. Now the door to the right will be open. Head inside. Drop down and save off at the Mermaid Save and get ready for some new enemies. Use the water patches to make your way to the right. Try to stay high in the sky and use your Glide move to stay up in the air.

Make your way all the way to the right and speak to the guard on the palace ledge. He'll open the door for you so head inside. Here you'll encounter the BouncyBeetles. You can bounce a little bit on their stomach by doing a Double Jump on top of them and using your new Spin Pound move by pressing DOWN on the control pad and pressing the "B" button. This will send Stafi smashing downward and it will break the Bettle but allow you to double jump off of it which you normally can't do. You can get some serious air if you can get this move down. This is a good place to practice it. When you're through practicing, head off to the right and up the ledge. Use your Ground Thrust to bust the blocks below you and down to the Treasure Chest.

(LEVEL 8-3)

Here's a really fun level. Make your way all the way to the right side of this area and speak to Kyosoruke and the GiantSquid. The GiantSquid will ask you to find her lost babies and then open up all of the locked doors you just passed. Head back all the way to the left and make your way up to the platform above your head to the door on the far top-left of this area. You'll have to use your Running Crouch move to get under the narrow space. Save off at the

Mermaid Save and then make your way all the way to the top using the water patches. Be VERY careful here as the PearlVines will prove to be quite the obstacle on your way up. Spin Attack them whenever you can but be advised, they're VERY aggressive.

When you reach the top, speak to the BLUE GiantSquid baby and he'll open the door for you. This door will take you back outside the door you came in through. Now head down and into the water portion of this area. Head inside the door on the far left side of this underwater section. Use the Mermaid Save above you and then speak to Kyosoruke. Notice that the lights go off and on at random. Make your way around the spikes moving only when the lights are on or you know where you're going. When you get to the far right side of this area you can then speak to the ORANGE GiantSquid baby. It will open up the door in front of you. Head inside and you'll once again be taken back out of the door you came in through. Now swim all the way to the far right side of this water section and enter that door there. Use the Mermaid Save to your left and then head down and to the right.

Now you'll have to time your moves to watch out for the SnottySquids. They have a runny nose and they'll sneeze every few seconds. They create currents that will carry you into the spikes at the end of each section so go only when they are not sneezing and be quick. You'll have to keep making your way all the way down and around to the bottom and then back up and to the left a little to see a GRAY GiantSquid baby. Speak to him and he'll open up the door for you. Head inside the door and back out to the water section. Now jump up and speak to Kyosoruke and the GiantSquid again. Head to the right and use your new Ground Thrust move to break through the gray blocks. Work your way all the way to the right side and you'll see a door along with a BouncyBeetle and yet another door above you in the water patch. Concentrate on the door on the ground at first. Go inside.

Speak to Kyosoruke and then save off at the Mermaid Save. Jump on the directional cloud platform. Every time you jump on the platform the arrow and the direction in which the platform will float will change. Work your way all the way to the top here and speak to the RED GiantSquid baby. He'll open up the door for you. Head inside and back out to where you came in from. Now it's time to head up to the door above you in the water patch. You'll have to do the Ground Thrust onto the BouncyBeetle and then double jump to reach the water patch and the door above you. If you don't want to mess with this door you don't have to. It will just take you out of the door inside that little passage that you could see before but not get to. It's just to collect a few extra bubbles.

Now make your way back to the GiantSquid back to the left. You'll return all of her lost babies and she'll thank you by opening up the door in front of you. Head inside the door and save at the Mermaid Save below you. Now it's time to work your way around and there's more SnottySquids and currents to deal with. Just take your time and work your way around. Use your crouching slide and run to the right at the top to grab the Treasure Chest.

(LEVEL 8-4)

When you enter this level you'll immediately be met by the Palace Guard again. Now this is an auto-scrolling level so get ready to move. It's always best to stay near the front of the screen in the direction your moving so as to have plenty of time to respond to any changes in the level as they appear. You will have to deal with some Conveyor Currents that will pull you up or down depending on their direction of movement. They're very strong so be ready to move. Make your way around the level and you'll eventually come to a door. Head inside and try to contain your excitement. Although you can see the

Treasure Chest in this room, you can't get to it from here. I know, I was disappointed too. Save off at the Mermaid Save and then jump up onto the ledge above you and head inside the door there.

Now you're in a vertically auto-scrolling level so get ready to make your way up quickly. Stay near the top of the screen so you'll have time to react to where you need to be to keep from getting left behind in the level. Use your Spin Thrust to come diagonally off of the water patches to reach the ledges. Make your way to the top and there's a door. Head inside and once again, you'll see that illustrious Treasure Chest but you can't reach it from here either. Head left, all the way down, and then to the right to a Mermaid Save. Save off and continue on to the right. Head up, left, and then up again to reach another door. Head inside and then get ready to move again as this part is auto-scrolling. Watch out for the Insects that are flying around and make your way along until you reach another door. Head inside and you'll see a section of water along with a door and a Mermaid Save. Save your game and head inside the door.

Man that Treasure Chest is so close you can almost taste it. This auto-scrolling section can get a little tricky because there are some random currents throughout the section not to mention quite a few blocks that you'll have to break. Keep moving and you'll come to a door. Head inside to find Kyosoruke and the Palace Guard. Kyosoruke is foaming at the mouth so speak to him immediately. It's obviously no big deal so swim up and around to the Treasure Chest.

(LEVEL 8-5)

Now they're just being mean showing us the Treasure Chest the moment we enter the level. That's just cruel. You'll also see a band of imprisoned female Starfish and a GiantSquid. Speak to them and the GiantSquid will give you a Leopard-Print Bathing Suit for you to take to one of his babies and ask you to locate the key to the prison cell the starfish are locked up in. Head up and you'll see two doors. One is locked and the other is unlocked. Head into the unlocked door. Fans of the first game will remember these guys that are surrounding you. You can move around in the water, but you have to be hidden in the stone walls before these EyeSquids open their eyes or they'll spot you and take you back to the beginning of this area. Listen for the sounds to know when they are about to open their eyes. They'll also blink their eyelids a little before opening their eyes. Timing is everything here. Be patient and you'll be okay.

Head for the upper-left corner of the room to find a doorway inside the stone walls. Head inside and save off at the Mermaid Save. Speak to Kyosoruke and then jump up to the ledge above you and hop on the Hot-Air Balloon. Watch out for the spikes on the walls and the SpikeKing that will chase you around. Make your way down and then back to the right to find a door. Enter the door and then jump up and speak to the ORANGE GiantSquid. Give him the bathing suit and he'll give you another one in return. Jump up and head inside the door above the GiantSquid baby.

You'll come out back where you were when you hopped aboard the Balloon. Now speak to Kyosoruke and then head into the door to your left. Now you're back out with the EyeSquids again. This time head over to the upper-right corner door and enter it. Speak to Kyosoruke and save off at the Mermaid Save. Time to hop aboard the GreenDragon for a ride. Watch out for the flying MantaRays and make your way all the way to the right to a door. Head inside and then head down the steps to the GREEN GiantSquid baby. Give him the bathing suit the ORANGE GiantSquid gave you and he'll give you a Blue Flask. Take it and then head into the door above you. You'll come back out near the GreenDragon.

Head back down and into the door below you.

Once again you're back out with the EyeSquids. Now head down to the bottom-left corner door. Head inside. Ride the SharkSnake through the lava avoiding the FireBalls. Enter the door at the end of the run and then head down the ledges to the left and speak to the GRAY GiantSquid baby. Give him the Blue Flask and he'll give you a Wind-Up Toy. Take the toy and then head inside the door above you. Jump down into the water and head inside the door to go back outside to the EyeSquids. Head right to the lower-right corner and enter the door. Save your game and speak to Kyosoruke. Then head right past the locked door. Keep moving right and then bust the blocks to fall down. Continue right and down and all the way around busting blocks as you need to. You'll soon come to the water and it's time to dive in.

Work your way around and watch out for the SnottySquids and their sneezing currents. You'll soon come to a door at the bottom of a twisting set of passages. Head inside. Jump up and speak to the RED GiantSquid. Give him the Wind-Up Toy and he'll thank you by giving you a Prison Key. This is the key to the prison cell that you have been looking for. Head inside the door above you and then make your way back to the left to the door in the pool of water. Head back to the door in the middle of this room and you'll come back out at the beginning of the level. Swim down to the prison cell and use the Prison Key to free the starfish. The GiantSquid will open up the locked door above you. Head inside that door to come out just above the Treasure Chest. Swim down to the Treasure Chest.

(LEVEL 8-6)

This level is creepy from the get go. You've obviously entered outer space and it's time to head upward. Use the water patches to Thrust your way up to speak to the rather odd-looking AlienSquid. Hop on the AlienSquid's head and ride your way up to the door at the top. Jump up and save off at the Mermaid Save and then bust the gray blocks to head downward. Work your way to the right and then back up but be very careful of the Spinning SpikeBalls. When you reach the top, save off at the Mermaid Save and speak to Kyosoruke. Head into the door to your right.

When you come out you'll see a locked door and a platform above you with an "X" on it. In the upper corners of this room you'll also find a BoneFish and a Barrel. You're going to have to get something to rest on the "X" to change it to an "O" and open the locked door. It's best to use the Barrel. Just break the blocks surrounding it and then push it over to the "X". Now enter the door you just unlocked. This room is very similar as it has the "X" but this time no Barrel so you'll have to use the BoneFish. Take it out when it's above the "X" and then quickly swim down to the now unlocked door. This next room gets a little trickier. This time there's two "X" switches so you'll have to use the Barrel AND the BoneFish. Place the Barrel on one "X" and then lure the fish above the next one and then Spin Attack it to open up the locked door. Head inside the opened door and prepare for more madness. Place the Barrel on the top "X" switch and then free the Bonefish and lure him above the bottom "X". Easy enough. Now head inside the newly opened door and then save off at the Mermaid Save to your right.

Ride the AlienSquid all the way across to the right where you'll find a door. Head inside. Save off at the Mermaid Save and then continue to swim down through the many spinning SpikeBalls. Make your way around to the door that you could see when you first entered this room. Save off at the Mermaid Save to your left and then get ready to ride another AlienSquid. When you make it across, speak to Kyosoruke and then save off at the Mermaid Save. Now it's time to head inside the Boss Door. The lights are going off and on so make



your way around the little maze and then swim all the way up to take on the boss.

((ROCKING SEAHORSE BOSS))

At first the Seahorse will just randomly move around the screen. You have to hit it from the top so get above it and Spin Thrust downward. After you hit it twice it begins to spit assorted junk at you. Avoid the junk and try to get in above it to get in another hit. Now it splits in two. One is the real SeaHorse and the other is an illusion. Be sure you hit the real Seahorse or you'll take a hit. For the final hit the Seahorse will split into THREE Seahorses. Two fakes and one real. Go for the real deal and it's all over. This was yet another pushover boss.

((ROCKING SEAHORSE BOSS REMATCH))

The patterns are pretty much the same in this Boss rematch, but now you're in the dark. The Rocking Seahorse is easy to see, just try to get above him after you avoid the junk he throws at you and get a quick Spin Thrust attack in. When the Seahorse splits up into three Seahorses, you just have to guess as to which is the real one. A couple of more hits and this boss is history again. This was one of the easiest bosses in the entire game, even the second time around. Take him out to receive the Red Jewel level marker for this level.

\*\*\*\*\* WORLD 9 (LOCH NESS LAGOON) \*\*\*\*\*

(LEVEL 9-1)

You begin this level on dry ground. Speak to Kyosoruke and then head off to the left until you drop down into the water. Watch out for Whirlpools as they're strung all over the place and will make Stafi dizzy and susceptible to enemy attacks. There are also SnailRams in this level to deal with as well. Just Spin Attack them. Make your way back to the left underwater and to the door. Head inside and speak to Kyosoruke and Professor Slug. He'll tell you of how he was attacked by sea creatures when the Loch Ness Monster came along and saved him. This has angered Ogura's minions.

Now make your way up and to the right side of this area where you can jump back onto dry land. You'll now have to platform your way up but these platforms will rotate and one side has deadly spikes on them so be careful and time your jumps accordingly. Watch the traffic lights in the middle of these platforms. When they turn yellow and then red that means the platforms are about to rotate. Make your way all the way to the left and enter the door. There's more platforming here but you should be fairly familiar with it by now. Stay up at the top and work your way across to the left. There's a door on the other side, so head inside.

Now use the Mermaid Save underneath the ledge where you come out and then head upward. Time to ride the GreenDragon again. Use the "A" button to make Stafi fend off any enemy attacks while you're in the air. Make your way to the right and into the door at the end of the run. Head left and down into the water. Head right and speak to Kyosoruke. You'll see a large door behind him but you can't do anything with this for the moment. Swim to the right and use the Mermaid Save. Now swim up through the narrow passageway to the top. Time for some more platforming.

Make your way to the right and then down to the doorway. You'll now get to deal with the SeaPirates. They take two hits to take out so be careful. The platforms are also rotating a lot faster now as well. Drop down and cross the three platforms at the bottom of this area first. Then make your way up to the door on the ledge above you. Head inside. Swim down and to the left all the way to the far side passage. Now swim down and watch out for the platforms.

Save off at the Mermaid Save and then swim up to the door above you. Speak to Kyosoruke and the Loch Ness Monster. After you speak to them Double-Jump up to the door on the ledge above the door you came in through. Make your way around the little maze and to the Treasure Chest.

(LEVEL 9-2)

Now here's a funky-looking level. Speak to Kyosoruke first and then get ready to platform your way all the way to the top. There are basically 4 narrow passages. The first one on the right leads all the way back down. Remember that. The middle of the other three is where the little "O" block is. This is a Push Block and can be pushed aside. Remember where it is on your way up top. Watch out for the DiveBomber Bird at the top. Swim down into each passage and break the green blocks on both sides of the Blue Push Block.

Now head into the door at the bottom of these passages. Talk to Kyosoruke and get ready for a wild ride. Jump up and save at the Mermaid Save. There are three doors at the top here. Two are locked and the one on the far right is open. There's also a locked door at the bottom of this area below the door you came in through. Head to the top-right door first. Use the Ducks to ride up to the doors. You can turn the water currents on and off by Spin Attacking the little DuckBlocks. Hop on the Duck above you and jump to the DuckBlock and switch it. Now ride all the way up to the ledge at the top-middle of this area. Jump over to the other Duck and ride it down. Jump off at the bottom and flip the DuckBlock switch as the Duck is on its way down. Jump on the Duck and ride it all the way up to the door in the upper-left corner of this area. Head inside. Swim down to the right and save at the Mermaid Save.

Swim through the narrow passage at the bottom to the left and hop on the Duck. Ride up to speak to the AngelFish. Now jump down and head into the door at the bottom-left of this area. The door at the top of this area is open. Jump and glide over to the left to it and head inside. Now you'll see a locked door above you and a Hot-Air Balloon above the door. Jump on the balloon and get ready to head upward and to the left. Make your way around and down and then off to the right. Watch out for the TorpedoFish at the top near the doors. There's a locked door and an unlocked door below it. Head inside the unlocked door.

You'll come out and drop into the water. Save off at the Mermaid Save and then head off to the left and down. Speak to the Angelfish and then head right and down and around to the door. Head inside. Now the door on the far top right side of this area is open. Enter the door and hop on the Duck. Flip the switch and then ride the Duck to the top-right ledge. Hop across and then over to the Mermaid Save. Now hop on the Duck below you and flip the DuckButton switch as you go by. Ride this Duck down and off to the left and then jump onto the open ledge. Head onto the next Duck and hit the switch as you go by. You'll have to duck to get under the left-side ledge. Jump off and speak to the Shark. Walk past the shark and then swim down the narrow passage to the door below you. Go inside. Head to the door at the bottom-middle of this area and enter it. Ride the duck around, duck under the ledge, and then jump up to the ledge with the Treasure Chest.

(LEVEL 9-3)

More duckies. Speak to Kyosoruke and then head to the right. Ride the duck to the right side where you'll see the SpikeBall. Jump and glide over it and into the water below. Now swim along to the right into another open pool of water. Spin Thrust up and onto the duck above you. Ride the duck up so you can Double-Jump onto the ledge above you to the right. Now Double-Jump back to the left and into the tiny pool of water on the left. You'll see an open door.

Head inside. Walk to the right and save off at the Mermaid Save. Speak to Kyosoruke and he'll send you back the way you came.

Head back through the door you came in through and then head to the left and then up to the door on the far left side of this area. Head inside. Jump up on the ledge and speak to Kyosoruke and the FoxFin. Now head back outside and swim back to the right and then head up. The door that was in the walled-off area above you is now unlocked. Jump up and then swim around to that door and head inside. Swim down and to the left to the Mermaid Save and save off your game. Now swim all the way down to the bottom and then head to the right and then work your way upward to the door. Swim down and speak to Kyosoruke and he'll tell you about the TurnipWarps. If you swim into the green leaves of the TurnipWarp, it will warp you to another TurnipWarp somewhere else. Swim to the left and into the TurnipWarp's leaves. You'll then be transported to another area. You'll see another TurnipWarp to your left. Head over to it.

When you come out of this warp you'll see two TurnipWarps. Head into the one on the right side and you'll be transported again. When you come out of the TurnipWarp save off at the Mermaid Save below you. Now swim out of reach of the TurnipWarp next to you here and make your way to the left and all the way down to yet another TurnipWarp. Use this one. When you come out here you'll see a Snowman. Grab the Snowman and then use the TurnipWarp to your right. You will then be transported back outside the door you came in on. Swim left, up, and then walk back to the right to the pool of water. Skip the door just below you for now and swim all the way back to the left to the door where the FoxFin was. Give the FoxFin the snowman and he'll allow you to pass.

Head to the right to the KoalaSuit. Put it on and you'll find that it's a pretty hefty suit. In fact, everytime you jump you'll rattle the ground below you when you land. Make your way to the little Angelfish Wings and ride them up to the top of the ledge. Keep heading right and once again use the "B" button to bring the Angelfish Wings up. Ride them and continue right to speak to the FoxFin.

Now you're done here so head back out the door and then jump down and swim all the way to the right back to the door you passed a little while ago. Now you'll have access to the KoalaSuit so jump down and hop aboard. You can't get into the locked door above you right now anyway. Make your way to the right and platform your way around until you come to the SpikeBall. Make your Scary Face by pressing the "B" button and the SpikeBall will retract its spikes so you can now jump on it. Now head up and to the left and continue until you come to two doors. One is locked and the other is unlocked. Head into the unlocked door.

Fall down and into the water and then swim to the right and up to the Mermaid Save. Save off and then head all the way around and to the far right side of this area. You see all of those TurnipWarps. Don't use any of them. Avoid them at all cost and make your way all the way around to the door on the far right side of the area. Head inside. When you come out you'll see the Treasure Chest. Head into the TurnipWarp on the LEFT side of the room to reach it.  
Done.

\* Don't forget to go back and replay this level after you've beaten the game and go through the Vehicle training again and this will upgrade the vehicle and open up more Bonus levels that require this Vehicle.

(LEVEL 9-4)

Start by hopping aboard the duck above you. When the duck starts moving downward, jump down and flip the little Duck Switch. Now hop back onto the

duck and ride all the way to the top. Jump up and speak to Kyosoruke. Now head back to the left and jump onto the Duck in front of you. Ride it all the way around and up to the ledge above you where the door is. Head inside the door. Here you'll see two locked doors and a Hot-Air Balloon above you. Hop aboard the balloon and take a ride. Watch out for the TorpedoFish and the SpikeBalls.

Make your way all the way to the left, all the way down, and then back to the right. Now head up to the door that is just below the door that you came into this area through. Head inside. Now you need to use your Glide move to glide all the way down to the water at the bottom. Save off at the Mermaid Save and then head inside the TurnipWarp that's across to the right of the Mermaid Save. This will take you back to the top of this room. Now head down to the first TurnipWarp on the left side of the room. Head inside and you'll come out to an unlocked door and a locked door. Head inside the unlocked door and get ready to ride the SharkSnake.

Watch out for the DiveBombers. It's best to allow them to dive down underneath you as you're jumping. Head into the door at the end of the run and then you'll come out of the door that was previously locked. Now walk to the right and head into the TurnipWarp. You're back at the bottom of the previous area so head into the TurnipWarp to your right and you'll come back out at the top. Float down on the right side of the room until you come to the first TurnipWarp on that side. Head inside and you'll come out of a door below where you were earlier.

Head right to the open door and go inside. Now you're back to the Ducks. Ride the Duck around and then jump to the TurnipWarp in the top-right corner of the duck's movement. You'll drop down to a Duck Switch. Flip the switch and then fall into the water and head back to the right. Spin-Thrust up the ledges back to the Duck. Jump on and ride the Duck all the way around on its new path and jump up to the door in the upper-right corner of this area. Head inside. Swim all the way down to the Mermaid Save and then head off to the right. You'll see (3) three TurnipWarps. Head to the one on the far-right side of this area and go inside.

Ride the Duck around to the upper-left corner and glide into the door there. When you come out speak to the UglyFish and then hop on the Duck and ride around until you can jump up to the TurnipWarp in the upper-right corner. Head inside and you'll come out and fall right down to the Treasure Chest.

(LEVEL 9-5)

Speak to the UglyFish right off. Then head off to the right and bust the green blocks and then proceed right to the door. Head inside and swim up, left, and then down to the Mermaid Save. Now head back to the right and then down and make your way around and up to where Kyosoruke is. Speak to him and the little jumping fish. There's a large boulder blocking the passage to the door on the far right side of this room so you'll have to deal with it. Swim down and then break the green block and continue down and then head all the way left to the door. Go inside and then make your way all the way around the maze of this room to a door and a Mermaid Save above it. Save off and head inside the door.

Jump out of the water here and drop down past the locked door and head off to the right. Speak to the UglyFish and he'll show you a PinkFish. Walk past him and then Double-Jump up and move off to the left above the UglyFish. You'll come upon the KoalaSuit again. Hop inside the suit and make the ScaryFace to get the AngelFish Wings to float you up. Jump on the ledge and make your way to the right where you'll come to a SpikyBall. Continue all the way to the right side of this room and then fall down into the zig-zagging ledges at the bottom. You'll find two AngelFish Wing stones. Use the one on the left and

float up to the ledge and jump onto it. Continue on to the left until you reach two doors. Head inside the unlocked door.

Walk right and speak to Kyosoruke and the red Loch Ness Monster. Answer with the second choice for the first question they ask you and then select the first choice every time after that. You'll soon be transported out of a door. Swim all the way to the right and then up to the door that's on the right side of this area. Head inside the door and swim all the way up. Watch out for the ElectricSquids and the GreenJellies. Now head to the left, break the green blocks, and then head all the way down to the door. Head inside the door and then save off at the Mermaid Save. Swim over to the far left side of this area and then head down to speak to Kyosoruke and the jumping fish again. You'll see Professor Owl come in, grab the jumping fish, and then both of them will disappear.

Head to the right and into the door on the far right side of this area. Watch out for the BouncyBlocks. This part is auto-scrolling so get ready to move. You'll save off at the Mermaid Save as you come into this part and then swim over to the right side of the screen and stay near the bottom of the room. You'll have to break some blocks and slide through some tight gaps but it's pretty easy to work your way over to the Treasure Chest.

#### (LEVEL 9-6)

As soon as you enter this level you'll speak to Professor Owl. He's obviously one of Ogura's henchmen and he'll become angry and once again vanish. Spin Attack the Shark above you to stun him for a short period of time. Now Spin Thrust out of the water to the first platform above you. It's the only unlocked door for now so head inside of it. Speak to the UglyFish and then walk past him and head into the door on the far right side. Watch out as you'll fall into the water after exiting this door and there are enemies below. Use your Spin Thrust to reach the platform above you and then use your Double-Jump the rest of the way. Watch out for the HorseHeads that toss chunks of meat bones at you. Work your way all the way to the top and then head back to the left. Fall down on the left side and continue dropping your way down near the middle of this section until you come to a Syringe in a small pool of water.

Grab it and then jump out of the water and continue downward until you reach the door at the bottom. Head inside. Speak to the UglyFish again and then head back into the door on the left side. Now it's on to the next platform above you and into the newly opened door. Walk right and then jump into the water. Don't bother with the locked door for now. When you get down into the water you'll be met by two fish and a shark. Speak to them and then head into the door behind them. Platform your way up to the GreenDragon and let him grab you. Fly your way across to the far right side and a door, but you'll have to move up and down to avoid the rock walls along the way. Head inside the door and then jump up and grab the next Syringe and save your game at the Mermaid Save below you.

Now it's time to enter the door on the far left side of this room. Speak to the fish again and then head up and all the way back to the door on the left side that you came in through. Head back outside and then jump up to the next platform above you. Now it's time for another door. Jump up and walk left to speak to the red Loch Ness Monster. Notice that there's a locked door above you where you came into this section. Head back to the left and jump up to the previously locked door. It's now open so head inside.

Jump up and hop on the Duck. You remember these, don't you? Work your way all the way up to the top and then jump over into the water. You can bust the

green blocks but you don't have to. The main thing here is to avoid the Sharks. You can stun them with a Spin Attack. Work your way down to the Syringe and grab it. Now swim all the way back up and out of the water to the Duck again. Ride it over to the upper-left corner where you'll find a TurnipWarp. Use it and then swim down and left to another TurnipWarp. This one will take you back to the door you came in through. Head inside and walk right to speak to the red Loch Ness Monster again.

Now drop down and head back into the door at the bottom-left and it's on up to the last door at the top. You're almost done. Drop down into the water and you'll notice that Kyosoruke has grown a mustache. Speak to him and he'll be hopping around like crazy. Head into the Boss Door and save off at the Mermaid Save. Swim up and around through the Sharks to find Ogura's Henchman and his tiny GnomeFish companion. It's time to battle the boss.

((PROFESSOR OWL BOSS))

This is a very easy boss fight from start to finish. The GnomeFish is the key to victory. Spin Attack the little GnomeFish and this will cause Professor Owl to shoot off one side of his mustache at you. Dodge it and swoop in with a Spin Thrust to his body for a hit. All you have to do is continue this pattern and soon he'll be toast. The best thing to do is as soon as you Spin Attack the GnomeFish, keep moving and this will automatically make the thrown mustache miss you and give you plenty of time to come around and Spin Thrust the Professor. This boss was just super-easy.

((PROFESSOR OWL BOSS REMATCH))

This rematch is pretty much the same as the first Boss Fight only now everything is a little bit faster. The Mustache will come at you faster and you'll also have less time in between when you Spin Attack the GnomeFish to when you Spin Attack Professor Owl. You'll need to move quickly to get your attacks in. Other than these small differences, just follow the strategy listed above and you'll soon be rewarded with a Red Jewel level marker for Level 9-6.

\*\*\*\*\* WORLD 10 (WATERFALL WALL) \*\*\*\*\*

(LEVEL 10-1)

When you enter this level speak to Kyosoruke. You're going to get to put your Spin Thrust to good use on these levels. When you're in front of a waterfall you can always use your underwater moves, like the Spin Thrust. Work your way around to the other doorway at the other end. Head inside. When you come out you'll see the GrannyFish being attacked by ShankFish. Spin Attack all of them to rescue her. As a show of thanks she'll open the doors up for you.

Walk past her and enter the door to your right. Jump up and save off at the Mermaid Save above you and then start making your way upward. Spin Thrust all the way up the waterfall and drop down into the little area where you'll find a door. Head inside and you'll see yet another one of Ogura's evil minions. He'll split into fours and fly off. Head over to the right and drop into the water. Head inside the doorway at the bottom of the waterfall. Jump up out of the water and speak to Kyosoruke. He'll be a little excited but it's nothing to worry about. Drop down and save off at the Mermaid Save.

You'll see a fish popping his head out of one of the many holes below you and shooting fireballs in all directions. Swim down and quickly Spin Attack him before he disappears back into one of the holes. This will open up the door in the upper-right side of this area. Now you'll come out of one door and see yet another door just above you. Head inside that door and speak to Kyosoruke again. Save your game at the Mermaid Save and then head upward to another

series of holes. Once again Spin Attack the fish and it will open up the door that's to the right and all the way down from where all of the many holes are located. Enter this door and then swim up to the door above you when you come out.

Jump up out of the water and save your game at the Mermaid Save. Drop down and speak to Kyosoruke again. This time you'll have to drop down into the giant waterfall and Spin Attack the evil fish that's been poking his head out of the holes. He's pretty quick but you should be able to hit him if you get in close. This will open up the door in the upper-left section of this area. Head up there to the door and enter it. Now head on up to the door that's quite a ways above you. Use your Spin Thrust to reach it. Head inside and then swim all the way up avoiding the SpikeBalls as you go. Speak to Kyosoruke and then walk all the way over to the left side of the area and drop down into the water.

Swim all the way down and then back to the right. You'll see a locked door above you and a waterfall on each side. Use these waterfalls to Thrust into the air and take out this annoying little fish once and for all. You'll have to hit him three times to get him to drop the Spool of Thread you need. Cornering him works the best. Jump up into the doorway in the middle of this water pool and then drop down and save off at the Mermaid Save. The door is locked but there's a Hot-Air Balloon waiting above you. Hop aboard. Head all the way around the many Spikes and watch out for the Pink Shadow Fish. You'll come to two doors. One is locked so enter the open door. Drop down and speak to the GrannyFish. Give her the Spool of Thread. She'll let you pass so now you can drop down the waterfall and get to the Treasure Chest.

(LEVEL 10-2)

Drop all the way down into the water. Be careful of the Ghosts and BouncyBlocks. They're not a good combination. Now continue over to the left and then all the way up the waterfall to the door at the top. Head inside and then Spin Thrust your way down and all the way around to the door at the bottom of this area. As usual, there are Ghosts all over the place so be careful. Save off at the Mermaid Save and then head inside the door.

Now drop down and swim around until you come to three passages leading downward. The first two are waterfalls and the last is just a waterway with two SpikeBalls moving up and down. Head down into the middle passage and Spin Attack the WaterWorm. Now swim up and then head down the narrow passage with the SpikeBalls. Head left and then all the way up the waterfall, carefully watching out for Spikes. Head into the door at the top. Speak to Kyosoruke and the GrandpaFrog. After you speak to them you can't pass across them so swim up and save off at the Mermaid Save and then head into the door to the left.

Read the sign to see that you have some block-busting challenges coming. This first one is timed so be quick. You have to bust your way to the little RED and BLACK YinYangs. Spin them to turn them blue. Work your way up until you reach the door at the top. But HURRY! Drop down and speak to the GrandpaFrog again. Now you can pass by him to the door behind him. Head inside. Bust through the purple blocks to reach Kyosoruke. Speak to him and then Thrust your way through the many waterfalls to your left. BE CAREFUL HERE as if you fall through the bottom of the screen you will have to start over at the door you came into this room through.

Work your way all the way over to the left side and enter the door there. You'll see a locked door over to your left. Drop down and save off at the Mermaid Save and then head left and up to the KoalaSuit. Remember to use your ScaryFace move with the "B" button to make the AngelFish Wings float up and

the SpikyBlocks to retract their spikes. Make your way all the way around to the unlocked door. Head inside. When you come out you'll be smack in the middle of a giant waterfall. Don't worry about heading over to the left yet, instead head straight up. Watch out for the Spikes and the Loopers along the way and make your way all the way up to the upper-left corner. There's a door so go inside. Now Spin Attack the WormFish and then make your way to the right, up, and then over into the waterfall. Just Thrust across the waterfall to the Treasure Chest on the far right side of this section.

(LEVEL 10-3)

The water patches are back, and this time with a twist. First speak to Kyosoruke and then jump up to the water patch above you. These water patches have flowing currents in them which can toss Stafi every which way. When you're Thrusting through them, be careful of this. Make your way all the way over to the right side of this section and you'll come to a platform on the side wall with a door. Head inside.

Make your way up and over to the left side to a cubby with an unlocked door in it. There's a locked door across from here, but you can't get in it now. Head inside the unlocked door and take a ride on the SharkSnake. You should be used to this by now. Watch out for the two SwoopingFish. Head inside the door on the far right side of this magma pool. You'll come out of the locked door you just saw before heading into the left door. Now make your way upward through the water patches and over to the top-right corner where you'll find a pool of water, a Mermaid Save, and a door. Save your game and then head inside the door. There are a lot of water patches in this room and each has its own current flow so pay close attention to this as you Thrust your way across this room. Head all the way to the far right side of the room to a door that's inside a tiny little pool of water. Head inside and then save off at the Mermaid Save.

Walk to the right and speak to Kyosoruke. Now comes a new challenge. You'll now see 4 large Red Balls come rolling down at different intervals. You'll have to Thrust your way up but you'll have to use the cubby holes along the sides to take cover in until the wave of Red Balls passes. Just be patient and make your way up to the door at the top. Head inside. Here comes some more Red Balls. Start heading upward again and skip past the first door you see on the left side and continue upward. This one is a bit trickier, but it's not too difficult to reach the door at the top. Head inside and be prepared to drop. Use the little water patches to move down and break all of the blocks you can get to at the bottom. Once you come to the PushBlock, head all the way back up and inside the door you came in through. Don't get caught by the balls and continue to work your way up past the door you came out of.

There's yet another door quite a ways up near the very top of this waterfall. Be patient and keep moving upward using the safe cubby slots along the sides. Now head inside this door and drop all the way down and bust the remaining blocks to reach the PushBlock. Push the PushBlock and head down through the tiny passageway. Save at the Mermaid Save at the bottom and then head into the door to the left. Speak to Kyosoruke and then swim up to the door in the upper-right corner. Head inside and then make your way across the water patches to the ledge on the far right side of this room. There's your Treasure Chest.

(LEVEL 10-4)

More water currents here so be careful. Thrust your way across to the left and then down to find a door tucked away in a cubby. Head inside and you'll see one of Ogura's henchmen as well as a Mermaid Save. Swim down and speak to



Kyosoruke and then up to the Mermaid Save. Now head inside the door below you. Now you've got a real puzzler on your hands. Your job in this area is to capture Ogura's henchman. The only problem is that he's quite a bit faster than you. That means you're going to have to trap him.

You'll notice 4 little ICONS on the end of each of the 4 purple poles in the middle of the screen. There's a corresponding switch in one of the four corners of this area. When you click the switch it will raise the pole to block off a section of the area. The only problem is that the switch will only stay activated for about 14 seconds. That means you're going to have to move fast to reach another switch to box Ogura's henchman in to catch him. While this might seem complicated, it's actually quite simple. Head up to the upper-left corner of the area and swim down to the YELLOW SWITCH. Click the switch and then head back down and travel around the purple poles in the middle in a CLOCKWISE direction to trap Ogura's bad guy underneath the Yellow Icon pole. Grab him and the door above the Pink Icon will open. Head inside.

When you come out you'll see a locked door back behind you and a Mermaid Save in front of you. Save off and head down to the Hot-Air Balloon. Hop aboard and take a ride all the way to the bottom. There are two doors. Head inside the unlocked door on the right. Now Thrust through the water patches all the way to the right, then down, and then back to the left until you come to Kyosoruke and two GrannyFish. Speak to them and then head all the way to the left side of this area to a door. Head inside and then save off at the Mermaid Save.

Thrust across the waterfalls all the way to the far right side of this area to a door. You'll see the Red Steelfish. Follow him into this door. When you come out you'll see that he's now hiding in a group of Spikes and he'll toss these Spikes at you so watch out. There are a couple of these Steelfish along the way but just keep heading all the way to the right side of this area. You'll come to a platform where you can jump down on the far right side. There's a Steelfish, Kyosoruke, a stack of bombs, and a plunger. Speak to Kyosoruke and you'll be transported to another room where you'll fall down. As soon as you get up you'll see the Treasure Chest across a waterfall from you. Head over and grab it.

(LEVEL 10-5)

This room is pretty straightforward. Work your way down and all the way left and around. Watch out for the Giant SpikeBalls. They will move when you get near them. Keep going and then head up and out of the water to see another one of Ogura's henchman. Speak to him and another henchman will come up and they'll begin to argue. Let them finish and then head right and down into the little pool of water. Head inside the door there and then work your way down and off to the right.

There are SpikeFish and SpikeBalls all along this path so be careful. Lure the SpikeBall to move and then swim around it. Make your way all the way to the right to a door. Head inside. Now work your way around through these new sets of Spikefish and SpikeBalls until you come to a locked door. Below this door is a jail cell with a FeatherFish trapped inside of it. Speak to the FeatherFish and then save off at the Mermaid Save. Head inside the door to the left of the Mermaid Save.

When you come out you'll see a locked door and a part of a CANVAS on a ledge above you. Swim up and you'll see what the full Canvas should look like along with the other piece of the Canvas. You need to push both pieces down to the Black Spaces to form the picture you see above you. That will open the locked door and allow you to enter it. Head inside this right door and you'll see yet another Canvas Puzzle #2. This one's a little more complicated but it's still

nothing that should give you any trouble.

First push the bottom pieces of Canvas into the Black Spaces first and then do the top two pieces. The door next to the Black Spaces will now open up. Head inside. Now you have another Canvas Puzzle #3. This one has more pieces and also more hazards strung around the room to hurt you. Be careful and once again work on the bottom pieces first and then follow suit with the top pieces. There are two pieces of this puzzle that aren't the correct pieces and you'll know them because they won't click into place. Find the correct pieces by looking at the picture and complete the puzzle. When the door next to the puzzle opens, head inside. Swim up and grab the SkeletonKey. Head inside the door right in front of you.

This will take you back outside of the Jail Cell with the FeatherFish. Swim down and free the FeatherFish. Just touch the Skull in front of the Jail Cell to open it. The FeatherFish will open up a narrow passage to a door up above you. Swim up to this newly opened door and head inside. Save off at the Mermaid Save and then jump up out of the water and take a ride on the GreenDragon. Stay near the top to avoid the GhostEyes that will shoot lasers at you. Head inside the door on the far right side of this area. Jump into the water and work your way down and around past the SpikeBalls to the Treasure Chest.

(LEVEL 10-6)

When you enter this level, speak to the FeatherFish. You'll now encounter BouncyBall platforms. Bounce off of them and then Glide across to the left. Make your way all the way to the far left side of this area and into the door on the small platform. Use the BouncyBall platforms to work your way up and to the right. Speak to Kyosoruke and he'll run off dropping tiny BlackBows along the way. Follow him up and use the BouncyPlatforms to work your way all the way up. Follow the BlackBows all the way up and to the left until you come to a small little pool of water above you. You'll see the BlackBow sitting on the ledge near the door. Head inside this door.

Keep following the BlackBows all the way down into the water and into the door at the bottom. Head all the way to the right carefully dodging all of the many BouncyBubbles along the way. Make your way to the far right side of this room and speak to the odd looking SpikyClam. Select the first choice of the question you're asked and you'll be transported out of a door where you'll see the tiny eyeballs of the WormFish hiding in the rock to your right. Spin Attack him and then continue following the BlackBows. Head into the door and DO NOT use the Mermaid Save off to the right. Save it for later.

There's a Mermaid Save inside this door that you can use right off. You'll see a red Magma Waterfall off to the right. Swim up and jump on the SharkSnake to take a ride. Jump over the DivingFish and make your way all the way to the right side to the door. Head inside and you'll drop down into the water. Swim down and up and around following the BlackBows. You'll speak to yet another one of Kyosoruke's brothers. Answer with the first choice of this question as well and you'll be transported out of the door you came in through. NOW use the Mermaid Save off to the right and then head up and to the left following the BlackBows again.

Head up to the door in the upper-left corner and enter it. Walk past the waterfall and you'll see Kyosoruke. Speak to him and then continue to the left and down into the water. Save your game at the Mermaid Save and then head off to the right where the BouncyBlocks are floating. Enter the door on the far right side of this passage. When you come out swim up and out of the water. You'll run into Ogura's henchman again. Speak to him and then chase him all

the way across to the far left side of this area. Watch out for the Spikes he throws at you. Wait until he throw a spike and then Double-Jump up and Glide towards him. When you reach the far left side, save off at the Mermaid Save and he'll flee through the Boss Door below the Mermaid Save. Speak to Kyosoruke and then head inside this Boss door.

Time for another Boss Fight. Get ready. Thrust your way all the way up the waterfall and then use the BouncyBalls to reach the top of the platform above you. Now you're one Double-Jump away from the boss. Get to it.

((VIKING FISH BOSS))

Not much to this boss fight either. You'll have to keep using your Spin Thrust move to shoot up the various waterfalls so you can get above the Viking Fish. Come down on top of him to knock that Viking Helmet off of him to begin with. He'll send a lot of his helpers out to try and hurt you. Keep Spin Thrusting up the waterfalls to take out any that come down above you and make sure you're right above him when he comes out of being stunned. Then you can quickly hit him again before he even has a chance to move. Keep performing this pattern and he should be done in no time. These bosses are getting easier instead of more difficult.

((VIKING FISH BOSS REMATCH))

There's really not much different when you come back to fight the Viking Fish after you've beaten the game. He'll send more enemies down from the tops of the waterfalls at you, but they're still quite easy to avoid. As with the first boss fight, just stay near him so that as soon as he comes out of being stunned, Spin Attack his head again. The Red Jewel level marker for Level 10-6 is your reward.

\*\*\*\*\* WORLD 11 (SEA SHADOW PALACE) \*\*\*\*\*

(LEVEL 11-1)

This is a spooky place, but don't let the look fool you, it's really not that difficult. You start this level with some solid platforming. There are stationary platforms as well as moving platforms. Use these to make your way all the way to the far right side of this area where you'll meet up with Kyosoruke. Speak to him and he'll unlock all of the doors you passed along the way to the right side of the area. After you speak to him head back to the left to the first door you come to. Head inside and get ready to take a ride on the SharkSnake.

Don't forget to save off at the Mermaid Save first. Just ride under the AquaDoods as they jump up out of the water. Make your way to the far right side of this place and head inside the door. When you come out you'll fall into the water. Swim up and save at the Mermaid Save and then swim all the way down, right, and then up. Watch out for the LazerBeams. Work your way around the twisting passages always watching out for the LazerBeams. Grab the VideoTape#1 at the end of this run and then head into the door. You'll come back out into the courtyard.

Now platform your way back further to the left to the first door you come to. Head inside and get ready to take a ride on the GreenDragon. Notice how foggy it is. Scary, huh? Save off at the Mermaid Save and hop aboard the GreenDragon. Fly your way all the way to the right side of this area and into the door. Watch out for the Sardines. You can use Stafi's Kick by pressing the "A" button to take out the ones you can't fly around. Once you go into the door you'll come out in another auto-scrolling level. Get ready to move. Try to stay near the right side of the screen and be ready to quickly move up or down as you'll have to go around quite a few vertical passages along the way.

When you reach the far right side grab the VideoTape#2 and head inside the door.

When you come back out into the courtyard head back to the left to the next door you come to. Head inside and get ready to don the KoalaSuit. Remember the only offensive move you can perform while in the KoalaSuit is the ScaryFace move. It comes in handy to make the Angelfish Wings rise up and the SpikyBalls retract their spikes. Save at the Mermaid Save as you enter this area and then put on the KoalaSuit and head to the right.

Make your way to the far right side of the room where you'll find a door. Head inside and when you come out on the other side, save off at the Mermaid Save and get ready to move quickly. The ceiling is full of razor-sharp spikes and they'll come crashing down on you if you're not careful. Use the low places to hide from the Spikes and then make a break for it. Just be patient and go a little at a time. The last stretch is a long one so be sure you're using Stafi's Dash move to make the long stretch and reach the VideoTape#3. Grab it and head inside the door to head back out to the courtyard. Now that you have all three VideoTapes head all the way to the right side of this area and give them to Kyosoruke. He'll play them for you.

You can skip it by pressing the "START" button if you want to. He'll soon unlock the door behind him. Head inside that door. Now you'll have to use your SpinPound on the BouncyBeetles to reach the Treasure Chest at the top. Just Double-Jump onto the bellies of the BouncyBeetles and then use the Spin-Pound move to thrust downward onto their bellies. This will bounce you up and allow you to Double-Jump again as well as repeat the Spin-Pound until you reach the top where the Treasure Chest is located.

(LEVEL 11-2)

Swim your way all the way to the left side of this area Thrusting past the water current in the middle to reach Kyosoruke. Speak to him and all of a sudden you'll feel an earthquake and Ogura will appear. He'll send two red GulpBalls at you and Kyosoruke. You'll then be transported back to the beginning of this level. Once again make your way all the way over to the left side of this area, this time being careful not to get chomped by the red GulpBalls. Now head into the door on the left side.

When you come out save off at the Mermaid Save and head up and to the left. You'll come to a door where you can see the Treasure Chest right above you. So close yet so far away. Head inside the door. When you come out you'll be shown the enormous number of moving platforms that you're about to have to traverse in order to reach the door at the top. On top of everything else, you'll also have to watch out for the red GulpBall as well. If you get chomped by a GulpBall you'll be taken all the way back to the beginning of this area at the bottom. Head up and get ready to do some serious platforming. If you can get past the GulpBall at the bottom you can quickly jump upward and avoid him if you're fast enough.

When you reach the top head inside the door. When you come out save off at the Mermaid Save and then Double-Jump up to the door in the upper-left corner. Head inside and you'll be shown where the next door is in the bottom-left corner of this area. But you'll have to traverse some serious water currents to get to it not to mention watching out for the GulpBalls as well. This was pretty easy to reach the door. When you get to the door head inside. Swim off to the right and use the Mermaid Save and then head up and inside the door above you. Now you're going to have to make your way all the way to the right side of this room. After that head up and then all the way back to the left.

There will be blocks to break and many water currents to deal with. To top it all off, the GulpBalls are in full force so be very careful. When you get all the way to the left, it's time to head up and out of the water. But be quick as the GulpBalls are still coming. Platform your way up and to the right to the door at the top. You'll have to use your Stafi-Dash and then Crouch move to get under the tiny openings so be prepared to do these moves quickly. There are two in a row so be aware. You'll also have to jump a gap so be aware of that too. Head inside the door at the top and speak to Kyosoruke when you come out of the door. The Treasure Chest is right above you so jump up and grab it.

(LEVEL 11-3)

Time for some more platforming. Make your way all the way to the left and then drop down into the narrow passage. You'll come to some BouncyBeetles but you don't need to use them unless you're just trying to collect Bubbles. If not, head all the way to the left and jump up all the mini-ledges. Save off at the Mermaid Save at the top and then head into the door to your right.

You can't get into the unlocked door so hop into the Hot-Air Balloon and ride upward. Fly up and around until you come to two doors. Head into the unlocked door. You'll fall into the water when you come out so swim down and to the right to speak to Kyosoruke. He'll open the door for you and show you how the two symbols now match. Head inside the door and then swim down and to the left to save off at the Mermaid Save. Now swim over to the door on the right. Head inside. There is a locked door on the right. You'll also notice that you have a Time Limit above your head. This is how much time you have to Spin Attack the Symbol Blocks to match the symbol above the locked door. This will open it. But you have to do it within the time limit. Keep that in mind for future reference.

After you spin the symbol blocks to match the triangle above the door this door will open. Head inside. This next Symbol Puzzle is a little trickier. You'll need to spin the two blocks that are changing symbols to match the Green Square symbol shown above the locked door. Do this and the door will open. Now head inside the door. When you come out float down and save off at the Mermaid Save and then head into the door in the bottom-left corner. See that Treasure Chest. Don't you wish you could break through that wall and grab it. Soon enough. This puzzle is even more trickier than the last two.

You'll have four (4) "X" blocks to spin here to match the "X" above the locked door. You'll have to swim around and spin the two underwater and then platform your way up to the other two. Be quick as the clock is ticking. When you get the door open with the "X" above it head inside of it. Now it's time for some more LazerBeams. Break the blocks and save off at the Mermaid Save to your right. Then continue up through the passages watching out for the LazerBeams. Keep swimming until you see Kyosoruke above you. Jump up and speak to him and then head over to the platform on the right. Now walk over and drop into the water on the right. Swim down through the narrow passages and avoid the FieryBalls at all costs. Make your way all the way around and break the blocks when you need to and soon you'll see the Treasure Chest.

(LEVEL 11-4)

When you come out here you'll see two locked doors. Not much you can do with these right now. Walk over to the right and speak to Kyosoruke and the angry FluffyFish. The FluffyFish will put Kyosoruke into a Jail Cell and then flee. Above the Jail Cell are 4 Suit Symbols. Diamond, Club, Heart, and Spade. They're the key to opening the Cell and releasing your clam friend. The one door up in the cubby pool of water is still locked but the other 4 doors are now open. Head back to the left and enter inside the bottom door. Time to ride

the GreenDragon again. Hop on and fly all the way to the door on the far right side of this area. Watch out for the RainbowFish as they throw Rainbow Rings at you. Try to stay near the top if you can. Head inside the door and save off at the Mermaid Save.

Time for some good ole platforming again. Stick to the platforms and avoid the BouncyBeetles. Make your way to the far right side of this area and grab the Blue Heart Key. Now head in the door and back to the room where Kyosoruke is being held captive. Now jump up to the door above you and head inside. It's time to put on the KoalaSuit again. Remember to use the "B" button to make the Scary Face to get the Angelfish Wings to float up. Make your way to the far right side and head inside the door. When you come out you'll see lightning in the background. Make your way over to the Mermaid Save and save off. When you jump down you'll have to use your Glide move all the way down. Just press and hold the "A" button. There's a lot of things to avoid so be careful and always try to follow the bubbles if you can. They'll lead you down.

When you reach the bottom grab the Pink Key and then head into the door. Now walk all the way over to the right side of this room and head into the bottom door. It's SharkSnake riding time. Hop on and take a ride all the way over to the right side of this area. There are some really long jumps so be careful here. Head inside the door when you reach it. You'll drop down and automatically hit the Mermaid Save. Now head to the left and then drop down and grab the Note. It basically tells you that you can only move towards the walls if you're performing the move that's designated by the symbol on the wall. If the symbol is a picture of Stafi Thrusting, you can only get past the wall using the Thrust move, etc. Look at the little symbol in the middle of the wall to know how to approach them.

Head all the way left and then grab the Gold Diamond Key at the far left side. You'll see the door you need to go into open up but a wall is in the way. Backtrack a little bit and head down and to the left. Once you get left you can swim up to the opened door. Once you're back out in the courtyard, head up to the door above you. Time for another Hot-Air Balloon ride. You know the drill. Head up! Avoid the walls and the Blue TorpedoFish and you'll reach the door at the top. Head inside and then drop down to the Mermaid Save. There's another Note at the bottom. Read it and you'll find out basically what you already know which is how to approach these strange moving walls. Read the symbols to see how to approach them.

Head along the top row to reach the Green Club Key. Now head back to the left and down and then all the way to the right and up to reach the door. Head back through to the courtyard and go speak to Kyosoruke in the Jail Cell. Jump up and hit the Symbol Blocks to break the locks that hold Kyosoruke. Once he's free he'll open up that door in the pool of water in the middle of the room. Double-Jump up to it and head inside. There's a couple more strange moving walls but you know what to do by now. Head along the top row to reach the Treasure Chest.

(LEVEL 11-5)

You're going to have your work cut out for you on this one. Not only do you get to perform some platforming all the way to the top, but now the strong winds are back and they'll change direction in a second. Be on your toes and try to stay airborne as much as possible. When you reach the top, speak to Kyosoruke. Now walk to the left and you'll see three doors in a pyramid shape. Start with the door directly behind Kyosoruke. Head inside and save off at the Mermaid Save.

Now proceed to the right and watch out for the spinning SpikeBalls. Make your

way down and around to the left. Head up to the door and head inside. Here comes the wind again. Save off at the Mermaid Save and continue on to the left. Here you'll have some major platforming to do not to mention dealing with the wind. Just try to stay airborne as much as possible and don't try to make up too much ground too quickly. Make your way all the way to the right and flip the blue Switch. Head inside the door and you'll notice that one of the SkullSymbols above the Pentagram Door has lit up. Now head into the door on the far right side. Save off at the Mermaid Save and get ready for another auto-scrolling section. Try to stay as far to the left as possible so you'll give yourself time to react. When you hit the dry land platforming parts, you had better move fast. Use Stafi's Dash move if necessary.

Make your way around to the door and head inside. Now swim to the right and save off at the Mermaid Save. Time to swim around and avoid the LazerBeams again. Make your way around and then flip the Blue Switch. Head inside the door that just opened and there will be yet another Skull Symbol lit up above the Pentagram Door. Now head up to the top door and head inside. When you come out of the door you'll see that the lights are going off and on. Get used to it and be careful moving around. Float directly down and save off at the Mermaid Save. Now head through the passages and watch out for dangers that you can't see when the lights are off. Just carefully and slowly make your way up and around to the door at the top. Head inside.

Save off at the Mermaid Save and use the Arrow Platforms to head upward. Everytime you jump on the platform the arrow will change directions and the platform will move in that new direction. This is all about timing. Work your way all the way to the top and flip the Switch to light up the last Skull Symbol and head inside the door. The Pentagram Door will now open. Time to go inside. Swim over to the Treasure Chest and grab it. Only one more level to go!

(LEVEL 11-6)

Swim over to the right and speak to Kyosoruke. As usual he's irate, but he's got a very good reason. He's about to transport you to fight Ogura himself. This first part is more for show than anything else. You can't really beat Ogura here. After you die, and believe me, you will die, you'll get some nice little cutscenes to set up the final battle. It's coming so go ahead and watch them and then head into the Boss Door to your right. Speak to Kyosoruke and then save off at the Mermaid Save. Now swim all the way up and get ready for part one of the final boss battle. It's a doozy. Well at least the last part of it is.

((OGURA BOSS FORM #1))

Part one of this fight is pretty straightforward. When Ogura stops to begin an attack you have to Spin Thrust him and this will cause him to blink. He will then attack and move to another spot. When he stops and faces the screen again, this is when you have to Spin Thrust him to take one of his health bars off. Watch out for the whirlpools and fireballs and keep hacking away at him. When he chases you it helps to use the Spin Thrust in rapid succession to get away before his fiery form touches you. Stay in one of the corners and wait for him to get really close and then quickly use the Spin Thrust to get away from him. After you beat him you'll be taken to another section. Save off at the Mermaid Save and speak to Kyosoruke. Now swim up and get ready for the second boss form.

((OGURA BOSS FORM #2))

This giant ball form is fairly easy to take down. When the ball turns forward and turns red, try to jump up on top of it and Spin Attack it. You'll see the evil face peer out and that's when you need to Spin Attack it. Use your

double-jump to reach the top of it. You can keep bouncing off of it on top to stay above it and avoid many of its attacks. Now jump down and avoid its attack. It ranges from tiny bombs to ice spikes. They're easy to avoid. The best way to do this is to lure them towards you and just before they reach you jump high into the air and Glide down to make them miss you. After it spins forward again, jump back up and hit it again and this will take one of its health bars off. Now it will come down to the ground and begin jumping around. It's best to just wait for it to jump up and then dash under it. Keep doing this until it returns to the air and then repeat the process of hitting it from above. It won't take long to take this ball of hot air out. Now swim down and save off at the Mermaid Save and speak to Kyosoruke. Time to prepare for the final boss form.

((OGURA BOSS FORM #3))

The main thing that needs to be said about this form is that it's a little tougher than the other two. That being said, the hands will cause the most damage so keep an eye on those when the attacks come. Always Spin Thrust or Spin Attack the eyes, then move away and get ready for Ogura's attack. It can be Fireballs, Ice Spikes, or Dropping Bombs. After the attack, take a Spin Thrust at the eyes again to score a hit and remove one of his health bars. After a couple of hits Ogura will disappear and will unleash a set of fireballs that will come shooting towards you from the distance. Spin Thrust your way around the outside edge of the screen to avoid them and get back to work attacking the eyes and dodging the impending attacks. Also watch out for the hands to start to flash. This is when Ogura will try to pull Stafi in with a magnetic force. Don't let him get you or he'll swallow you and it will take a health bar off. Use your Spin Thrust to pull away from his hands. Also watch out for the eyes to blink and a lazer to shoot across the screen. If it shoots across the lower half of the screen, the Death Ray is about to shoot across the lower section so quickly Spin Thrust up to the top of the screen. Likewise, if the Lazer shoots across the top section of the screen, Spin Thrust down to the bottom of the screen. If you're careful you shouldn't have too much trouble taking this last form out. It took me about 5 times before I finally took this final form out. Ogura is officially done. At least until the rematch later on. : )

((OGURA BOSS REMATCH))

This boss fight is still in three parts and it's MUCH harder now than it was the first time. These various forms now move a bit faster and there's also high winds to deal with during the SECOND FORM that can wreak havoc on your attempts to avoid Ogura's attacks. Try to stay in the middle and use the wind to push you out of the way of the projectile attacks that Ogura's form will throw at you. The THIRD FORM will take three Spins to the eyes in order to remove a health bar. Don't worry about taking the hands out until you get this form down to two health bars. Ogura will also unleash a flurry of attacks and won't give you much of a window to get in an attack. Pick your attack spots carefully. The falling bombs are a good place to get in an attack if you can lead the bombs off to the edge of the screen and then quickly move in for a Spin Attack before Ogura begins the next wave of attacks. You'll also need to take out at least one of the hands once you get Ogura down to only two health bars left. If you don't, he'll heal himself when you get him down to only one health bar, which will add another one to his life bar. Without the hands to heal, you're free to take him out once and for all. Other than these differences, stick to the attack patterns mentioned above to take these guys out one more time and gain the last Bonus Treasure Chest of the game.

Don't feel too badly if this last rematch takes you some time to beat. I think I played this last form about 30 times before I finally took him out. It just takes some patience and persistence. A LOT of patience and persistence.



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-----< 5. EXTRA LEVELS >-----  
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Once you beat Ogura's Final Form and watch the ending you'll then get to continue the game in "Extra Level" mode. This adds additional levels to each world, which means many more Treasure Chests to find. These levels are quite a bit tougher than the regular levels in the game, even on World 1, so be prepared. You'll know you're in "Extra" mode when you come to the title screen and Stafi now looks like a Las Vegas Elvis impersonator. It's also worth noting that you can also go back and play the levels you've already completed once and this time they'll be more difficult and feature new or additional enemies and dangers. You won't gain any additional Treasure Chests by going back and completing the regular levels, however. You'll only get a Red marker on the Level Map. Playing through the original game levels will also reward you with a Song on the Music Box that can be accessed in Kyosoruke's Shop.

When you're on the World Map after you've beaten the game you'll have access to three new Shops as well. Here they are:

Press the "SELECT" button to go into Stafi's Wardrobe where you can play dress-up with Stafi using the many costumes and accessories that you earn and purchase during the game. There are 99 in total.

Press the "R" button to access Kyosoruke's Shop where you'll have a lot of extra game options like a sound test and watching the ending of the game again. The menu is in Japanese but below is a translation of the many options available in the menu as you unlock them. The options that have ????? on them are not yet unlocked. You can also find Kyosoruke's Shop in the bottom-left corner of World 3.

(-----PHOTO ALBUM-----)	(-----ENDING #1-----)
(-----MINI GAMES-----)	(-----ENDING #2-----)
(-----MUSIC BOX-----)	(-----ENDING #3-----)
(--SEA CREATURE ENCYCLOPEDIA--)	(-----CREDITS #1-----)
(----BONUS TREASURE CHESTS----)	(-----CREDITS #2-----)

(PHOTO ALBUM)

Here you can view photos that you've earned or purchased from HadeHirari's Photo Shop. Most of these are photos of the many sea creatures that helped you throughout your adventure. There are 48 in total.

(MINI GAMES)

Here you can play the five mini games that become available once you beat the regular game. There are 3 difficulty levels per mini game for you to beat.

(MUSIC BOX)

Here you can play the many pieces of music you've earned or purchased. There are 50 musical tracks in total. You'll even get to watch as Stafi, Kyosoruke, and his sea creature band perform the songs.

(SEA CREATURE ENCYCLOPEDIA)

Here is a complete listing of every sea creature found throughout the game along with a picture of the creature. Only the sea creatures that you have interacted with will appear here. If you find "-----" listed anywhere, that means you're missing a sea creature and need to go back and try to locate one and interact with it. There are 236 sea creatures in total.

001-017 World 1 Sea Creatures  
018-031 World 2 Sea Creatures  
032-047 World 3 Sea Creatures  
048-068 World 4 Sea Creatures  
069-088 World 5 Sea Creatures  
089-110 World 6 Sea Creatures  
111-133 World 7 Sea Creatures  
134-155 World 8 Sea Creatures  
156-176 World 9 Sea Creatures  
177-198 World 10 Sea Creatures  
199-205 World 11 Sea Creatures  
206-236 Vehicle Level Sea Creatures

(BONUS TREASURE CHESTS)

Here is the picture of the 45 Bonus Treasure Chests that you receive when you beat each one of the Extra Levels in the game. This page shows you which Chests you have received and which ones you still lack. This page also shows you what item was found inside of each chest as well.

(ENDING #1)

The first ending in the game that you'll see when you beat the regular game.

(ENDING #2)

The second ending that you can see when you go back and defeat Ogura for a second time.

(ENDING #3)

The third and best ending that you get to see when you locate 44 Bonus Treasure Chests and then go defeat Ogura once again to gain the 45th Bonus Treasure Chest.

(CREDITS #1)

This is the end of game credits that you'll get to watch when you beat the game for the first time.

(CREDITS #2)

This is the end of game credits that you'll get to watch once you gather 44 Bonus Treasure Chests and then defeat Ogura once again to gain the 45th Bonus Treasure Chest. It's much more colorful and fun than the first set of credits.

Press the "L" button to access HadeHirari's Photo Shop where you can buy tons of items like Character and Enemy Photographs or Soundtrack Tunes. This is when all of those Bubbles you collected in each level will come in handy. You can also find HadeHirari's Photo Shop at the bottom of World 1.

Right after you beat the game there will be 2 additional levels added to each world. Now as you beat these new levels you'll notice that the Treasure Count on each world will only go up to 2/4. So how do you get the other two Treasure Chests? Well you have to go back to each World's level where you got a VEHICLE and replay the level and the training portion for each Vehicle. This will upgrade the vehicle and allow you to play additional levels that require that upgraded Vehicle. SEE ABOVE FOR VEHICLE AND LEVEL INFORMATION. As you complete these Vehicle levels again, you'll notice that even more "New" levels are now open in the various Worlds.

You will be able to complete 44 of the 45 Bonus Treasure Chests by playing all of these Bonus Levels. The last Treasure Chest will require you to get 44 of

the 45 Bonus Treasure Chests in each of the Bonus Levels. To get the final Bonus Treasure Chest you'll have to go back to Level 11-6 and duke it out in a rematch with Ogura's three final forms again. MAKE SURE YOU ALREADY HAVE 44 BONUS TREASURE CHESTS BEFORE YOU GO FIGHT THE REMATCH ON 11-6. You'll know you have them all if you have 4/4 Chests on Worlds 1-10 and 4/5 on World 11.

If you can take Ogura down one last time the Bonus Treasure Chest #45 will be yours, along with the good ending. Good luck on this rematch. You're going to need it.

If you don't feel like going back and getting 44 Bonus Treasure Chests, you can just fight the rematch with Ogura on 11-6 and get the 2nd best ending. It seemed just like the first ending to me. The third ending was by far and away the best of the bunch, and well worth going back and getting the 44 Treasure Chests.

For this part I'll only cover the levels that are completely new once you've finished the game the first time as well as the new Vehicle-accessed levels as mentioned above. Well, on to the Bonus Levels.

\*\*\*\*\* WORLD 1 (SEA GULL BAY) \*\*\*\*\*

(LEVEL 1-5)

Head to the right and up to begin this level and then platform your way to the top ledge after you Thrust out of the water. Use your Crouching Run to get underneath the narrow passages along the top and then Glide down watching out for the Spikes along the way. Work your way down and around the ledges still watching out for the sharp Spikes everywhere until you reach the bottom where you'll see a door. Head inside and get ready for some more platforming. Save off at the Mermaid Save to the right and then start jumping up the platforms. Watch out for the Crabs and ShadowBalls. Use the platforms to make your way up to the pools of water. Use the Spin Thrust to move from one pool of water to the next one. Just watch out for the Spikes that are on the edges of these pools of water when you thrust.

There's a door at the very top in a tiny pool of water. Head inside. Work your way to find a Mermaid Save. Save your game and then get ready to Thrust your way up to the platform that's just above the row of SpikeBalls. Now use your Double-Jump to make your way up the moving platforms to the ledge at the top-right. There are some narrow passages of water that lead down where you'll find some blocks that you'll need to bust in order to be able to use the Push Blocks. Bust the blocks in the first three passages until you can reach the bottom where you'll find the Bonus Treasure Chest.

(LEVEL 1-6)

There are more Spikes here so watch out for them as you jump over to the right and into the water. Now use your Spin Thrust to shoot up to the platform that's moving up and down above you. Jump over to the ledge and use your Glide move to make your way down and off to the right. Jump down into the water and make your way down and around the winding passages of water. When you reach the dead end at the far right, Spin Thrust up out of the water to the tiny ledge above you. Use your Double-Jump to continue making your way upward until you can move off to the right again. Bust the blocks that are in your way and continue on to the right and then drop down to the tiny little square ledges below you. Be sure you watch out for the SpikeBalls as they're everywhere again.

Work your way down into the water and then head left and then all the way up

using your Thrust move. Now use the Double-Jump to work your way up the tiny little blocks avoiding the SpikeBalls. There's a door at the top so head inside and then save off at the Mermaid Save to your right. Use the Blue Block that's moving around to ride up to the ledge above you on the right. Jump up and then head into the pool of water. Work your way down and all the way around to the right and then up to a door on the ledge at the top. You'll have to use the Spin Thrust to reach this door. Head inside and then platform your way along the very top ledges. Watch out for the SpikeBalls and the Blue Blocks that are rotating around these ledges as they can knock you off if you're not careful. There's also some ShadowBalls to deal with as well. Keep moving to the right until you come to the Bonus Treasure Chest.

(LEVEL 1-7) (Vehicle Upgrade required)

When you come into this level, head over to the Hot-Air Balloon and start your climb upward. Stay near the left side of this area and you should be able to easily dodge the TorpedoFish that will launch at you. Just use the afterburner on your balloon in short, steady bursts. Make your way all the way up to the top ledge to a door that's off to the right. Head inside.

Walk left and bust the blocks to fall all the way down into the water. Now head off to the left to the Mermaid Save. Head up and Spin Thrust out of the water up to the platform above you. Watch out for the BlackClouds as you continue to head up. Use your Double-Jump to continue up through the platforms to the ledge at the top. Now move off to the right and then down into the water. Work your way all the way down to the bottom and bust all of the blocks that are surrounding the Push Blocks.

Make your way to the bottom, a little to the right, and then all the way back up the right side of this area. Now Spin Thrust out of the water and Glide over the SpikeBall to the door. Swim to the right and save off at the Mermaid Save. Now you're going to have to do some serious platforming to make your way all the way up to the top where the Treasure Chest is. It's a long way up but the best thing you can do is always Spin Attack the BlackClouds as they'll only get in your way and cause you to fall down. This is a fun climb so enjoy the trip up to the Bonus Treasure Chest.

(LEVEL 1-8) (Vehicle Upgrade required)

You start this level in the water. Swim up above the ledge and Spin Thrust your way up to the moving platforms above you. Now platform your way up the platforms using your Double-Jump. You'll have to take out the BlackClouds and you'll also need to Crouch to get underneath the low ledges near the top. When you reach the top, head over to the right to the Mermaid Save. Save your game and then Double-Jump up to the door to the left of you and head inside.

Now you get to take a ride on your upgraded GreenDragon. There are a lot of SpikeBalls here so be careful. Use your Fire Breath to take out the SeaBass. Head inside the door at the far right side of this area. When you come out, save off at the Mermaid Save and then head to the right. Platform along and make sure you don't get pushed off the ledges by the rotating blocks. Make your way all the way to the right and then drop down into the water. Continue downward and make your way back to the left and you'll come to the Bonus Treasure Chest in a small cubby hole.

\*\*\*\*\* WORLD 2 (LILLY PAD LAGOON) \*\*\*\*\*

(LEVEL 2-5)

The first thing to do here is head off to the right. Walk along the stone

blocks that are covering the SpikeBalls. Just be sure you don't use your Spin Attack or the stone blocks will break and you'll fall into the SpikeBalls. Head all the way over to the right and use your running Crouch move to get underneath the narrow passage. Break the stone blocks at the far right side of the room and fall down to the bottom. Now head off to the left and once again, be sure not to Spin Attack while you're standing on the stone blocks above the SpikeBalls. Now you'll have some very narrow green platforms to cross. Just go slow and use your Glide move to help you land safely on the platforms. Head all the way over to the left and save off at the Mermaid Save and then head inside the door to your left.

Use your Glide move to make your way down the left side of this area. Watch out for the SpikeBalls and then Glide all the way to the left to a door. Use the BouncyBeetles to keep from falling into the row of SpikeBalls at the bottom. Head inside the door. Save off at the Mermaid Save and then drop down and make your way over to the right and then down into the water. Make your way to the left and then Spin Thrust out of the water up to the little pools of water above you. As usual, keep Spin Thrusting your way up until you come to the two BouncyBeetles. You'll have to use your Spin-Pound move on these Beetles in order to jump high enough up to reach the pools of water to the right. Now use your Spin Thrust to make your way up and to the right from pool of water to pool of water. Just be careful of the SpikeBalls on the ledges. Your Glide move will make squeezing in between these SpikeBalls much easier.

When you reach the far right side, jump up to the platform above you where the RedGhost is running back and forth. Be sure you use a Spin Attack to take him out before you land on the platform. Now jump up and use your Glide move to make your way through the wall of SpikeBalls to your left and keep gliding over to the Bonus Treasure Chest. If you miss the ledge, you'll have to Glide down and make your run over to the right side of this area again. It's a little tricky, but you shouldn't have too much trouble with it.

#### (LEVEL 2-6)

Here you'll see six (6) water passages downward and all have flowing currents in them. This can be a little tricky as there are SpikeBalls all over the place and most of the time these currents will pull you into them if you're not careful. Take the far left current downward and use the currents to move. Spin Attack the FlameFish when they attack you. Head down until you reach some brown blocks that you can bust. Bust them and keep heading all the way down. You'll have to go through some Push Blocks to make your way to the right a little bit, but then head down and back to the far left side. Try to stay near the left edge all the way down. When you reach the bottom head a little ways up and over to the right and then back down to a Mermaid Save and the door. Save off and head inside the door.

Head up and all the way over to the far right side of this area. Now bust your way through the blocks and head all the way down to the bottom. You'll need to break all of the stone blocks on the way down in order to carry the barrel at the bottom up through these passages. Swim all the way down to the bottom and then push the barrel upward through these winding passages. When you reach the top of the water with the barrel, push it all the way over to the right side of the area. Now using your Running Double-Jump, you can jump high enough to reach the door high above you. Head inside.

Now you're going to get to do some platforming on the tiny green ledges. Watch out for the SpikeBalls and keep making your way upward. You'll soon reach some long platforms with the RedGhosts on them. Spin Attack them and continue upward. When you reach the tiny green platform at the top, you'll see a BouncyBeetle to the far left of you. Use your Double-Jump to jump onto him and

then perform your Spin-Pound followed by another Double-Jump to reach the Bonus Treasure Chest.

(LEVEL 2-7) (Vehicle Upgrade required)

Hop into the Hot-Air Balloon and use your afterburner to fly around this maze all the way down and around to the bottom where you'll find a door. Watch for the falling JellyFish as you go along. It's honestly easiest to just fly past them before they even have a chance to fall. Head inside the door and you'll be in an auto-scrolling section now so get moving.

Swim up and to the right and try to stay as close to the right side of the screen as possible. This way you'll have plenty of time to react to changes in the layout of the level as it scrolls along. Save off at the Mermaid Save if you're able to get down there quickly enough, if not just keep moving along. Bust the blocks that you come to and also take any enemies out that you can as they'll be one of your bigger obstacles in trying to maneuver around these ledges. Just use your Swim or Spin Thrust moves to quickly move along. When you reach the end of this run head inside the door.

Now you're going to have to use that Spin Thrust a LOT to brave these strong water currents. Your job is to break the tiny blocks that are surrounding the Push Block in the center of this area. You'll have to swim through the passages on all sides of it in order to get it to where you can push the block to reach the Treasure Chest. WATCH FOR SPIKEBALLS. They're the killer in this part. It's best to start with the far left side passage and work your way counter-clockwise. After you've busted the blocks on the TOP, LEFT, and BOTTOM side of the Push Block, you can now head up to the top passage and work your way down to the Push Block. Push it to reach the Bonus Treasure Chest.

(LEVEL 2-8) (Vehicle Upgrade required)

It's time to put that new upgraded SharkSnake to good use. Now it's got a brand new set of wings on it that let it fly up into the sky. But remember you'll only get a couple of wing flaps before it comes back down. Fly all the way to the right and head inside the door. Save off at the Mermaid Save. Now you'll have to use the tiny waterfalls to Spin Thrust up and Glide over to the right. Make your way all the way over to the far right side of this area and watch out for the SpikeBalls along the way. When you reach the far right side ledge, Glide down below to the door. Head inside.

In this next part it's more of the same. Keep using the waterfalls to Spin Thrust up and over the ledges with the SpikeBalls on top of them. Head left and then up to the ledge above you where you'll see a group of BouncyBeetles. There's really no need to bother with them, instead head off to the right and then drop down into the water below. Now make your way right and then Spin Thrust up the waterfalls. You'll have to switch between the waterfalls in order to avoid the SpikeBalls you'll encounter on your way up. When you reach the top, Spin Thrust up to the BouncyBeetle and then bounce off of it onto the ledge just to the right. Double-Jump onto the upper ledge to the left. Drop down into the water on your left and swim down, around, and back up the other side passage. Now Spin-Thrust over the SpikeBalls to your left and keep traveling to the left. When you reach the far left side waterfall, Glide all the way down to the bottom to the Bonus Treasure Chest.

\*\*\*\*\* WORLD 3 (TURTLE TROPICS) \*\*\*\*\*

(LEVEL 3-6)

You'll begin the level in the water at the bottom. Now you're in for some

serious platforming on your way up. The gray platforms will disappear and reappear so time your jumps accordingly. You'll also have to watch out for the DemonSurfers flying down from the top. As if all of this weren't enough, there are spikes everywhere as well. Make your way all the way to the top and save off at the Mermaid Save. Head inside the door next to it. Drop down through the many BouncyBubbles. Watch out for the enemies and SpikeBalls on the way down. Be sure you drop down along the RIGHT side of this area. When you reach the bottom head off to the right. Now Spin Thrust up to the ledge on the left side of this area. You'll see three ledges. Be sure you Thrust up to the one on the far left side. Now use the BouncyBubbles to make your way up to the top to another Mermaid Save. Save off and head into the door.

Now you've got to deal with some more high winds. Just keep Double-Jumping your way up and use your Glide move to fight off the wind and stay on the platforms. When you reach the top, head over to the right and then make your way down the platforms there. Watch out for the SpikeBalls as the wind will blow you into them if you're not careful. When you reach the bottom make your way all the way to the right where you'll find quite a few platforms leading up. Head up and then use Stafi's Crouch move to let the wind blow you under the narrow passages. Keep heading up and then once you reach the top platform all the way over to the right side of the area to find the Bonus Treasure Chest.

#### (LEVEL 3-7)

Here's another auto-scrolling level. You'll have to bust a lot of water blocks while making your way to the right on this part. Always be sure to bust the blocks that you can bust and not the blocks that will turn into metal. Stafi can only break the blocks with the little bubbles on them, not the ones with the large bubble. Just try to stay as close to the right side of the screen as you can and you should be fine. You'll reach a door on the far right side of the area. Head inside.

The wind is back and it's as tricky as ever. There's a Mermaid Save above you and to the left. Double-Jump up to it and save your game. Now make your way all the way to the right side and get ready to use the BouncyBubbles to get up to the gray ledges above you. Watch out as they will disappear and reappear so time your jumps well. Make your way across the 3 gray ledges heading to the left side of the area. Now Double-Jump up from the far-left ledge to the door in the air above you. Head inside and then save off at the Mermaid Save. Now this part is a little tricky. Not only do you have to deal with the wind, but the wooden platforms you'll be jumping on will start to fall as soon as you land on them. Don't stand on them long, just keep moving to the right. You'll have to use the BouncyBubbles near the end of this section in order to reach the green ledge on the far right side of this section. Stay as close to the top as you can and keep heading right until you come to the Bonus Treasure Chest.

#### (LEVEL 3-8) (Vehicle Upgrade required)

Now it's time to put on the Crocodile Elvis suit. Remember to make your Scary Face at the SpikeBalls to make them retract their Spikes. Work your way down, left, and then all the way up the left side of this area. At the top is a door. Head inside.

Drop down and save off at the Mermaid Save. Now head right and jump onto the moving platform. Make sure the gray ledge above you isn't about to disappear and then jump up to it and quickly jump over to the wood ledge. Jump directly from this wooden ledge over to the stable ledge to your right. Continue making your way to the right using these same ledges. You'll have to put that Glide

move and Double-Jump to good use in these sections as well. Watch out for the large group of SpikeBalls near the far right side and then head into the door on the ledge at the far right.

Walk to your left and save off at the Mermaid Save. Jump down into the water and start making your way around the Windmills and SpikePoppers. You can Spin Attack the SpikePoppers ONLY when their Spikes are retracted and this will make it easier to squeeze your way down to the lower-left corner of this area. Make your way around the winding passages down here busting the BubbleBlocks as you go. Make your way all the way to the bottom and then back to the left through the water current to the Bonus Treasure Chest.

(LEVEL 3-9) (Vehicle Upgrade required)

Spin Thrust out of the water and up to the gray ledges above you. You'll have to move between them quickly as they will keep disappearing on you. Work your way up the left side of this area until you come to a green platform with a Mermaid Save on it. Save off your game and start heading off to the right. Use the BouncyBubble to make your way up to the gray platform and then all the way up to the door above you. Head inside and get ready to hop on the SharkSnake again.

Ride all the way to the far right side of this area and swim underneath the sea creatures that come jumping up out of the water and soon you'll come to a door on the far right side. Head inside. Jump down into the water and swim all the way down to the Mermaid Save. Head off to the left and continue making your way around this passage. Make your way over to the far right side and Spin Thrust up out of the water on the far right passage. Use the BouncyBubble to make your way to the top ledge and then head off to the left. Glide over the SpikeBalls to pick up the Bonus Treasure Chest.

\*\*\*\*\* WORLD 4 (ARCTIC ANTICS) \*\*\*\*\*

(LEVEL 4-6)

Head all the way to the right and platform across the Icicle Spikes and then drop down on the far right side. Now bust the Ice Blocks and keep traveling to the left. Drop down into the warm hot spring water and swim down and around to the Mermaid Save. Bust the blocks that are blocking the Push Blocks and then push your way through and swim up to the door. Head inside. Swim to the right and then up the first chance you get. You'll see the IceCubers. Thrust up out of the water and to a small pink platform. Use the tiny Icicle Ledges to make your way up and then head off to the right. Use Stafi's running Crouch move to slide safely under the narrow passages and past the falling IceSpikes. Keep using this move all the way down and around until you come to a large pink block.

Now it's time to head upward a little. Keep moving up and to the right and watch out for the ElectricOrbs that are rotating around the ledges. Make your way all the way down and into the water. There are fast-moving Orbs down here as well so be careful. Swim down and save off at the Mermaid Save and then head inside the door to your right. Now it's just a lot of platforming upward to the Bonus Treasure Chest at the top. This one was pretty easy.

(LEVEL 4-7)

You'll be seeing pink again on this level. There are also some large IceSpikes hanging overhead. Use Stafi's Run move and build up a good head of steam before shooting underneath these Spikes falling from the ceiling. Use your Spin Attack to bust through the blocks that are blocking your way. Then use



your Crouching move to duck underneath the narrow passages. Head all the way to the far right side of this section and then get ready to head up and to the left. Platform your way all the way to the left and watch out for the tiny Ice Ledges as they'll fall right out from under you if you stand on them for too long. Make your way all the way to the left until you can see a BouncyBeetle up above you. Double-Jump onto this Beetle and perform the Spin Pound on his belly to give yourself a boost up to the door way above you. Use the Double-Jump off of the Beetle to get up that high. Head inside the door.

Save off at the Mermaid Save to the right before you do anything else. Now use these BouncyFish to make your way all the way up to the door at the top. You jump on their backs three times and it will shoot you high up into the air. Watch out for the SpikeBalls near the top and make your way up and into the door. Save off at the Mermaid Save to your left here and then head downward. Stay near the left side of this area and make your way all the way down into the water below. Now swim down and break the blocks that are in your way here. Watch out for all of the BoneFish throughout this section. Head all the way down and then to the right a little. Thrust up out of the water and keep an eye on all of the ElectricOrbs on the right side of this icy wall. Keep making your way up the right side using the tiny ledges along the way.

Now you'll come to another BouncyBeetle. Double-Jump on top of it and perform the Spin Pound on its belly. Now use the Double-Jump to make your way up to the next Beetle and do the same thing until you reach the tiny Ice Ledges up at the top. Now jump all the way over to the far right side of these ledges and begin to run to the left using Stafi's Run move. Duck under the narrow passage and grab the Bonus Treasure Chest.

(LEVEL 4-8) (Vehicle Upgrade required)

You'll begin the level in the freezing water so make your way to the right and then up and around the platforms until you come to the passage leading up where the Icicles are crashing to the ground. Be careful here and only go just after the Icicles have dropped to the ground. Platform all the way to the top to a Mermaid Save. Now comes a rather tricky Double-Jump and Glide off to the left. Glide over the Spikes and over to the BouncyBeetles on the far right. Use your Spin-Pound onto them and make your way over to the two little Ice Platforms on the far right side. Be quick as these platforms will soon begin to fall once you land one then. Just Double-Jump and Glide up to the door above you. Head inside.

Time for another Hot-Air Balloon ride. This is pretty easy. Head all the way to the top and then begin making your way over to the right. Now you'll have to head down and around through the TorpedoFish. It's best to just shoot past them when you can, otherwise just get close to them until they shoot off and then head past them. Go down until you come to the large opening in the right wall and then head across to the other side. Now afterburner all the way up to the top and then back to the left where you'll find the door. Head inside.

You've now got to do some more platforming. Fall all the way down to the Mermaid Save below you. Make your way over to the right to the tiny Ice Ledges. Be quick and platform your way up to the small ledge that's across from the column of SpikeBalls. Now Double-Jump up and over to the two small Ice Ledges to your right. Ride the far right ledge down past the right wall until you can jump up and over to the next Ice Ledge on the right side wall. Now platform your way up to the ledge on this far right side. Walk right and then drop down. Keep dropping down until you land on the group of Ice Blocks. Bust through them and head down. Bust through the next group of Ice Blocks and fall down once more. You're going to have to use your Running Crouch to get under the tiny gap in the wall to the right. As soon as you hit the Ice Ledges

on the other side, Double-Jump up to the IceLedge above you and continue platforming your way up to the top. There's a Bonus Treasure Chest on the very top ledge.

(LEVEL 4-9) (Vehicle Upgrade required)

The Crocodile Elvis suit is waiting so jump inside and head off to the right. There's not too much to this part. Make the Scary Face at the AngelFish Pod and the Wings will carry you up to the ledge above you. Jump onto the ledge and then drop down. Now head up to the edge of the SpikeBall pit and lure the RainbowBlob over until it's directly over the pit. Make the Scary Face and it will freeze right where you need it to jump over the pit. Jump over the pit and then walk all the way to the right. Lure it back over towards you and then make the Scary Face to freeze it again and use it to reach the ledge above you. Now you're going to have to keep doing this. At one point jump on the frozen Blob and when it's about to wake up, jump into the air as high as you can and then make the Scary Face again. Keep doing this to allow it to move up far enough so that you can reach the ledge at the top. Now Jump as far to the right as you can to the ledge where the door is. Head inside.

The level here is auto-scrolling. You'll need to stay near the right side as much as possible in order to keep up with the level. There's pretty much only one way to go but you will have one section where you'll have to do your Running Crouch to slide underneath the low ledge. There's also quite a bit of block busting required near the last part of this level. Once you hit the warm water, Spin Attack the fish and keep busting up through the blocks to the very top. Stay up here and bust the blocks to make your way to the door on the top-right ledge. Head inside.

Save off at the Mermaid Save to your right when you come out here. Head off to the right and jump over the gaps to reach the other side. Now you're going to have to platform up and over to the right. Stay near the top and make your way over until you Glide to a BouncyBeetle. Spin-Pound on its belly and then jump up to the ledge to your right. Keep an eye out for the spinning ElectricOrbs. Now drop down to the bottom and head off to the right again. Make your way all the way over to the far right wall. You'll see a tiny Ice Ledge above you. Double-Jump up to it and then up the pink platform above it. Now use Stafi's Run move to make it all the way across these tiny gaps in the platform off to the left. When you reach the far left side here, jump up and then begin making your way back to the right. You'll have to use your Running Crouch move on these two narrow ledges to slide underneath. Head all the way to the far left and then make your way down and around to the Treasure Chest below. Be careful not to fall on the Ice Ledges that are next to the Bonus Treasure Chest.

\*\*\*\*\* WORLD 5 (FOUNTAIN FOREST) \*\*\*\*\*

(LEVEL 5-6)

You're inside of the tree for this level and you're also going to have to deal with the annoying SkullFish again. When you attack these you'll first knock the mask off with the first spin and then you can take them out with another Spin Attack. Now head off to the right and you're going to encounter two more new enemies. The BellBats and the SpringKettles. Both can be easily defeated with a simple Spin Attack. When you get all the way to the right start working your way up to the top and then drop down into the water and head to the left. The last two columns down hold a door and a Mermaid Save. Save off and head down the far left passage. Head inside the door.

Oddly enough there's yet another Mermaid Save just outside of this door so if you feel the need, save off again. Now head up using the floating leaves and

when you reach the top Glide all the way over to the right. Now drop down into the water, swim through the BellBats, and enter the door at the bottom. Now it's time to swim up through the currents. The best way up is to get flush up against the left wall and Spin Thrust straight up until you reach the top. Now keep working your way up through the passages watching out for the Spinning Planks and when you reach the top the Bonus Treasure Chest is just over to the right on a ledge.

(LEVEL 5-7)

Platform up using the Acorns and then make your way to the top and use your Crouching move to get underneath the narrow passage. Keep heading up and use your running Double-Jump to reach the narrow platforms above you. You're going to have to use your running Crouch move to get underneath the narrow passage and you can run over the small gaps between the ledges. Continue to use the running Double-Jump move to reach the higher ledges above you. Work your way all the way to the top and jump down into the pool of water where the door is located. Head inside. When you come out you'll see a rainstorm taking place. Swim over to the right and save off at the Mermaid Save.

Now go back and jump up on the platform above where you came into this area. You can use your Run move to cross the tiny gaps and then use your Crouch to duck under the narrow passage. Now you're going to come to a bunch of very small patches of water. Use these small patches of water to Spin Thrust your way all the way to the right side of this section. Be careful not to fall down as you'll lose a health bar and have to start all the way over at the beginning. When you reach the far right side you'll see a ledge. Land on it and then Double-Jump over to the BouncyBeetle and perform the Spin-Pound followed by a Double-Jump to reach the ledge with the door above you. Head inside the door.

Head up to the water patch and Spin Thrust your way up to the floating leaf and then onto the ledge to your left. Now continue heading up using the water patches and the leaves. Stay over near the left wall and soon you'll reach the top and see two BouncyBeetles. Using the Beetle on the left, Double-Jump above it and perform a Spin-Pound onto its belly and then follow that with a Double-Jump up to the Bonus Treasure Chest on the ledge above you.

(LEVEL 5-8) (Vehicle Upgrade required)

Start by platforming up the ledges until you drop down into the water above you. Now swim over and then up to the blocks that you can break. Keep breaking blocks and heading off to the right and make your way all the way around these twisting passages until you reach the far right side. You'll come out of the water onto a ledge. Drop down and Glide all the way back to the left. Keep bouncing on the BouncyBeetles all the way across until you reach a ledge with a Mermaid Save on it and a door. Save off and then head inside the door.

Now it's time to take a ride on the GreenDragon. This is pretty simple, just stick to the top until you reach the tall stack of SpikeBalls and then head down under them and ride this thing out down here on the bottom. Head inside the door when you reach the far right side.

Time for some more platforming. Jump over to the patches of water and use your Spin Thrust up through the two water patches and over the ledge to the Mermaid Save over to the left. Now work your way down and around this maze of passages until you reach the bottom where you'll see quite a few patches of water. Use these patches of water to Spin Thrust up until you reach the BouncyBeetles. Now you MUST Double-Jump up from these patches of water in order to be able to execute your Spin-Pound onto their bellies and get the height you need to

reach the top patches of water. Once you get over the top ledge and head to the left Glide all the way down through the various rows of SpikeBalls until you reach the Bonus Treasure Chest.

(LEVEL 5-9) (Vehicle Upgrade required)

Time to hop into the Crocodile Elvis suit. Now head off to the left and when you reach the AngelFish Pod, make the Scary Face and ride the Wings up to the top of this ledge. Now when you drop down, be sure you make the Scary Face BEFORE you land because these Pods are on top of SpikeBalls. That way the AngelFish Wings will already be floating up and will catch you before you hit the Spikes below. Timing is everything on this one. Keep doing this and working your way all the way over to the top right side ledge. Head inside the door here.

You'll come out in a huge pool of varying water currents. Here's where you want to go. From where you come out here swim over to the block to your left and then up a block. Head inside this door. Now when you come out swim to the block to your right and save off at the Mermaid Save and then head inside the door there. Now when you come out swim directly to the right and head inside that door. This will bring you out in the Lantern Block room.

You have two choices here on which direction to go first. I prefer to head up and over to the left first. Make your way up the passages and bust the blocks to proceed upward. Head all the way up and around to the middle of the section and you'll see a small Black Block. Spin into it to light the lantern inside of it. Now hurry back down to where you came from and this time swim up and around to the right side. Now make your way quickly up and around to the little Black Block on the other side. Spin it to light the lantern inside it and the barrier blocking the path up to the Treasure Chest is now opened. Just remember that you have a time limit as to how long the lantern blocks will stay lit. In order for this to work both lanterns have to be lit while the other is still burning. You should have plenty of time as long as you're quick. Head up and grab the Bonus Treasure Chest.

\*\*\*\*\* WORLD 6 (TREE TRUNK CAVE) \*\*\*\*\*

(LEVEL 6-6)

When you begin this level you need to first jump over to the ledge with the large tree on it. Spin the tree and knock some meat off into the water to keep the Piranha busy. Now jump into the water and swim all the way over to the left side and then down. Bust through the blocks and swim through the tiny hole in the wall. Head all the way to the right and then Thrust up to the ledges above you. Head all the way up and then over to the right. There are some narrow passages that run vertically and you're going to have to dive down into them and bust the blocks that are blocking the Push Blocks that you're going to need to make use of to make it all the way over to the right side of this area.

It's a bit of a maze, but the most important thing to remember is to always swim down and break any blocks that are protruding from the Push Blocks. As you go back down and around, you'll eventually come out up in the upper-right corner where a door is. Watch out for enemies and Mines along the way and then head into the door when you reach it. When you come out of the door save off at the Mermaid Save that's right next to you. Now head off to the left to another large tree. Time to Spin some more meat into the water. Now remember to keep knocking meat off into the water in order to stop the strong water currents created by the SuckerFish. Work your way down, all the way left, and then back up. Platform up and watch out for the moving SpikeBalls. When you

reach the platform out of the water near the top work your way back to the right. Head into the door on the far right side and you'll come out in complete darkness.

Walk straight over to the left to the Mermaid Save and save off your game. Push through the Push Block you can see below you and then over to the left to the LampFish. Spin into it and the lights will go on for a short time. Now get moving. Head to the right and then down and work your way down to the lower-right corner of the room to yet another LampFish. Spin it and then bust through the blocks to your left and head left. Head all the way over to the lower-left corner and spin the LampFish there. Now head up all the way through the Push Block and up a little more. You should see the Treasure Chest now. Bust the blocks above it to grab the Bonus Treasure Chest.

(LEVEL 6-7)

There's not much to this first part as the maze is pretty much a one-way ordeal. It's not getting lost that's the problem, it's navigating through the SpikeKnights and the many Snakes that are constantly coming out of the walls. Proceed slowly and carefully through this entire section. Work your way all the way around and then up to a door in a little cubby. Head inside and you'll come out in darkness again. Swim straight up to the LampFish and Spin into it to turn the lights on. Now bust the blocks just below the LampFish and head over to the Mermaid Save to save your game.

Swim down to yet another LampFish and Spin into it. Work your way all the way down to the bottom and then back to the left busting through blocks every so often. Now head up when you reach the far left side and you'll see another LampFish tucked away off to the right. Spin it and then head up and around to the door you should be able to see. Head inside and when you come out save off at the Mermaid Save. Jump up out of the water and proceed to the left. Here you'll see that you can't reach the ledges above you through normal means. You're going to have to lure the Snake out of the wall and then Double-Jump above it and perform the Spin Pound on the Snake. This will then allow you to jump again off of its back and up to the ledge above the Snake's hole. Now you can then make your way across to the ledge on the right.

Do the same thing with the Snakes on this ledge to the right and make your way up to the very top of this section. Head off to the left and be sure you watch out for the Snakes coming out of the holes. Once you make it all the way to the left drop down and make your way all the way to the right. Now head up and then to the right jumping over the many Snakes as you come to them. When you get all the way to the right part, use the Snake to make your way up to the ledge high above you. Now for this last part, you're going to have to use your running Double-Jump in order to get high enough to land on the last Snake's back in order to jump up to the Bonus Treasure Chest. This is a bit tricky, but you should get it with a little practice.

(LEVEL 6-8) (Vehicle Upgrade required)

You'll begin this level in the pitch dark. Swim directly up from where you begin the level and Spin the GlowFish. You can see the door along with a Mermaid Save to your right. This little maze shouldn't give you too much trouble but always remember the way back to the GlowFish until you figure out the way to the door. Head all the way up and Spin Thrust out of the water and off to the left to the Meat Tree. Spin some meat off into the water and then head down and to the right. Bust the blocks where you need to. Go all the way to the right and then all the way up. You'll now need to make your way a little to the left and then all the way down to the Mermaid Save. Save off and then head over and up to the door. Head inside.

Now you get to ride on the SharkSnake. There are a couple of long jumps here so be sure you give yourself enough room to make the jumps. You'll encounter two FireBalls and all you basically have to do to avoid them is jump over them. Use the Fly move to glide if you need to stay airborne longer. Head inside the door on the far right side of this section.

When you come out, save off at the Mermaid Save and then proceed to the left. Knock meat off the Trees and into the water and then swim all the way to the far left side of this area. Now head down and then back to the right. You should see the Treasure Chest by now. Head all the way to the right, up a little, and then back to the left through the middle tunnel where you saw the Treasure Chest before. Grab the Bonus Treasure Chest at the end of the passage.

(LEVEL 6-9) (Vehicle Upgrade required)

You'll begin this level underwater. Swim all the way to the far right wall and then up and out of the water. Try to Glide over to the Tree and knock some meat off into the water for the Piranha. Now jump down into the water and head all the way to the left. Spin Thrust up out of the water to the BouncyBubbles above you. Keep bouncing off of them and make your way up to the BouncyBeetles. Just keep bouncing off of the Bubbles and Beetles until you reach the top. Start bouncing your way off to the right and Glide as far right as you can. You should land on another Tree. Spin meat into the water and then drop down into the water and swim to the left. Just above you in midair is the door. Spin Thrust out of the water up to it and head inside.

When you come out here save off at the Mermaid Save to your left and then platform your way up to the GreenDragon. Stay near the top for most of this run and then at the last section, drop down to the bottom to avoid the SpikeBalls that are up top. The door is on the far side of this run. It's also a good idea to keep using the Fire Breath the entire way through. Head inside the door.

You'll come out in the dark in this part, but you can see the Mermaid Save right next to you. Save off and then walk directly to the right until you drop down. Spin attack the GreenBlob and then swim to the left to the LightSwitch. Spin it and head back up and all the way over to the right. Drop down and spin the LightSwitch there. Now swim up and head down the narrow ledge in the middle. Swim all the way down to the Push Block. Push the block down and head off down the left tunnel. There is a block that's keeping the Push Block at the end of this tunnel from moving so break it now and then head back to the last LightSwitch. Spin it again and then head back down through the Push Block and work your way all the way down to the bottom-left corner of this area. There are two more LightSwitches down here. Use them to make your way off to the right. You'll have to avoid the Bubbles that are floating up but you can find cubby holes off to the side to do this in. Soon you'll see the Bonus Treasure Chest. Swim over and grab it.

\*\*\*\*\* WORLD 7 (GUMDROP MOUNTAINS) \*\*\*\*\*

(LEVEL 7-6)

Now here is one of the prettiest levels in the game. And windy! Platform your way up using the cloud platforms and try to Glide in the air as much as possible to help combat the high winds that are blowing. When you reach the top, drop down and get ready to use that running Crouch move to get underneath the narrow passage in front of you. Drop down a little ways and then head left on the platform just below the platform at the top of this area. You can just

duck and let the wind blow you underneath the narrow passages here instead of using the running Crouch move. It's much easier to pull off here. The wind will kick up and then die down at random intervals so always be aware of it. Now drop down and head back to the right. You'll soon see the door in a cubby hole to the right.

Drop down and don't let the wind blow you into the SpikeBalls. Save off at the Mermaid Save at the bottom and then use your running Double-Jump to reach the door above you. Now you'll find some large water patches. Don't worry about the Spin Thrust move on these as it's much easier to just swim off of a water patch and then use the mid-air jump to reach the next one. It works just like a Double-Jump would work on dry land. Along the right side passage leading up you'll find some BouncyBeetles. You're going to have to use that Double-Jump into a Spin-Pound into another jump move to work your way upward. Keep working your way up past the BouncyBeetles and into the middle passage where there are some much smaller patches of water. Use your swim and jump move to work your way all the way up to the tiny ledge on the right side. You can't land on the left ledge because there are SpikeBalls there. Now Double-Jump from this right-hand ledge all the way over to the left where there is a door. Save off at the Mermaid Save and then head inside the door.

You'll immediately be hit with gusting winds again so be ready to head against the wind and up to the platform just above you. Now let the wind carry you over to the right and then jump up to the small platform where you'll see two green blocks. DON'T bust these blocks as they'll keep you stopped when the wind kicks up again. Now jump up to the next platform that's above you and just to the right. You'll see a cloud platform moving above you. This platform will only last for a few seconds before it begins to flash and disappear so you'll have to be quick. Jump onto this cloud platform and then jump over to the ledge to your left. Above you is a door. Use your running Double-Jump from the ledge just below the top ledge to make it up to the Bonus Treasure Chest.

(LEVEL 7-7)

Jump up to the moving Cloud Platform and ride it across to the right. Now jump over to the next platform and this time you'll have to Crouch to avoid being pulled off of the platform by the narrow gap in the passage in front of you. Keep heading right and jump up to the large patch of water above the SpikeBalls. Drop down onto the cloud platform and ride it to the right. Jump up to the ledge and then jump onto the next cloud platform to the right. Ride it over and drop down into the large water patch that's below the SpikeBalls. Swim over to the right and then Spin Thrust up to the next patch of water.

Now you'll have to time your drop down from this patch of water to coincide with when the cloud platform is directly below you. Crouch to get under the narrow gap in the passage and then jump up to the ledge on the right. Use your running move to clear all of the tiny gaps in the ledges and make your way all the way over to the right to the door and Mermaid Save. Save your game and then head inside the door.

The falling rocks are back. There are three passages leading downward here. Doesn't matter which you take just swim down along the left side of this area and bust the blocks that are on one of the ledges. Now swim up and get ready to push the falling boulder all the way down to the pile of Acorns that's blocking your way at the bottom. Remember that this rock cannot touch any of the horizontal ledges on its way down. Just guide the falling rock all the way down and onto the Boulder at the bottom and it will break through these Acorns and you can then head down. This is one of the hardest parts in the entire game so be prepared to fail at this many times. It's also helpful to push the rock up flush against the vertical walls in order to line it up with where you

want it to fall down. Eventually you'll get it.

For this next part you basically just have to swim around and bust all of the tiny blocks that are underneath the large piles of Acorns. Work your way all the way around busting blocks until you reach the Bonus Treasure Chest in a small cubby. Be careful to not get caught under one of the falling piles of Acorns or you'll get squashed.

(LEVEL 7-8) (Vehicle Upgrade required)

You'll start with a nice ride on the SharkSnake. This one's pretty easy as most of it's simple jumping. You might want to use the Fly move to allow yourself to glide a little as well. The fish will come up out of the water and fly over you so basically just ride under them. When you get to the far right side, head inside the door above you.

Jump down into the water and swim over to the right to save off at the Mermaid Save. Now Spin Thrust up to the tiny ledge above you and quickly Double-Jump over to the pool of water above you on the left. Now Spin Thrust up to the patch of water above you and then Spin Thrust high into the air and Glide all the way to the right past the SpikeBalls. Drop down into the water and swim all the way down. Head right and then all the way up this passage. You'll need to use the patches of water and your Spin Thrust to make it all the way to the top of the ledge. Now use your Running Double-Jump to make your way up onto the ledge above your head where the door is. Head inside the door.

This part is a little tricky but very fun. You're going to have to start platforming your way up the many ledges. The wind will blow at intervals and it will also alternate directions. This will come in handy a little further up. Keep heading up and always try to use your Glide move to combat the high winds. When you reach the part of this section where you'll have to begin Crouching to get underneath the tiny ledges, this is when you'll need the wind. Sometimes you might have to wait for the wind to switch to the direction you need for it to push you under the ledge when you Crouch. Just be patient and slowly make your way all the way up to the top. It's really not too tough at all. Grab the Bonus Treasure Chest on the very top ledge.

(LEVEL 7-9) (Vehicle Upgrade required)

You're going to begin this bonus level with a Hot-Air Balloon ride. Remember to use your afterburner to help you guide the balloon along. The falling BoulderBobs are a problem, but just ease up to them and wait until they fall. If you can scurry past them then that might end up being faster, but be sure you don't run out of afterburner while you're still under them. Use short quick bursts to get the most bang for your buck. Make your way up to the upper-right corner where you'll find a door. Head inside.

Now it's time for some more platforming. This part is a blast. Use your Double-Jump to make your way up the Cloud Platforms. Watch out for the SpikeBalls. You'll also have to use those Green Platforms. To make them rise, keep jumping on them repeatedly until they begin to flash. That's when they're about to disappear so jump from them just before they do. You'll also need to Spin-Pound the BouncyBeetles in order to jump from them and get the height you need to reach the platforms further up. Just keep working your way up to the very top where you'll find a door. Head inside.

When you come out here save off at the Mermaid Save. Now you'll have to use the BouncyBubbles to make your way up and over to the left. Try to land directly on top of the BouncyBubbles in order to get the most height and to stay as straight as possible. Then just Glide over to the next Bubble and so



on. Use the BouncyBeetles the same way you did in the last section where you used your Spin-Pound move on their bellies and soon you'll make it all the way to the top-left corner where you'll find the Bonus Treasure Chest.

\*\*\*\*\* WORLD 8 (SEASCAPE PALACE) \*\*\*\*\*

(LEVEL 8-7)

This is an auto-scrolling level, so as usual, try to stay as close to the right side of the screen as possible. You'll also encounter the three enemies that revolve around you for a short time and then all attack at once. Just wait until they begin to move in toward you and then perform a Spin Attack to take them all out at once. The MinerFish are back as well but they can be taken out with a simple Spin Attack. This stretch is fairly easy so just keep making your way to the right until you come to the door. Head inside and you'll be in the dark.

Walk over and save off at the Mermaid Save and then swim up to the Light Switch above you. Spin it and then head right and down. Watch out for the BouncyBubbles. When you get all the way down start heading back to the left to the next switch. Flip the next switch and then head upward. Don't go all the way to the top instead head off the left where you'll find another Light Switch. Spin it and then head up to the door above you. When you come out save off at the Mermaid Save. Remember the "X" and "O" door puzzles. You have to place something onto the "X" platforms in order to change them to an "O" and open the door in the room. Watch out for the spinning SpikeBalls and head over to the right side of the room where you'll see a BoneFish trapped inside some blocks. Bust the blocks to free the BoneFish and lure him up and to the left to where the "X" platform is. Spin Attack him when he's directly above the "X" and he'll fall down onto it and the door will open. Hurry up and swim down to the door before the BoneFish wakes up. Head inside the door.

In the next room you'll have a similar puzzle. This time you have two "X" platforms to take care of. Swim up and bust the blocks to free the barrel first and push it onto the "X" platform at the top. Now swim down and free the BoneFish and Spin Attack him so he'll fall onto the bottom "X" platform. This will open the door so go ahead and head inside.

Inside this room you'll have an even trickier puzzle. What makes it tricky is that the BoneFish will only remain stunned for a short time. That means that once you spin it at the bottom you have to hurry back up to the very top to the door. With all of these twisting passages, that can be tough. So here's what you do. Lure the BoneFish all the way up to the top of the long and narrow tunnel off to the far right side. Spin him at the top and he'll have to float all the way down to the "X" platform and that will give you plenty of time to swim back up to the door and head inside.

Okay one more time. This puzzle is really easy. Make your way down through the spinning SpikeBalls and bust all of the blocks on the way down. Now free the BoneFish and then lure him all the way to the top and Spin Attack him above the "X". Enter the door. Now you have some really fast spinning SpikeBalls, but it's not too difficult to swim up and grab the Bonus Treasure Chest.

(LEVEL 8-8)

Here you'll have to use the BouncyBeetles to make your way up to the patches of water. Then swim up out of the patches of water and then jump again to reach the other BouncyBeetles. Head off to the right side of this area, but not ALL the way right. Stay near the middle of this area and keep working your way up until you come to a ledge at the very top of this section where you'll

find a door. Head inside the door.

When you come out, jump over to the right where the Mermaid Save is to save your game. Now continue off to the right until you reach the far right side. Double-Jump onto the BouncyBubble above you and then continue to bounce off of these bubbles making your way all the way to the left. Now head up a little to the top and then make your way all the way back to the right until you come to the red ledges. Glide over to the right and then all the way down until you come to a floating Cloud Platform. Jump onto this platform and ride it all the way up. When it goes up all the way, jump from it over to the left where there is a narrow ledge with a door on it. Head inside the door.

Now you're going to get to ride the Arrow Platforms. Every time you jump on the platform the arrow will change direction and so will the direction the platform is floating. Time your jumps carefully to maneuver off to the left around the many SpikeBalls. Keep using these platforms and make your way all the way to the right side of this section to the Treasure Chest. The last stretch is the most difficult as you have to pretty much ride the platform all the way in order to reach the high ledge that the Bonus Treasure Chest is sitting on.

(LEVEL 8-9) (Vehicle Upgrade required)

Jump on the GreenDragon and take a ride. You'll need to make use of your FireBreath on this section, as there are plenty of SeaBass coming at you throughout the run. There are also a lot of SpikeBalls to contend with so move around very carefully. Stay near the top part of this run and you should be fine. When you reach the far right side head inside the door.

Here are the SnotFish again and they're sneezing as much as ever. These sneezes will create very strong water currents so be careful here. Wait until the currents stop before you proceed. Make your way all the way around the passages. Occasionally you'll be attacked by the three enemies that circle around you. As usual, wait until they begin to move in for the kill and then Spin Attack them all with one Spin. Keep moving around until you come to the door at the end of the tunnel. Head inside.

When you come out of the door save off at the Mermaid Save and then get ready to make the mad dash before the Ceiling Spikes can squash you. Remember to make your way from cubby hole to cubby hole. There are also a few assorted SpikeBalls in your path down this tunnel so keep an eye out for them. Don't try to make up too much ground at once. Take your time. When you make it to the end of this tunnel you'll come to a door. Head inside.

Don't get too excited here. You can see the Treasure Chest right next to you in the dark but you can't get to it from here. Save off at the Mermaid Save and then head back just a tad to the left toward the Treasure Chest and then move upward. You can make it to the LightSwitch above you. Spin it and then get moving. Head back down and off to the right towards the next LightSwitch. Head upward and bust the blocks and head into the cubby hole with the Switch that's off to the right. Spin it and then head off to the left and then break through the blocks on the floor and go down to the next LightSwitch. The three spinning enemies will attack here again. Just wait until they move in and Spin Attack them all with one shot. Now keep heading downward and bust the blocks to the right and then down to reach the Bonus Treasure Chest.

(LEVEL 8-10) (Vehicle Upgrade required)

Here we go again with the Crocodile Elvis suit. Hop into the suit and head off to the left. Make the Scary Face at the AngelFish Pod and ride the Wings up to

the top of this ledge. You'll see a rather large Electric Cloud coming your way. Lure him a little closer and then make the Scary Face to freeze him where he is. This will give you an extra ledge that you'll need to make the jump over to the far right side. Now keep making your way up the ledges and lure him up and freeze him again if you need his help to make it up the ledges to the door at the top. Head inside the door.

Remember these? They work like a timer. As you move around their eyes are closed. Every few seconds their eyes will blink and then open. If you're not hidden inside of the walls, they'll spot you and drag you back to the beginning of this level. You can move around freely as long as their eyes are closed. Just listen for the sound to get more rapid and that means that their eyes are going to open soon. Find shelter inside the walls and stay there until they close their eyes again. Make your way all the way up and around to the left. Save off at the Mermaid Save and get ready to head downward. Just keep making your way around and don't try to make up too much ground at once. Sometimes the eyes will stay closed for quite awhile, and other times they will only close for a few seconds. There's also a narrow gap on one platform that will require you to perform a running Crouch move to get under it. Be careful here. If you don't make it, head back up top and hide inside the wall piece there and try the Crouch again the next time. Make your way all the way around to the door. Head inside.

Here we have more SnotFish. Remember to wait for the currents to subside before moving around. Drop down and save off at the Mermaid Save. Now head to the left and up. Jump out of the water and onto the ledge above you. Walk left and then jump down into the water and head down. Wait for the Snotfish to finish sneezing and then head down and to the right. Keep heading down and to the right until you reach the bottom. Now head right down the long corridor and then up to the ledge above the Snotfish at the very end of this long tunnel. Now Double-Jump up and over the SpikeBalls on the ledge to your right and into the water. Stay on top of the water and swim all the way over to the right. There's a tiny ledge above you. Thrust up to it and then use a Running Double-Jump to the left as high as you can and then Glide all the way over to the ledge on the far left side of this area. Now platform your way up to the top. You're going to have to perform the Double-Jump into a Spin-Pound on the BouncyBeetles and then follow that with a jump to the next Beetle. Repeat this process until you make it all the way to the blocks on the right side. Now bust your way down to the Bonus Treasure Chest below you.

\*\*\*\*\* WORLD 9 (LOCH NESS LAGOON) \*\*\*\*\*

(LEVEL 9-7)

The rotating Spike Platforms are back. Watch the lights on the platforms to see when they're about to rotate. You're safe while they're Blue, but once they turn to Yellow that means they're about to rotate. Wait until this first platform rotates and then use your Run move to get across it. When you reach the far right side, drop down and then head back to the left. Double-Jump over the Spike Pit but make sure the platform above the pit doesn't have the Spikes facing downward or you'll hit them during the jump. Head all the way to the left and then jump up to the ledge above you.

Now make your way over to the right and upward. Take out the BoneThrowers as you go. When you get up to the next Spike Platform DO NOT jump up to it. Instead head right through the tiny hole to the right of the top ledge. Glide down to the Spike Platform there and then platform up the small ledges on the far right side. Use your Double-Jump to reach them. When you reach the top you'll see a large wall of SpikeBalls to the left and a Spike Platform above you. These platforms have one side of spikes facing upward and one facing

downward. Start platforming across to the left using these platforms. You'll have to take out the BoneThrowers along the way as well.

When you reach the left side you'll have to use the Spike Platform to Run and Crouch underneath the tiny gap in the wall to your left. There's a door here so head inside. From here make your way to the right across the Spike Platform and then down using the tiny ledges. There's a Spike Platform to your right. Cross it and drop down to the right of the platform. Now work your way down, to the right, and then down again. There's a Mermaid Save at the bottom here. Save off and then head to the right. Now work your way up and you'll see a Spike Platform out of the water above you. Spin Thrust up to the platform to the side where the Spikes are facing downward. Continue on up to the second Spike Platform and then jump to the ledge off to the right.

Jump down into the water and make your way around the maze. You'll have to bust the green blocks to get through and there are a few sharks down here to stun as well. Just watch out for the Spikes on the Spike Platforms and you should have no trouble making your way down to the very bottom where the door is. Head inside the door and then make your way up and around to the top of this section. There are orange BouncyBlocks and green BlobStoppers all over the place so proceed with caution. You'll also need to Spin Attack every enemy you can get to as the ElectricSquids will shoot orbs at you. You can spin the orbs as well. It's a long trip all the way to the top, but once you make it the Bonus Treasure Chest is your reward.

(LEVEL 9-8)

There's a little bit of everything in this bonus level. Start by heading off to the left where you'll see a group of Snails and a Spike Platform. There's also an Electric Orb circling the ledge above this platform. Make your way between all of these until you come to the far left side. Jump up out of the water to the small ledge above you. Now make your way up to the Spike Platform. It's best to skip this first Spike Platform and instead use the ledges at the side wall to reach the very top Spike Platform. Now head off to the right using all of these platforms. When you reach the far right platform you're going to have to Glide off of it to the door that's in the air on the far right side of this area. Head inside.

Drop down into the water and head to the bottom to the Mermaid Save. Save off and then swim up and break the green blocks above you. Now Spin Thrust up out of the water and up to the TurnipWarp on the ledge above you. Head inside the Warp and when you come out in the next section swim all the way down and off to the right to the TurnipWarp. Head inside of it. When you come out don't go into the first TurnipWarp that's on your left, instead swim past it and up to the TurnipWarp above it. Head inside of it. When you come out start Gliding your way down. Go past the TurnipWarp on the ledge and head all the way to the bottom to the TurnipWarp there. Go inside and you'll come out where the door is. Head inside the door.

Swim to the right and save off at the Mermaid Save. Now head upward, to the right, and then down. Work your way around and keep busting through the green blocks that are under the Spike Platforms. Work your way all the way up and out of the water where you'll find a large number of SkullPirates. Spin Attack them or just Glide over the top of them to the small pool of water on the far left side. Now work your way up the tiny ledges to the top. Be careful of the Electric Orbs going around these ledges as well. When you reach the top tiny ledge that's next to the BouncyBeetle, head off to the right using the Spike Platforms. Head all the way to the right and then platform up using the ledges. Take out the SkullPirate and then proceed down and around through the Spike Platforms. Now head off to the right where you'll find the Bonus

Treasure Chest.

(LEVEL 9-9) (Vehicle Upgrade required)

Here you're going to have to keep using the TurnipWarps to move to the different areas of this section and bust all the green blocks that are blocking the Push Blocks. Just always try to use a different TurnipWarp to work your way to every part of this area. Eventually you'll come to the door. Avoid the two TurnipWarps and head up to the door. (HINT: When you come to the first set of two TurnipWarps use the RIGHT one and then on the next set of two use the LEFT one to reach the door)

Now you're going to get to ride the GreenDragon and this time you're going to have a lot of enemies and SpikeBalls to deal with. Remember that you now have the Fire Breath using the "B" button so use it often to take out not only the enemies but also their fire. Make your way all the way over to the right to the door. Head inside and drop all the way down to the Mermaid Save. Now head over to the left and Spin Thrust up to the ledge. You'll see two TurnipWarps. One on the left wall and one on the right wall. Double-Jump up and Glide to the TurnipWarp on the right wall. When you come out drop down to the ledge. Now Double-Jump up to the top TurnipWarp on the right wall. Head inside.

When you come out you'll fall onto a TurnipWarp. Now Glide down to the TurnipWarp just below the one you're standing on that's located on the right wall and head inside. When you come out Glide over to the right and you'll see two TurnipWarps. You need to go inside of the very top one that's on the left wall. Double-Jump up to it and head inside of it. As soon as you come out of this one start Gliding over to the right to the ledge. The Bonus Treasure Chest is just above you.

(LEVEL 9-10) (Vehicle Upgrade required)

The first part of this level is a chance to get your feet wet using the new Afterburner Upgrade on your Hot-Air Balloon. Make your way all the way around and up to the door. Watch out for the TorpedoFish as you work your way around. This part is pretty easy but it's good practice in using the new balloon. When you come out of the door, walk to the right and save off at the Mermaid Save. Jump on the Duck and ride it up to the top. Watch out for the BoneThrowers and hop up to the ledge above you. Double-Jump your way all the way up using the platforms until you come to the next Duck.

Jump on the duck and as it begins to move, jump over and Spin the Duck Switch. Now jump back onto the Duck and ride it up. Double-Jump up to the BouncyBeetle and perform the Spin-Pound onto its belly and then jump off that bounce to the next Beetle and then up to the ledge above you. Time to hop on the next Duck and take a ride. Jump over and Spin the Duck Switch and continue riding upward until you come to the next set of BouncyBeetles. Once again perform the Double-Jump up to the Beetle and then follow that with a Spin-Pound and jump over to the next Beetle and then up to the ledge with the door. Head inside. When you come out in this section, save off at the Mermaid Save and then hop onto the Duck to your right. Ride the duck to the right and get ready to Double-Jump over the SpikeBalls and then up onto the BouncyBeetle.

Once again perform the Spin-Pound into a jump to make it over the high row of SpikeBalls and back onto the Duck. Now jump over to the ledge on the right and get ready to hop onto the next Duck. Ride it over to the right and then Double-Jump onto the BouncyBeetles and perform the Spin-Pound and then a jump off of the bounce to go from Beetle to Beetle. Work your way all the way to the right and onto yet another Duck. Now jump over to the Duck Switch and hit it quickly and then jump back onto the Duck. Now you'll have to duck down and

ride the Duck underneath all of the SpikeBalls. When you get to the far right and begin to head back up, jump over to the BouncyBeetles and hop your way across them using the Spin-Pound into a jump move until you reach the Bonus Treasure Chest on the upper ledge to the right.

\*\*\*\*\* WORLD 10 (WATERFALL WALL) \*\*\*\*\*

(LEVEL 10-7)

When you begin the level head into the water and then off to the left. You're going to have to head up to the top so Spin Thrust out of the water and onto the BouncyBeetles and then bounce off the BouncyBubbles on the side wall to make your way up to the top ledge. Double-Jump onto the BouncyBeetle above you to the left and then use the Spin Pound followed by a jump to reach the very top ledge on the far left side. Keep heading left and you'll soon have to drop down. As you're falling, be sure to Spin Attack the blocks on the right side wall and then land on the ledge before you fall all the way down. You'll see a row of SpikeBalls lined up. Double-Jump over these to the tiny ledge to the right. Jump off to the right and fall all the way down the small waterfall into the pool of water at the bottom. Now jump up and Spin Attack the blocks on the wall to your left. Jump up on the ledge there and get ready to jump to the left wall across from the row of SpikeBalls. Be sure to quickly Spin into these blocks to bust them so you can land on the ledge without falling into the Spikes. Remember that when you're in front of the waterfalls you can use all of your underwater moves, like the Spin Thrust to help you move from waterfall to waterfall.

When you drop down on the bottom, move across the waterfalls and be careful not to fall into the SpikeBalls. Soon you'll come to a bunch of BouncyBeetles. Now you're going to have to Double-Jump above the Beetles and then perform the Spin-Pound followed by another jump over to the next Beetle. This is tricky, but you have to keep repeating these moves in order to make it from Beetle to Beetle. You'll have to do this until you make it to the far right side of this section. There's a door on this far right ledge. Head inside. Walk left and drop down into the water. Swim off to the left and you'll see three waterfalls. Spin Thrust up the middle waterfall all the way up to the ledge. Once you reach the ledge, use a running Double-Jump to reach the ledge above you. Keep heading all the way up and then move to the right and drop down into the water. Swim all the way to the right and get ready to Spin Thrust up to the BouncyBeetles. Bounce off of the Beetles and onto the BouncyBubbles. From the Bubbles, bounce up to the ledge on the left where you'll find a door. Head inside.

Save off at the Mermaid Save to your left when you come out into this area. You'll see the Red Balls rolling down the waterfalls. You'll have to avoid these or they'll pull you all the way to the bottom of the waterfall. First Spin Thrust your way up the left hand waterfall. Use the cubby holes to hide from the Red Balls. Break the blocks on the sides to hide in them. Head up until you come to a water current which won't allow you to go any higher. Head down into the middle where you can bust the blocks and work your way all the way over to the right hand waterfall. Now start heading up the right side waterfall. Keep moving up the waterfalls and when you reach a current that won't let you pass, head over to the other side of the fall and continue upward. You'll eventually reach the Bonus Treasure Chest at the top.

(LEVEL 10-8)

You're going to have to deal with the waterfalls again. Just remember to use your Spin Thrust out of the waterfall to shoot high into the air and reach the ledges. Keep platforming to the right all the way along the very top of this

area until you reach the far right side. Now drop down the waterfall there but perform your Spin Thrust diagonally over to the right and then Glide over to the ledge on the far right side. DO NOT fall down any of these waterfalls as it will take a health bar off and you'll have to start over at the beginning of this section. Also keep an eye out for the many Ghosts that are flying around. Just Spin Attack them to get them out of your way.

Once you're on this ledge, use your running Double-Jump to reach the ledge that's above you to the left. Take out the Porcupine and then continue platforming your way up and to the right. You'll soon come to another waterfall. Glide down the side just outside of the waterfall on the right side and then glide over to a small ledge on the right. Now Double-Jump your way up to the ledge above you and continue to make your way up the ledges and to the right. Now you'll come to yet another waterfall. This time Glide down on the left side and save off at the Mermaid Save and then Glide down just below you to the door. Head inside. You're going to fall all the way down into the water below. Now it's time to start heading to the left. Use your Spin Thrust and Spin Attack to shoot up and break the blocks.

Keep moving all the way over to the far left side to the waterfall. Now Spin Thrust all the way to the top of the fall and out to the ledge off to the right. You can see some BouncyBubbles above you here. Now comes the really tricky part. You're going to have to Double-Jump up to these BouncyBubbles and continue bouncing off of them to make your way over to the right to the BouncyBeetles. As in previous levels, you'll have to perform a Double-Jump above the BouncyBeetles and then perform a Spin-Pound down to the belly of these Beetles followed by a jump over to the next Beetle. This will take some practice to get this move down, but remember that if you fall, just use your Glide move to slowly make your way down and land on the ledge instead of the Spikes. Make your way all the way to the top-right corner of this section and you'll reach a ledge. To your right is a door. Head inside and then walk left to save off at the Mermaid Save. Fun, wasn't it? If you thought that was fun, you're going to love the next part.

You're going to have to use that Spin Thrust move to make your way between all of these patches of water. And the many enemies and Spikes are going to make it even more challenging. Try to head up every chance you can, and if you can't go up anymore, move to one side and try to find a higher patch of water. Don't forget to use your Glide move to help you stay afloat in these patches of water. Make your way all the way to the top-left of this area and you'll find the Bonus Treasure Chest. You earned that one!

(LEVEL 10-9) (Vehicle Upgrade required)

You'll begin this level by riding the SharkSnake. There are some really long jumps to perform here so be sure you make use of the SharkSnake's new flying ability. Try to remain back near the left side of the screen as long as you can before making your jumps. Most of the enemies are very easy to avoid as you can fly over the majority of them. Make your way all the way over to the right side of this run and there's a door above you. Head inside.

Now jump into the water and head off to the left. You can Spin Attack the green Spikes when their Spikes are retracted. As for the giant SpikeBalls, you'll just have to avoid them. Use the cubby holes to stay out of their way long enough for them to move past you. Keep busting blocks and making your way all the way to the right. You'll soon come to some flowing water currents. These aren't really a big deal. Just go with the flow and bust blocks where needed to proceed on to the right. When you reach the far right side, make your way down and around to the door that's to the left of the second water current. Head inside.

Save off at the Mermaid Save and watch out for the Ghosts flying around. Now it's just a matter of Spin Thrusting your way up and around these waterfalls. The currents will try to pull you down but just keep Thrusting upward. Get close to the giant SpikeBalls until they move and then Thrust past them. Bust the blocks when you need to cross over to another waterfall. If you take your time and are patient here, you'll have no trouble working your way up and all the way around to the Bonus Treasure Chest.

(LEVEL 10-10) (Vehicle Upgrade required)

Time to put on the Crocodile Elvis suit again. Man this thing is ugly. Proceed off to the right and when you get to the AngelFish Pod make the Scary Face and the AngelFish Wings will float up. Jump on them and ride them up to the ledge above you. You can't just fall down to the Pods on this part as they're on top of SpikeBalls. Jump down and when you're a little ways above the Pod make the Scary Face and the AngelFish Wings should start rising underneath you just before you touch down on the SpikeBall below. Keep doing this all the way across to the right. When you reach the far right side you'll fall down off the ledge to a door. Head inside.

Now you're going to have to use the patches of water to Spin Thrust your way up to the top of this section where you'll find a floating BubblePlatform. Wait until the BubblePlatform is moving off to the right and when it's about halfway over, Spin Thrust diagonally over to it and then bounce off of it toward the single BouncyBubble on the far right wall. Bounce off of this up to the ledge above you and Spin Attack the two Pocupines. Head off to the left and then Glide all the way down to the two water patches near the bottom. Make your way over to the far left side passage and the patch of water at the bottom of it. Spin Thrust up when the BubblePlatform on the right wall is down far enough to hit it. Now Glide back and forth between the two BubblePlatforms until you make it on top of one of them. Just keep riding and bouncing on it until you're high enough to Glide into the door at the very top.

When you come out here be sure to Glide over to the right and save off at the Mermaid Save. Don't worry if you fall down the waterfall as it's quite easy to Spin Thrust back up and use the BubblePlatforms to get up on the right ledge. Now make your way to the right and then drop down. You can't do a running Double-Jump up to the top of that tall ledge so don't even bother. Instead work your way to the left and then down into the water. Just keep Spin Thrusting and Gliding through the SpikeBalls all the way over to the far right wall. You'll have to head up a little to make it all the way over to the ledges on the far right wall. Now just platform your way up using your Double-Jump until you can see the Bonus Treasure Chest. Jump up there and grab it.

\*\*\*\*\* WORLD 11 (SEA SHADOW PALACE) \*\*\*\*\*

(LEVEL 11-7)

There are TONS of LaserEyes in this first section. You basically just have to work your way all the way around through this section one step at a time. You'll come to a set of two LaserEyes and a ledge that might seem out of reach. You just have to use your running Double-Jump to get up to the top here. Wait until the two Lasers sync up and when they both go off, make a run and Double-Jump for it. You should have no trouble reaching the top. Now head off to the left watching out for the Lasers. You'll have to use the running Crouch move to get under the narrow gap in the wall ahead of you. Time it so you make the slide while the Laser is off. Do the same thing with the next one and then quickly jump up and over to the Mermaid Save and the door. Save your game and head inside the door.



For the next section you're going to have to deal with the falling ceiling full of Spikes. Use your Run move and take this one section at a time. Don't forget to Spin Attack as you fall into the holes as there are enemies hiding in them. Wait for the Spikes to start heading back up and then make another run for it. One section at a time and you should be okay as long as you're running the entire way. Head into the door at the far right end.

Now the level will become auto-scrolling so get moving. Always try to stay to the far right of the screen so you'll give yourself enough time to react to level changes. There's a Mermaid Save over the first ledge so save off and keep moving. Soon you'll come to the BouncyBeetles. Remember to Double-Jump to where you're above the Beetle, then Spin Pound down on its belly and perform a jump off of it. This should allow you to easily reach the ledge up top. Now it's time to bust some blocks to get through. When you reach the water pools, head into the SECOND one you come to, not the FIRST one. Swim down and around and you'll come back out of the water onto a ledge. Keep moving and soon you'll come to the door. Head inside and save off at the Mermaid Save.

Now you get to deal with the Ceiling Spikes but this time you'll have to swim instead of run. Use your Spin Thrust to move quickly. Remember to Spin Attack the enemies in the holes where you hide. The last stretch of this will require you to Spin Thrust the entire way to the door at the end. You have very little room for error here so don't stop Thrusting the entire way. Head into the door at the end of this run.

When you come out, save off at the Mermaid Save and you'll notice that the lights are going off and on. Move only when you can see where you're going. There are Spikes EVERYWHERE so only move when you can see where you're at and where you can stop safely until the lights come back on. Work your way all the way around and you'll eventually come to the Bonus Treasure Chest.

(LEVEL 11-8)

Here you'll have to use the Wall Symbols again. Look at the symbol of Stafi on the wall to see how you can approach it. If Stafi is Thrusting in the symbol, the only way you can approach the wall without it knocking you back is to be performing your Thrust move. If it shows Stafi just normally moving, you have to approach the door that way. Do this the entire way and work your way all the way over to the far right side of this section. It's easiest to stay near the top if you can. Head inside the door at the far right side and then swim left and save off at the Mermaid Save.

Continue swimming left until you come to a small hole in the floor. Head down into it and then bust through the blocks that are to the left of you. Keep working your way down and around until you reach the bottom-left corner of this area where you'll find a door. Just remember to keep performing the correct action that's symbolized on the walls in order to pass them without being knocked back. Head inside the door and save off at the Mermaid Save to your right.

There's quite a thunderstorm going on out here and you're going to have to head straight up into it. Spin Thrust out of the water and onto the Directional Platform above you. Every time you jump on these platforms the arrow will change direction and so will the direction the platform is moving. There's really no set way to do this. It's more about trial and error than anything. You also have to learn how to quickly jump several times in rapid succession in order to change to the correct direction. Luckily there are sturdy ledges that will give you a little break in between Directional Platforms.

The last run is just basic Double-Jumping up the cloud platforms. Jump over the Spikes if you need to in order to stay on the cloud platforms. Work your way all the way up to the upper-left corner where the Bonus Treasure Chest is located.

(LEVEL 11-9) (Vehicle Upgrade required)

Hop aboard the GreenDragon and fly your way all the way to the right side of this area. It's best to stay as close to the bottom as you can all the way across. It's very difficult if you try to go the top way. You'll soon come to a door. Head inside. Save off at the Mermaid Save when you come out here and Then head up and into the door on the ledge above you.

Now you get to do the Symbol Puzzle. Look at the symbol above the door you came in through. It should be an "X". Now you have to travel all around this area spinning all of the Changing Blocks when they're displaying an "X". When you get them all set to "X" the door will open up. But be quick, you've got a countdown ticking above your head to beat. Head into the door when it opens and get ready for another Symbol Puzzle.

This one will require you to spin all of the Changing Blocks into the "CIRCLE" icon. You'll have to platform up the BouncyBeetles. Swim up out of the water, then jump in mid-air to jump over the BouncyBeetles. Now use the Spin-Pound to pound down on the Beetle's belly and then perform a jump off of that bounce over to the next Beetle. Repeat this process to make your way all the way along the Beetles and up to the ledges above. Drop down into the cubby and break the blocks that lead to the narrow gap in the ledge. Now use your running Crouch move to slide underneath and reach the other side. Spin the Changing Block there and then continue right to break the other blocks and then run underneath that narrow gap as well. Now make your way up to the other side using your Double-Jumps to spin all of the Changing Blocks up there as well. Watch out for the Electric Clouds that shoot an electric charge at you. Once you spin all the Changing Blocks the door at the bottom will open. Swim down and head inside.

Save off at the Mermaid Save and then head to the large group of doors. DO NOT ENTER ANY OF THEM. If you do you'll come out right back at the bottom. Use your Spin Thrust to shoot past all of these doors. Keep doing this all the way to the top until you can't go up anymore. Head inside this top door. Now Spin Thrust up past all of these six doors to the Bonus Treasure Chest at the top.

(LEVEL 11-10) (Vehicle Upgrade required)

This is one hell of a tough level. The first part of this level requires you to put on the Crocodile Elvis suit and platform your way up. You're going to have to be constantly making the Scary Face on these GreenSpikes to keep them safe to walk on as you make your way up. This just takes a little practice and you should get it down pretty quickly. Head inside the door at the top and get ready to move fast. The red ChompBall is coming and it will chase you all the way to the top. Run and Jump to the right until you come to the water. Jump in the water and use your Spin Thrust all the way up to the top. Now you're going to have to use your Double-Jump to platform all the way over to the left. You'll have to Glide over the sets of SpikeBalls as you go. At the far left there is a tiny gap so you'll have to quickly perform your Running Crouch move to get underneath there. Now quickly start platforming your way up. When you get to the top you're going to have to use your Spin-Pound on the BouncyBeetle's belly in order to make your way across this stretch. Don't panic and just use your Glide move to make it from Beetle to Beetle. When you reach the far right side you can drop down into the water and quickly Spin-

Thrust down to the door at the bottom. Head inside.

Next up is a swimming chase with the red ChompBall still coming in full force. This part requires you to approach the Symbol Walls in the same way the Symbol on the door shows. If it shows Stafi swimming, you can only approach the door swimming that way or it will push you back. If it shows Stafi Thrusting, you have to Thrust all the way up to and even past the Wall or it will push you backwards. And that's not a good thing with the ChompBall hot on your tail. Just make your way around and don't worry about busting blocks. Just keep moving until you come to a door at the far right end. Head inside and save off at the Mermaid Save. This save was a long time coming.

Now comes yet another thrilling part. Above you had to make your way across the BouncyBeetles, well this one will be where you put all that practice to good use. This is a LONG way across and there are a LOT of BouncyBeetles to Spin-Pound onto in order to make your way all the way to the far right side of this area. Just Glide your way to the next BouncyBeetle and then Spin-Pound into a jump to the next one. This might take a few tries, but as long as you don't panic and keep using the Glide move, you should be fine. You'll find the Bonus Treasure Chest on a ledge on the far right side of this area. This was easily the toughest level so far to me.

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-----< 6. MINI GAMES >-----  
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There are a total of five (5) Mini Games that you can play in this game. Each Mini Game has three (3) levels of difficulty. EASY, MEDIUM, and HARD. As you complete one difficulty, the next one will open up. You're goal is to beat all three difficulty settings on all five Mini Games. To access the mini games, press the "R" shoulder button while you're on the World Map. This will pull up the sub-menu. The mini games are the second choice on the list. Below is a list of all five Mini Games along with a description of how to play each one.

MINI GAME #1 "Bombs Away"

This mini game requires you to shoot the starfish up at the bombs that are falling. Some bombs fall straight down while others might pause or even zig-zag. There are even some bombs that are attached to parachutes. There is a number on each bomb which indicates how many times it must be shot before it will explode. You want to explode all of the bombs before they get down too close to Kyosoruke the clam or they'll blow him up. You must also not let any bombs touch the ground or the same thing will happen. As the difficulty increases, so too does the number of bombs dropping at one time. The pace also picks up with each increased difficulty setting. You're rewarded with a Blue Treasure Chest when you complete all three difficulty settings.

MINI GAME #2 "Jewel Jam"

This mini game requires you to shoot out Jewels that are in between sets of colors that you need to line up. You need to line up three Jewels of the same color to make them disappear. You'll see the number of times you need to do this to a specific color listed above the row of Jewels. If it has GREEN-2 then you'll need to line up three Green Jewels twice. The same goes for the other colors. If you can do this within the time limit that's ticking down on the right side of the screen, you win. The number of color groups you must take out increases with each level of difficulty. You're rewarded with a Blue Treasure Chest when you complete all three difficulty settings.

MINI GAME #3 "Platform Panic"

For this mini game you'll have to guide the mice across the platforms. When a

mouse walks onto a platform it will begin to drop down. You'll have to shoot the starfish up to the platform to make it rise so that the mouse can continue across. You have to do this the entire way across until the mouse reaches the other side safely. Timing is everything here, especially once the pace picks up on the later difficulty settings. Get the set number of mice across before the timer runs out to win this one. You're rewarded with a Blue Treasure Chest when you complete all three difficulty settings.

#### MINI GAME #4 "Blow Fish"

This mini game requires you to keep all of the clams floating in the air by blowing puffs of air up at them. You'll begin with only two clams to keep airborne, but soon the difficulty increases and so too does the number of clams you'll have to keep floating in the air. Always concentrate on the clam that's lowest to the ground, but occasionally one of the clams will start to drop quickly and you'll have to blow it back up into the air. You've got to keep all of the clams in the air until the timer runs out to win. You're rewarded with a Blue Treasure Chest when you complete all three difficulty settings.

#### MINI GAME #5 "Highwire Huff"

This mini game requires you to keep blowing puffs of air up at Stafi to make him move across the highwire. You'll also have to blow air at the enemies that are in Stafi's way. Blow the enemies off of the highwire and keep Stafi moving before enemies are able to attack him from behind. Keep heading towards the finish line flags that appear at the end of the wire. Guide Stafi across the highwire the number of times listed on the right side of the screen before your time runs out to win. The number of trips back and forth increases with the difficulty setting. You're rewarded with a Blue Treasure Chest when you complete all three difficulty settings.

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!!-SPOILER ALERT-!!  
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The complete game endings are listed below in detail. If you don't want to read about them, don't read this next section. All three endings for the game are described for those who want to read about them and don't mind the ending being spoiled. This is your last warning! I'm not kidding. : )

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!!-SPOILER ALERT-!!  
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-----< 7. ENDINGS >-----  
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(ENDING #1) (Beat the regular game)  
This ending isn't much to see, but it is a little funny. After Stafi defeats the evil Ogura once and for all, Ogura is placed back inside the bottle that he broke out of at the beginning of the game. The Queen is also returned unharmed and she's quite happy to see her little boy Stafi. The palace is celebrating when Kyosoruke lunges after the Magic Pot and accidentally breaks it, once again releasing Ogura and his henchmen.

(ENDING #2) (Beat the rematch with Ogura on Level 11-6)  
This ending seemed a lot like the first ending to me. All of the characters performed the same actions so I take it the wording of the situation must be

different. Other than that, this second ending is almost exactly like the first one.

(ENDING #3) (Find 44 Bonus Treasure Chests and beat the rematch with Ogura) Now this is more like it. After you defeat Ogura this last time he'll once again be placed back inside the Magic Pot and carried back to the Palace. Now you'll receive the 45th Bonus Treasure Chest and be transported back to the Palace. You'll even be treated to a nice little slideshow for all your hard work. Soon you'll see the dazzling fireworks display above the Palace. The last firework will produce an explosion that will make a Starfish and Clam shape in the night sky as a tribute to Stafi and Kyosoruke and all their hard work in saving the Queen and the Palace from Ogura. You'll soon see Kyosoruke wheeling the many Treasure Chests in his wagon along a cloud high in the sky above the Palace. He'll stop to marvel at the celebration taking place inside the Palace and soon the new and improved credits will roll.

If you enjoyed Densetsu no Stafi 2, you're going to LOVE Densetsu no Stafi 3. It's even better than this game was.

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-----< 8. SPECIAL THANKS >-----  
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I would like to take the opportunity to thank TOSE, the developers of the Densetsu no Stafi titles. I've long been a fan of the games, and they just keep getting better with every new release.

I'd also like to thank Nintendo as well for publishing the game for their portable game systems. Of course I'd also like to kick Nintendo's butt for not bringing these wonderful platform titles to the US or UK. They're too good to not be.

I'd like to thank all those who helped me with the FAQ. Oh wait, no one helped me. In fact the person who talked me into doing this faq with them bailed out on me before I even finished my half of the game. So guess who ended up doing the second half. ME. : ) But I have to say, it's been a lot of fun and I hope that this guide helps someone out at some point. If it helps even one person, it was all worth it. Enjoy!

Last, but certainly not least, I would like to personally thank EntropicLobo and Mykas0 for writing the other three Stafi faqs, as they were the main inspiration for my writing this Stafi 2 faq. And to all the Stafi fans out there, this one's for you.

THE END!