

Go Go Beckham FAQ/Walkthrough

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Go! Go! Beckham! Adventure On Soccer Island

Gameplay FAQ for Go! Go! Beckham! Adventure On Soccer Island for the GBA system
by Mento

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Introduction (xxINT)

Go! Go! Beckham! is the odd combination of a soccer star's license (namely, the hugely popular international soccer star David Beckham) with a non-soccer game. Well, it's soccer-related anyway. You control a very cute "chibi" form of the Beckster as he adventures across the world of Soccer Island defeating evil and collecting treasure, platformer style. While not the most original platformer game around in terms of gameplay and graphics, it does play very well and the weirdness of seeing Beckham in a Japanese-inspired Konami-esque platformer was enough to pique my interest.

For the one or two people who actually checked my FAQ history, my previous walkthrough was for another platformer game starring a famous sport personality - Michael Jordan in the Windy City. It's a coincidence. Really. I'm not going around finding these sportstar licenses to FAQ. I don't even care for sports if I'm going to be honest. Rather, it's because they were both interesting examples of the platformer genre that weren't too horribly generic for me to enjoy.

So, onto the guide. With this guide, you should be able to pass the levels and find all the treasure for each stage (though not necessarily on the first go, see "Controls/Moves" for the reason why). I'll also help with bosses and tricky areas. If you're stuck on one stage in particular, use the quick search things in parentheses above.

Controls/Moves (xxCON)

Controls

Standard Controls to move Beckham when he's alone:

Control Pad - Walk

A - Jump

Select - Switch Camera to center on the ball (good if you lose it)

Start - Menu (either Restart, Quit or Continue the level)

NB: Despite a higher jump, Beckham is completely useless without his soccerball, so try not to be without it for long.

Controls when Beckham has his soccerball:

Control Pad - Walk/Dribble the soccerball

A - Jump (jumping height is far more limited when Beckham has the ball)

B - Kick the ball

B + Up - Kick the ball straight up

B + Down - Kick the ball a fair distance along the ground

B + Left/Right - Kick the ball far in that direction

A + B + Direction - Kick the ball while jumping for better distance

Select - Switch Camera to center on the ball (good if you lose it)

Start - Menu (either Restart, Quit or Continue the level)

Moves (+ stage you get them)

Head Control - 0.3 - Instead of the ball bouncing wildly away once it hits Beckham's noggin, he can keep it in the air for a while by standing underneath. This is fairly useful to stop the ball rolling away, but otherwise useless. It's an intro to finding his moves more than anything (which the game calls "Spells" for some reason).

Freeze - 1.4 - This is a one-off spell, meaning it will only work once wherever you find it on the level. It freezes all the enemies on the screen for a brief period, sort of like stunning them (though you still need to hit frozen enemies twice to kill them). Freeze stars are colored indigo/pink.

Remove Enemy - 1.9 - This is another one-off spell. Slightly more effective than freeze, this instantly kills all the enemies onscreen leaving their eggs behind. Very useful when you're trapped in a corner. Colored red.

Recall - Before World 2 - This power allows you to recall the ball by pressing kick when you don't have it. Not only will this recover the ball if you lose it but you'll also be able to abandon it to jump to some higher platform and then bring it back. It's very useful.

Barge - 2.1 - Turns you invincible and allows you to kill anything you touch. Very useful for areas where there's a lot of enemies roaming around. They run out quickly though, so be careful. Barge stars are always white.

Stun - 2.1 - Like Freeze, only the enemies actually are stunned. This means you can go finish them off easily, but if you don't defeat all the stunned enemies in time they'll get angry, which isn't good. Stun stars are yellow.

Always Dangerous - 2.3 - This makes the ball constantly "active", as if you just kicked it. This means that it will continue to bash through BBs and hurt enemies as long as its moving, instead of "going out" after a couple of bounces. The spell is active for the rest of the stage after collecting the power-up, which is an orange/brown colored star.

Invisibility - 2.4 - A very short timed spell which turns you invisible, meaning you can't be detected by enemies. Use it to quickly pass or defeat enemies nearby. The star is clear colored (i.e. transparent).

Transform - 2.6 - Oooh, annoying. This spell allows you to kill everything like Remove Enemy, but gives you healing fruit as well. However, it destroys the eggs the enemies drop so you can't get 100% for that level. If you want to easily remove danger, go for it, but keep in mind you'll need to come back to finish the level properly. This star is green.

Bend Kick - Before World 3 - Vertical kicks can now be bent to the left and right for picking up hard to reach objects in the air. It can be useful in some instances, but it's nothing like as useful as the previous special move Recall.

Invulnerability - 3.1 - Like Barge, only you can't kill things by running into them. You are protected from all forms of damage though which is nifty. Use the power for good, not evil. Come from Blue Stars.

Ball Trap - Before World 4 - No idea how this works. If you know, e-mail me and I'll add it to the FAQ.

Grip - 4.6 - Allows you to climb steep inclines. Sort of time-saving, but not very useful overall. They run out also, making them even more useless. These stars are purple.

Perma-Grip - Before World 5 - Same as the Grip spell, only permanent.

Level Features (xxFEA)

As the same level features regularly show up in levels, I'll be abbreviating the more common ones to save space. Check what they are, what they do, and so on in here.

BB - Breakable Blocks - Blocks that disintegrate when the ball is kicked against them. Fairly overt, since they all look the same. Sometimes there are things hidden in them, though just as often they're required to jump on to reach items, etc.

Locks - You need to kick the ball into these to unlock the goal. Don't ask me how a soccerball unlocks a keyhole-shaped lock. There's usually a certain number of them per level, and you need to find them to pass the level and continue in the game. I'll point them out with (*).

Goal - It's a striped loop suspended in mid-air. It's either "on" or "off". It's usually off until you unlock all the locks on the stage, at which point it starts flashing, indicating that it's on. Kick the ball at it while it's on to finish the level (though make sure you've collected everything you can first).

? Blocks - Like every Mario-esque platformer since the dawn of time, ? blocks give you helpful hints about level features or enemies you're about to face. If you've been reading this far, you'll probably know everything they're going to tell you. Bash them anyway so you can see your pal Micky again.

Mushroom Blocks - Tiny red things in the ground. If the ball (or Beckham) hits one of these, they'll be bounced high into the air. Useful for reaching high coins or platforms.

Flying Platforms - They look like clouds. They can move left to right or up and down, but they usually need freeing first by smashing a BB blocking their way.

Water - Slows Beckham down and diminishes kicking and walking speed. Jumping, however, is enhanced as you can keep jumping underwater to gain height. Beckham doesn't have a breath meter or anything so don't worry about spending too much time underwater.

Replacement Balls - Occasionally the level will give you a new ball to play with if you're bored of your regular one. After you start dribbling the new ball the Recall command will work on it instead and you can leave the regular one behind. The types of ball you can find are as follows:

- * Spare Ball - Just another regular. If you lost your previous one somewhere and can't recall it, the level will often give you another one. It's identical to the regular ball.

- * Rubber Ball - Like the regular ball only red and orange colored. This ball is a lot bouncier, rebounding off walls and things a lot after you kick it. It can be useful for collecting items off rebounds and such.

- * Beach Ball - Looks like a striped beach ball. Because it is. This thing is less heavy than normal soccerballs meaning you can kick it further. Very nice.

- * Cannonball - Big black metallic ball. It's a lot slower but it doesn't stop when it hits an enemy or BB. It's very powerful and will kill anything instantly, even if you didn't hit the enemy's weak spot.

Collectibles (xxCOL)

Things to collect on each stage. They have their own section called "Treasure" on the level overview screen. To collect treasure, kick the soccerball at them.

Coins - They're everywhere. Your trainer will note that they're part of the treasury of Soccer Island and need to be returned. Collecting 100 of these unlocks a helpful mode called "Golden Boots" which allows you to collect things without needing to kick your soccerball at them (you still need to have the soccerball though). They make up the end of level Treasure score.

x-Gem - Gemstones - There's 7 small gemstones and one really big one per stage. They don't appear in the trial levels. The 7 gemstones are color-coordinated and I'll make sure to note which color gemstone should be where in case you're missing one. The "X" will be replaced by R for Red Gems, O for Orange, Y for Yellow, G for Green, B for Blue, P for Purple and I for Indigo (which is actually closer to pink). There is also a big gemstone in the first 7 stages of each world which is often well hidden (despite being so darn big).

Eggs - They show up after you kill something. They're basically a collectible to prove that you've killed everything on the stage. At the end of each level the eggs hatch and cute little things fly out a la Sonic the Hedgehog.

Fruit - Grab one of these flashing fruit to heal some of your health if you get hurt by anything. Good for what ails ya!

Bonus Balls - There's 7 of these per world (besides the Trials) and they appear in the last 7 levels of that world one at a time. They have the same scheme as the gems, which means they appear in the seven colors of the spectrum (or the rainbow) and they usually start with red, then orange, then yellow and so on. To use one, kick it around like a normal soccerball (keep in mind you can't collect things, defeat enemies, break BBs, etc. with it) and score it FIRST in the end goal before finishing the level normally. The letters spell out the name "Beckham" and collecting all of them gives you

Hearts - Wonderful stuff. Collecting one will give you a permanent extra heart, which allows you to survive another hit before getting fouled. Make sure to find as many as possible.

Stars - Collecting these give you one-off spells based on the color (see Moves, above). They tend to be placed in situations where they're most needed, except for the stage-length Always Dangerous spell.

Enemies (xxEN)

Sandbag - Met on the Trial levels. Completely inanimate. Just beat it and move onwards.

Nippa - Met on the first level of World 1. Steals your ball and kicks it at you. Otherwise harmless. Hold onto your soccerball until you get a clear shot and stun it. Then, finish it off for eggs.

Nippas get a speed upgrade for World 2, and are far more likely to steal your ball. Worst of all, you can't Recall your stolen ball until you've taken it back off the Nippa.

Nippas are faster still in W3.

W4 Nippas don't even bother waiting for you to kick the ball, they'll just steal it right off you and run off with it at the speed of light. Annoying if there's a lot of other enemies around.

Fenda - The first potentially threatening enemy you meet, seen in World 1. Hit it from behind and stay away from its mouth. Sometimes goes to sleep while it's walking. If it gets angered (stunning them without finishing them off) it'll run around a lot faster. If it hits you, it'll grin and turn around meaning a good chance for you to beat it.

W2 Fendas get ornery when you hit them in the face, sometimes increasing their speed. Make sure to take them down cautiously.

W3 Fendas can now charge you if they spot you, and they're very fast. Make sure to stay out of their line of sight until you have a clear shot at their butt. If you find yourself getting charged at, shoot the ball at the Fenda's head - he'll do his goofy expression and turn around, giving you a perfect chance.

Minki - Look like Nippas, but far more dangerous. If you shoot a ball past them

without hitting them, they'll go on "alert". This means they'll jump in the air and hover there while throwing eggs at you. Take them down with a vertical ball kick and avoid the eggs. If you anger them (by stunning them and not finishing them off) they'll stand where they are and throw eggs at you.

W2 Minkis are far more alert, jumping up even if you're half the screen away.

W3 Minkis appear to have no bonuses to speed or power.

W4 Minkis, likewise, only seem a little faster. They also aim for the ball and not Beckham, so use this to your advantage.

Keepa - Like Fendas, in that they go left to right and need hitting from behind to go down. They're taller though, so it's harder to get over them. If you hit them face-on instead of from behind, they'll deflect the ball like a normal goalkeeper would, sending the ball flying. This can be annoying. Especially when the Keepa is standing right in front of the goal (and they do that a lot, since they're Keepas).

W2 Keepas jump up and down and it's impossible to get over them. You can run under them however if you time it right.

W3 Keepas have all new tricks. First, they'll kick your ball away if you hit them face on. Second, they'll jump about if you try and get over them, which isn't nice either. Make sure to kill them before unlocking the goal because there's a good chance they'll score it for you. If you're on the same platform as they are, they'll jump after you. However, you can use this to your advantage as they'll turn around once they reach the end of the platform. Hit them then.

W4 Keepas are just as tough. They can't really get any worse at this point.

Strika - Strikas are very not nice. If you go near them (including standing on top of them) they will kick you. If the ball goes near them they will kick that too, and grin wildly while doing so. Getting hit by your own ball hurts, so make sure to dodge. Like the Fendas and Keepas, back attacks are the way to go.

W2 Strikas can spot you, and increase speed if they see you nearby. Stay out of their way until you have a clear shot of their behind.

W3 Strikas are quicker, can jump higher and can spot the ball from almost a screen away.

W4 Strikas appear to be quicker still, jumping around like speed addicts.

Winga - Bats, basically. Hit them with a vertical soccerball kick. They're quick and they swoop a lot, so be careful.

W2 Wingas are faster, and more likely to follow you around swooping. Take them out or they'll just get more annoying.

W3 Wingas are even quicker and the swoops are lightning fast. Use your new Bend Kick move to hit them before they hit you.

W4 Wingas take a page from the Minki book of annoying people by throwing eggs at you like bomber planes. This, at least, stops them swooping, but the swooping often made them easier to hit so it's a mixed blessing.

Level Overview Screen (xxOVE)

At the start and end of each level you'll see this screen:

Time Taken - This is filled in at the end. Just a record of how long it took to finish the level.

Treasure - Which has a "0/n" value after it. The n is how many treasure items are on that level in total. Keep in mind the 0 number will become a number anywhere between 0 and n once the level is complete, and that you might not be able to get the full amount on your first try (a special move may be needed). Keep in mind that you need to collect all the treasure in one go for the final score to count: you can't pick up half the coins on one appearance of the level and the other half on a different appearance.

Eggs - How many eggs you've found and how many are on the level in total. This won't show up on the Trial levels (since they don't have any real enemies). Bosses don't drop eggs either.

Appearances - How many times you've played that level.

Goals - How many times you've finished that level.

Fouls - How many times you've died (or "been fouled") on that level.

Level Score - Score for that level, sort of explanatory.

Zone Score - Score for that zone, whether it's the Trial zone or World 1 or whatever. All the scores for the levels in that zone are added together here.

Total Score - Total score for the entire game so far. It'll get pretty big towards the end.

Upon completing a level, you'll see this screen again only with a lot more numbers on it. A gold star appears next to Treasures, Eggs and Fouls provided you obtained the optimum amount of each (in "fouls" case, 0). A flashing number next to "Level Score" or "Time Taken" means you've set a new record for that level.

If you got gemstones/a bonus ball on the level, they will also appear on this screen post-level. Keep in mind the big gemstones only appear in the first 7 levels of any world (i.e. n.1 to n.7) and the Bonus Balls appear in the last 7 levels (n.3 to n.9). There are no big gemstones or Bonus Balls in Trial zone (World 0) or World 5.

Score Breakdown

Coins = 100 points each.

Getting a 4 coin combo = 500 point bonus. Which is a total of 400 for the coins and 500 bonus, making 900.

Getting a 8 coin combo = 2000 point bonus. Added with the 8 coins this gives you 2800 points.

Gems = 200 points each.

Big Gemstone = 500 points.

Enemies and Eggs seem to vary a lot. If anyone has any idea of how much points they are for each World/Enemy, drop me an email (see the end of this FAQ).

Walkthrough

Soccer Island's Official Soccer Trials

After listening to Micky, start the first level of the Trials.

0.1 - 1st try - 20/88 Treasures

Follow the tutorial to learn how to move, jump and how to use the ball.

Get the row of 4 coins with a normal kick. You should be able to get them all with a single kick and net yourself a combo bonus. Combo bonuses are available whenever you get a whole row of coins with one kick and they increase in value depending on how many coins were in the row.

Walk along and get another 4 coins (8), this time going straight up. Follow Micky's advice and kick straight upwards to get them. Similarly, get the next 4 using his instructions (12). The best way to get the next four is to kick straight up and bounce the ball off your head (16). You'll reach the goal shortly after, though continue to the right for another 4 coins (20) on the top of a few platforms (kick the ball up and follow it to climb up the platforms).

Now go and complete the level. 20 out of 88? Oh man, looks like we'll be coming back at some point.

0.1 - 2nd try - 88 Treasures

****Come back any time after finishing Trials and have jump/kick upgraded****

OK, go left instead of right to find a ball and a BB (breakable block). Go past it and down the hole for a lot of coins. Get the first 8 (28) and then another 8 (36) and another set (44) and another (52) and a lot more (84) before popping back out near the end. 4 to go. Make sure to collect all the other coins on the level as well. Now, head to where you jumped on the green plant platforms just before collecting the soccerball originally, and kick up towards the left corner. It's kind of hard to explain where this is exactly, but if you aim a high kick up and to the left you'll get them (88). Finish.

0.2 - 1st try - 8/92 Treasures (+ whatever you can reach of the high treasure)

Nothing to your left, so go right. You should get the speed upgrade, meaning you can now jog at a reasonable speed and jump further without the ball. Go up the hill to see some annoyingly distant coins which you won't be able to get yet (you might be able to get the closest one, but don't bother as you'll miss the bonus). Instead, run down the other side and get the 4 coins down here (4).

You'll now get the jumping upgrade, allowing you to jump higher both with and without the ball. Use it to get up these next platforms but first go to the right for a small alcove with four more coins (8). You might be able to see some coins to the left of the platforms here, but leave them for now.

Go right after the jumps to find your first monster. Kind of. Kick the ball at it to stun it, and then again to finish it off. Enemies eventually come out of

their stunned state, so you need to be quick with the second shot. Kill it and move to the goal to finish the level.

Ack, only 8 out of 92 Treasures? Never mind.

0.2 - 2nd try - 92/92 Treasures.

****You need the post-Trial upgrades. I think you also need the Perma-Grip move****

Wow, lots of hidden stuff on this level. Head left first until you come to what looks like a dead-end. Jump up the steep bits here until you reach the top for 32 coins at the top of the level (and the fall down) (32).

As soon as you reach these green platforms, kick up at the top of the first one for 8 coins (40). Ditto with the next one (44). And a big one (52). There's a row of them once you get to the top of this hill (60). You'll pass four you got on your first trip (64). On the next bunch of little square hills, do the same trick for (68), then (72), then (76).

Run to the right for the other 4 you got on your first runthrough (80). Go right at the top of these platforms for another conspicuous square hill with hidden coins above it (84). Get on top of poor old Mr Sandbag and do the jump thing again for another 8 coins (92). Finish the level.

0.3 - 1st try - 51/100 Treasures

This level will introduce you to locks. If you kill the first couple of enemies you'll receive a kicking upgrade, which allows you to get more of the coins hidden far in the sky.

Get the row of coins in one shot with your new powerful kick (8) and then the four coins leading to the first lock (12) (*1). It's the only lock in this level so the goal is now open. Keep going left though if you want more coins (or forget about it for now since you can't get all 100 yet). I recommend exploring more of the level to get your first "spell" (or move as I call them).

Get all the rows with jumping kicks and pick up the flashing star object. You now have your first move - Head Control (check the Moveslist for details). Sort of useless, but its something. Keep going left to get the rest of the coins available at the moment (51).

0.3 - 2nd try - 100/100 Treasures

OK, so head left onto Mr Sandbag for another four secret coins above (4). No coins on the next Sandbag, but there are on the third one (8). Pick up the obvious 12 here (20) and unlock the exit. Move on to the left for more coins (28) and another Sandbag surprise (32).

Down the slope, get the row of 8 (40) and the 8 inside the arch (48). There's another vertical row of 8 (56) and another row (64). Once you're done here, go outside these little caves and jump up the sides. You'll find more arches with a Sandbag in them. Keep going left and drop down. Now go right for 8 coins (72) and another 8 (80) and four more (84). In this room are 8 coins (92) and 4 coins (96) along the bottom.

Keep heading right for the final four coins (100). Finish the level.

Now that you've completed the trials (and received a nifty badge), it's time for the real game to begin. As far as I can tell the Club House is pointless. It just has your trophies on display there if you want to make them sparkle.

World 1 - The Enchanted Forest

After hearing all about Mr Woe and his Monster Managers, start the first level in this area.

1.1 - 64 Treasures. 5 Eggs. 5 Locks.

Hit the ? block to hear about the first real enemy - the Nippa. Get the lock also (*1). Collect the first gemstone of the game, an R-Gem. Get the 8 coins here and the O-Gem (8). Kill the first Nippa for an Egg (E1). Get the row of 4 coins and the Y-Gem (12) and also the lock over a BB (*2).

A bit further on, jump up to a box of 8 coins (20) with the G-Gem. Kill the next Nippa also (E2). Lock number 3 is next (*3) and smash the block underneath for goodies (28 + B-Gem). Grab the 8 coins in the air here (36). Smash the BBs for four more coins (40) + the lock (*4) and another Nippa (E3).

4 more coins going straight up here (44) and another four leading to a P-Gem and a BB (48). You might get the next lock accidentally as well (*5). Another Nippa later (E4) and keep heading right. Smash the BB in your way and get another 4 coins (52) and the final gemstone, the I-Gem. The final Nippa is up next, who gives you the last egg for this stage (E5). Pass the exit for now, get another four coins (56) before an entrance blocked by a BB. Break it and get the final 8 coins for this level (64). Also break the BB on the bottom right for a big gemstone (it's red).

If you got everything, the level should turn into a gold star on the world map.

1.2 - 64 Treasures. 7 Eggs. 6 Locks.

Four coins at the start here (4), plus the R-Gem and the first lock (*1). Not to mention an ominous warning about the Fenda enemy. Talking of which, you'll see one after the next four coins (8). Kick the ball at its yellow behind to stun + kill it (E1). Hey, a mushroom block! You don't need it, but have some fun bouncing off it. Go up the platforms for lock 2 and the O-Gem (*2). Get 4 coins here (12), kill another Fenda (E2) and get four more coins (16).

Up the next hill is a Y-Gem and the next lock (*3). There are two Fendas here, be careful not to get fouled (E3, E4). If you do, there's a strawberry power-up nearby that will heal you. Four more coins, a lock and a G-Gem await you (20 *4). Use the mushroom blocks to get the next four coins and B-Gem (24). Break the BB for another Fenda (E5) and a lock (*5). You can use the next Fenda to reach the platforms, but you don't need him. Kill him for the egg (E6) and head up and to the left for a P-Gem and a lot of coins (40).

Avoid the BBs down here, and jump up. Get the 8 coins (48) and the fruit if you need it, and continue down to the other side of the tunnel beneath you. Free the Fenda and DON'T kill it, but instead ride it to the far right of the level. If it falls asleep, wait until it wakes up. At the end, jump up the steep inclines and get 8 coins (56) and the I-Gem. If you jump here and kick the ball so it goes as high as it possibly can, you'll also get the big gemstone. Now go back to where the Fenda was and kill it (E7), while also getting the final 8 coins of the level (60) and the last lock (*6). Complete the level.

1.3 - 68 Treasures. 11 Eggs. 4 Locks. Red Bonus Ball.

Micky suggests to leave enemies alone until you have more power and experience. Sage advice, considering a lot of these levels can't be "perfected" until later on in the game. Still, the guide will assume you want these misfits KO'd. Get the four coins next to this warning (4) and another 8 near the first lock (12) (*1). Grab the R-Gem too.

See the advice about the Minki enemy, and go on to kill 2 of them (E1, E2). Get the floating coins here with the O-Gem (16) and another set with the Y-Gem (20) Get the lock too (*2). Smash all these BBs for a G-Gem and a big Yellow one also. Get the four coins above you (24). Down the pit is a B-Gem and two more Minkis (E3, E4) as well as another 2x2 coin set (28). Four coins, a lock and some fruit are here (32) (*3). A little further on is the P-Gem and four more coins (36).

Hear a warning about the Keepa, and kill two more Minkis (E5, E6) while collecting more coins (40). Get 8 coins here (48) and watch out for the Keepa (E7). Hear about the Bonus Balls and get the final lock (*4). Head down for 4 coins (52), the I-Gem and the Bonus Ball you just heard about. Kick the Bonus Ball into the nearby goal after defeating the Keepa (E8) and Minkis (E9, E10) and head back to the regular soccerball, collecting the 4 coins here (56).

Continue past the exit to find four coins against a wall. DO NOT collect these just yet. Instead, jump onto the BB over them and continue up to find the final 8 coins and the last Minki (64) (E11). Now collect the four coins you saw and finish (68). Another "perfect" level for you on the first try.

1.4 - 68 Treasures. 7 Eggs. 5 Locks. Orange Bonus Ball.

What? No soccerball? No fear, it's just a little to the right under the first lock (*1). Get the coins here too (4). Behind this next BB are four coins (8) and two Nippas, who seem a lot quicker this time around (E1, E2).

A floating platform introduction now. Go around and collect the 8 coins and the lock first of all (16) (*2). Now free the white cloud looking thing by breaking the BB on top of it. Get on the cloud and follow it up for a R-Gem. Go right, and find another Nippa (E3). Get on top with the mushroom block and aim up to get eight coins (24) and the O-Gem. You can see the points zip up if you got all of them.

Head in the tunnel underneath where you met the Nippa to find 8 coins and a Fenda (32) (E4). Four more coins and the second ? about spells. You'd think there'd be one coming up with all this foreshadowing. And you'd be right, it's on a BB just ahead. The Freeze Spell is a one-off that freezes enemies briefly. Not very useful but if you're having trouble with the Fenda we just passed go for it.

Continue right collecting two groups of four coins (40) and snag another lock (*3). One more Nippa (E5) and you'll go down a big pit area with four flying platforms. At the bottom of this pit you can go left and bounce around down here to get the big gemstone and some fruit. Get on the flying platforms and head in the second bit going left slightly higher than the big gemstone tunnel. You'll find four coins (44) and the Y-Gem. On the opposite side of the flying platforms you'll find four coins (48) and the G-Gem. Now ride the platforms to the top right. If you're having trouble getting on the platforms from the ground, try kicking the ball onto them and then using your improved jump to board them (since you jump higher without the ball).

Down the slope, four coins and the second-to-last lock (52) (*4) await you. Go underneath the next platform and bash through the BB for another four coins (56) and the B-Gem. Back on the platform (using the mushroom block if you wish) ride it up to the next one and jump on that, then jump off to the left for coins (60) and the P-Gem. Kill the Fenda and the Keepa (E6, E7) and get four coins in the corner (64).

At the top here, after you've freed the flying platform, get the I-Gem and score with the Orange Bonus Ball first. Be wary of the mushroom block in the top left corner (kicking the ball into that will bounce it into the goal, which is not a good thing if you still have the Orange Ball to score with). Now finish.

1.5 - 60 Treasures. 8 Eggs. 4 Locks. Yellow Bonus Ball.

Right at the start you get told about the Strika. The Strika looks remarkably like the Fendas and Keepas, only bigger and more annoying. Whack it on the backside and get the egg (E1). Get the four coins and R-Gem too (4). Four more coins up ahead (8). Some corn if you need it, acts just like fruit. Drop down for the O-Gem and four more coins (12).

8 coins down here (20) and a couple of Strikas, so be wary (E2, E3). Get the lock (*1) and bash to the left for another 8 coins (28) and the Y-Gem. Continue on to the right for four more coins (32) and another lock (*2). At the bottom is four coins (36) and the G-Gem. There's a Strika here (E4).

Drop down for an insanely helpful Heart Bonus, but beware of the two Strikas prowling around down here (E5, E6). Get the 8 coins (44) and go right, and be careful of yet another Strika kicking the Yellow Bonus Ball around. On the middle platform of this area are four coins (48) with the B-Gem in the air.

Head right and kill the Strika (E7) and get the lock (*3). Take his Yellow Bonus Ball if you haven't already and go right with it, as well as keeping your soccerball nearby. Grab the P-Gem and take out the last Strika walking around (E8). 8 coins around here (56) as well as the I-Gem. Now head back to where the P-Gem was and bash through the BBs on the ground for the last lock (*4) as well as the big gemstone and the final four coins (60). Bring the Yellow Bonus Ball over to score it (shoot it over the BBs if you didn't get rid of them earlier) and then finish with the regular ball as normal.

1.6 - 84 Treasures. 13 Eggs. 5 Locks. Green Bonus Ball.

Hey, the first lock! But where's the ball? On a platform to your right. Snag it and then clear out the 12 coins (12), R-Gem and 2 Nippas (E1, E2) here before going back for that lock (*1). A little further on to the right are four coins (16) and the O-Gem. There's 8 coins on a platform next (24) and another lock in the middle of a leafy patch (*2). Head down and right for another four coins you can reach with the mushroom block (28). Now free the flying platform by smashing the BB and continue right.

Up here is another eight coins (36) and two Minkis (E3, E4). Further right are four coins (40) and a Y-Gem. Two more Nippas (E5, E6), four coins (44) and the G-Gem later and you'll find yourself on top of a bunch of BBs. Kill the Nippa nearby first (E7) and then bash down those BBs for a Strika (E8). You'll find another lock (*3) and a big gemstone down here.

Head right and kill two more Nippas (E9, E10). Collect 8 coins (52) and

another lock (*4) and smash through the bottom for 8 coins (60), the B-Gem and some fruit. Take the above route for four coins (64) and the last lock (*5), as well as the Green Bonus Ball. Take the path right for four coins (68) and the P-Gem in the air and then prepare for 3 Fendas coming your way. Always take out the one at the far end and you'll be OK (E11, E12, E13). Continue on for the I-Gem and 8 coins right above it (76). A word of warning about these 8: If you get rid of both the BBs underneath you, you might not be able to reach all of them. Being this close to the end of the level means this is a very bad thing. Go past the exit for the final 8 coins (84). Now head back for the Green Bonus Ball and score it, and collect your regular soccerball and score that too.

1.7 - 64 Treasures. 9 Eggs. 4 Locks. Blue Bonus Ball.

Get the four coins and the lock here (4) (*1) and hit the ? block to hear about the Winga. They love to singa. About the Moona and the June-a and the Springa. Well, OK, I'm making that up. Your first Winga is right next to that ? block so go sort it out (E1). Get the R-Gem too.

Ride the cloud platforms to the right, stopping at the centre platform to get 8 coins (12) and the O-Gem. Smash the next Winga (E2) and get the four coins underneath you (16). There's four coins here (20) and the Y-Gem. Ride the cloud platform and get the G-Gem and the lock (*2). Ride the next one and the coins on the way (24). Four coins and the B-Gem later (28) you'll find two Wingas and a blue star. Get the blue star as it will help defeat the Wingas (E3 E4).

Bounce over the next hill for more coins (32) and the P-Gem. There's a pit up ahead with fruit and four coins (36). Next is two more Wingas, and you don't have the blue star to help you out this time. Avoid or kill them (E5, E6) and go right. Another lock (*3) and another pit with coins (40). There's also the Blue Bonus Ball here, so make a note and come back for it later.

A hard fight with a Winga on a steep hill here. It's hard enough just getting up the hill let alone fight a Winga on it (E7). Make the best of it and carry on going, making sure to get the four coins there (44) and the I-Gem also. The trouble with these high up items is you can't always tell if you got them or not, so pay close attention to the score (see "Score" section for what you should end up with).

There's 8 coins (52) and the final lock (*4) between you and the exit now, so collect them and fight the Keepa at the end without accidentally scoring the goal (E8). Get the 8 coins at the end (60) and wait around for a sneaky flying platform passing by. Ride it for four coins (64), the big gemstone and the last Winga (E9). Get back down safely without scoring the goal and go get that Blue Bonus Ball and score it.

1.8 - 64 Treasures. 7 Eggs. 5 Locks. Purple Bonus Ball.

Heading right you can get 12 coins and the R-Gem (12). Head back and do the underground bit for a Fenda (E1) and 8 more coins (20). Continue to the right for a lock (*1) and more coins (24). There are 2 Nippas ahead (E2, E3) and some coins on platforms (32) as well as the O-Gem. There's a Fenda down here too. If you're not going for the clear this time, make sure to use the Fenda to get onto the next platform, as the alternative is very annoying. If you did kill it (E4), kick the ball up to the next platform, and go climb all those platforms you passed and jump onto the next bit from up there.

However you get here, there's a lock right in front of you (*2). There's two

Wingas up ahead, if you missed the Fenda I strongly advise you miss these guys out too. Otherwise kill them for the eggs (E5, E6). There's a notice about water up ahead (sounds fun...) and some coins (36) and a Y-Gem below.

Continue on for another lock (*3), a Keepa (E7) four coins (40) and the G-Gem. Get the lock across the water (*4) and prepare to dive. Everything is sluggish underwater, but besides that there's no real difference. Get the coins down there and "swim" back out (44). Head right and get four coins (48) and the B-Gem as well as the last lock (*5). There's four coins across the water (52) and a P-Gem. Bash through the BBs on the ground for the I-Gem and 8 more coins (60). Continue to the end for 4 coins under some BBs (64). Back to the Purple Bonus Ball you passed, go and score it. And then finish the level.

1.9 - 53 Treasures. 11 Eggs. 4 Locks. Indigo Bonus Ball.

To the left is a very long line of vertical coins with the R-Gem on the top. If you manage to collect all of them you should have 3100 points (900 for the coins, 2000 bonus and 200 for the R-Gem) (9). Smash these BBs if you want, and get the O-Gem and the four coins (13). Before reaching the next lock, you should find three Nippas closing down on you. Get rid of them (E1, E2, E3). Now get the lock (*1) and the Y-Gem and coins too (17).

There's a Strika wandering around this next area (E4). Kill it or avoid it and get the four coins over some BBs (21). Smash the BBs for the next lock (*2) and the G-Gem. There's another Strika to the right, make sure you kill it before it falls down the hole you just made (it'll be tougher to beat if its down there) (E5). Keep going for a ? block about a new spell and a lock (*3). Jump up and head for the BBs and drop down to collect the new spell and get rid of 3 Strikas and 2 Fendas (E6, E7, E8, E9, E10) (25). Get the B-Gem here too.

Get the P-Gem up the platforms, and more coins (29). Get the last lock (*4) and head back around to where you got the P-Gem. Get the 8 coins, making sure you did get all of them (37). Another 8 coins, being careful to avoid scoring (45) and kill the Keepa here very carefully. The Keepa has a habit of deflecting shots, meaning you could very well end the level prematurely. At the end here, get the final 8 coins (53) and score the Indigo Bonus Ball. You can now end the level.

1.A - Monster Manager "Flappy the Penguin" (16 Treasures)

Collect the coins first, there's eight on either side (16). Now, to fight Flappy. Using Micky's advice, aim for the ends of the perches. Keep hitting either end: doesn't matter which, just stick with the same one. Flappy will slip down to the opposite side. Just keep hammering away at the end you've chosen without letting Flappy have any chances to get back on his perch and the fat guy will eventually fall off with a "thud". And that's it, Boss 1 is down.

World 1 Complete.

World 2 - The Creepy Caves

At the start of this next level you learn the Recall move, which is great if you lose your ball somewhere. I'm not entirely sure if Micky teaches you this automatically at the start of World 2 or if its a reward for clearing World 1. Probably the former.

WARNING: All the enemies are tougher now, with new powers and tactics. Check the "Enemies" section for details.

2.1 - 112 Treasures. 14 Eggs. 6 Locks

Entering the big leagues now with that massive treasure score. Follow the cave around to get your ball and read some messages about hitting the ball off things. This is a warning about the stalactites in this level, which can be both your best friend and worst enemy. Beat the Fenda down here (E1) and get the first lock (*1) and coins (4) of this world. Also the R-Gem.

Read about the Barge spell and continue into this room for another lock (*2) and coins (8). Head down and get the barge spell (the white star) and run right as fast as you can to take out as many Strikas as possible before the spell ends. Don't worry if you didn't get any, I'll cover them later.

There's a Fenda down here, so hopefully you got it with the Barge (E2). There's the two Strikas as well (E3, E4). Get the yellow star down here by kicking the ball at the mushroom block, which will Stun anything nearby.

Head back and go the top route, dodging the stalactites (which I'll just call spikes from now on) and collecting the O-Gem, Y-Gem and 12 coins (20). Reach where the two paths meet for a G-Gem and an annoying Winga (E5). Hit the BB here and drop down for a lock (*3). If you go left, you can see a maddeningly close big gemstone that you can't get yet. Head right instead and get the Fenda (E6). Get another lock this way too (*4).

Keep heading right for a dead end with a mushroom block, four coins (24) and the B-Gem. Head back to the last lock and go up and left. Get four coins (28) on the way until you reach another lock (*5). Drop down for the P-Gem and more coins (32). To the right are two Wingas (E6, E7) and the I-Gem. In the next room are three Minkis (E8, E9, E10) and the last lock (*6). There's a Keepa blocking the goal, so run under it and hit it from behind (E11).

This next bit is very tricky. You need to lose the ball first (just leave it somewhere) and jump up the alcoves on the right side. After reaching the top, Recall your ball and break the BB and drop down getting ALL the coins (otherwise you need to walk back and do that tricky jumping bit again) (64). Drop in the water and go left. Collect lots of coins before reaching one way out of the pool in a big underwater room (88). Take this exit if you missed any coins on the way down, or keep going left if you got them all.

Four coins (92) and a Fenda here (E12), keep going left. A group of four (96) and then a group of 8 (104) and another Fenda (E13). Finally you'll reach the last room with the final coins (112) and that big gemstone you saw earlier. Get them all and head back to the exit to finish.

2.2 - 36 Treasures. 10 Eggs. 7 Locks.

Wow, low treasure value. Head right past the BB to a flying platform and some coins (4). Down the cliff on the other side is a Winga (E1) and the first lock (*1) as well as the R-Gem. Get another 4 coins and free the flying platform (8). Go through the BBs again and head down the other side of the hill for the O-Gem. At the bottom is another Winga guarding a lock (E2) (*2).

There's four coins here (12) and a little further on is the Y-Gem. If you're having trouble with these steep hills, try getting a run up first. If Beckham

has a yellow trail of stars behind him, he should be able to climb the hills with ease.

A little further on are two Minkis (E3, E4) and four coins (16). Then, another lock (*3) and four more coins (20). There's a Strika here so watch out (E5), also a G-Gem and four coins (24). Start smashing your way through these BBs for another lock (*4).

In this big BB area, there's a trapped Fenda (E6) as well as four coins (28) and a big gemstone near the top. You'll have to carefully carve out a trail to reach them. Head right after getting the above things and open the next lock (*5). Go left and up to get the B-Gem and go right for the P-Gem. At the bottom is an enraged Nippa riding a Fenda for some reason, so kill them both (E7, E8). Get the penultimate lock above them (*6).

Aim for the BB high in the wall, getting the I-Gem and four coins also (32). Beat the two Keepas (E9, E10) and collect the last four coins (36) before hitting the final lock (*7) and getting the heck out of there.

2.3 - 52 Treasures. 10 Eggs. 4 Locks. Red Bonus Ball.

The R-Gem is right above you, so drop down to collect your ball, then abandon it so you can jump back up to it. Recall the ball and grab the gem. Now, head left to find out about the Always Dangerous spell. Collect the orange star for this useful (but temporary) upgrade.

There are two Strikas patrolling the next area, so get rid of them (E1, E2). Directly above you are 16 coins (16) and the O-Gem and on the opposite side is a similar set-up with another 16 (32) and the Y-Gem. To get the combo bonuses with these, try hitting the mushroom block with Beckham first (he should bounce into the first 8, collecting all of them) and then shoot the ball at the mushroom block, getting the other 8 and the gems.

Past the row of mushroom blocks down here is a Winga near a spike (E3). Head on to find a ? block that tells you about the stun spell. You may have already found it on level 2.1, but this is the level that gives you its description. Head down to find four coins (36), a Fenda (E4) and the G-Gem and B-Gem behind two BBs. Head back up and get the first lock (*1) between two spikes.

Drop down for 8 coins (44) and two Minkis, which you can easily take out by collecting the Stun star and finishing them off (E5, E6). Go up the next slope for another 8 coins (52) and a P-Gem. Down and up another slope for a lock (*2) and a Winga (E7). Head right for an I-Gem and a Winga in an enclosed area (E8).

There's two locks down here, a Winga and a Strika (*3, *4) (E9, E10). That should fulfill all the requirements for the level. Head right for the big gemstone and make sure to score that Red Bonus Ball before finishing the level.

2.4 - 68 Treasures. 10 Eggs. 6 Locks. Orange Bonus Ball.

Past the BB is the first lock of the level (*1). Use the MB (mushroom block) to spring up to the ceiling for coins (4). Fight the Winga to your right (E1) and go over the water collecting all the coins (16) and get the lock too (*2). Upon reaching the ? block, go back and drop into the water for the big gemstone for this level. Swim back out by continually pressing the jump button (A).

Take the high road first, collecting 8 coins by rebounding the ball off the MB (24). Keep going and take out the Winga from this vantage point (E2). Get the

lock here (*3). Now, head left and collect the R-Gem and drop in the water.

Use the Invisibility star here to quickly head right and wait near the red star (Remove All) until you can get as many of the Strikas down here as possible. Don't wait too long, otherwise the invisibility will wear off. There are a total of five Strikas here (E3, E4, E5, E6, E7). There are also 9 groups of four coins around this mini-mountain (60), the O-Gem and Y-Gem as well as another lock (*4).

Head right underground and get the G-Gem and eventually reach a Strika (E8). Continue on past the BBs for another Strika and a lock (E9) (*5). Head up these platforms for the B-Gem. Head right and left down some empty corridors (get the P-Gem near the top) until you reach the goal room with the Orange Bonus Ball and the I-Gem. There's a Keepa to beat (E10) and another 8 coins and the final lock to the right (68) (*6). Score the Orange Bonus Ball and then finish.

You'll unlock the shortcut to the Enchanted Forest here. Sort of useless, but it's there if you need it.

2.5 - 40 Treasures. 14 Eggs. 4 Locks. Yellow Bonus Ball.

Drop down for your soccerball and four coins (4). Free the Strika (E1) and keep going right. There's four coins here (8) and the R-Gem. Break through the BBs to the right to free another Strika (E2) and get another four coins (12) with the O-Gem. Another freed Strika later (E3) and another (E4) leads to a room with another four coin and gem combo (16), the gem being the Y-Gem as well as yet another Strika (E5). Smash the BBs on the ground to reach a G-Gem to the left (and fruit) and continue breaking downwards to get four more coins (20).

Head right to find yet another Strika (E6). There's another breakable floor in here, and to the left is the B-Gem (lots of deja vu on this level...). To the right is an enemy that isn't a Strika, thank Jesus, but a Minki (E7). There's some coins too (24). Be very careful not to hit the two MBs here, as they'll bounce you right into a Fenda (E8). Rejoice, for another HEART is up here, as well as the P-Gem. You'll finally reach the first lock (*1) down here.

The second lock is nearby (*2) as well as two Wingas (E9, E10). 8 coins (32), a Fenda (E11) and another lock is just ahead (*3). You'll also see the Yellow Bonus Ball. Just above it are four coins, but also a spike so be wary (36). Go right to see an enclosed Fenda guarding the big gemstone (E12). Get the I-Gem before entering the next room. In here, take out the Winga and Keepa (E13, E14) and collect the final four coins (40). Unlock the last lock (*4) and go score the Yellow Bonus Ball. Now, finish.

2.6 - 68 Treasures. 10 Eggs. 4 Locks. Green Bonus Ball.

Drop down here, it doesn't matter which path you take. Collect the 8 coins (8) and keep heading downwards. In this tunnel are two Nippas (E1, E2). Keep on going right and then upwards through the BBs. You'll need to use Recall a lot while getting up here. Defeat the Nippa at the top (E3) and break through to a room with 8 coins and the first lock (16) (*1). Heading up, you'll come into a big room with two Wingas (E4, E5) and coins (20).

Use the platforms to reach the top route for four coins and the R-Gem (24). Head down for another four coins (28) and the O-Gem. Break downwards for the Y-Gem. There's a fruit to your right, which I'll refer to for getting back to this point (there's a fall coming up). Head left down these platforms, getting the Green Bonus Ball down to the bottom (otherwise you'll need to go around to

get it). Continue with the regular soccerball to fight a Winga (E6) and collect four coins (32) and another four (36).

Go right at this point for 12 coins (48) and the G-Gem. There are more coins above you but we'll need to come back for them. Head left and go up where you saw coins earlier for another bunch of four (52). There are lots of angry Strikas above you, so take your time with the next jump and take them out carefully one at a time. Or run for the Transform star if you're not collecting eggs (E7, E8, E9, E10). In three of the corners are the rest of the locks (*2, *3, *4) and the B-Gem, P-Gem and I-Gem are at the very top. There's also 8 coins here (60). I think the big gemstone is here too.

Now, before ending the level, go back outside (using that fruit shortcut I told you about earlier) and head right for the final 8 coins (68). At the bottom, collect that Green Bonus Ball I told you to knock down to the bottom of the level and go and score it. Use the bizarre replica soccerball in that room to complete the level.

2.7 - 40 Treasures. 12 Eggs. 4 Locks. Blue Bonus Ball.

There's four coins here (4) and a ? block about rubber balls. Go down the steps to fight a Strika (E1) and get the R-Gem, being careful of spikes. Go up now, and fight two Minkis (E2, E3) with more coins (8). Before heading down the gap, go up and break the BB to collect the O-Gem. Head down the gap now.

There are two Fendas (E4, E5) and the first lock (*1) in here. A little further on are four coins (12). Break the BB to reach a lot of MBs and another lock (*2). There's a Strika to beat too (E6). Head right, passing the BBs for now, and go up the flying platform you can see to collect 8 coins and the B-Gem (20) before heading back to the BBs and breaking them. You'll fall on top of another four coins (24).

Go left and get the Y-Gem and four coins (28). You'll make it back out close to where the Strika was. Head right down the hole now for the G-Gem and a Strika (E7). You'll also see a Fenda here kicking the Blue Bonus Ball around (E8).

Head back up with the platforms to where the B-Gem was, and ride the next cloud to the right. Get the lock (*3) and the P-Gem with four coins and two Wingas nearby (32) (E9, E10). Jump down for the big gemstone and keep going for the I-Gem and a Minki (E11). Get the last lock also (*4). Follow the platforms up to find 8 more coins (40) and a way into the final room. Beat the Keepa (E12) and come back here with the Blue Bonus Ball and score it. End the level.

2.8 - 48 Treasures. 8 Eggs. 4 Locks. Purple Bonus Ball.

Head down to collect your soccerball, and go right at the bottom to fight a Nippa (E1) and get four coins (4) and the R-Gem. Head up the slope for more coins (8) and drop down here to see the Rubber Soccerball. This thing is bouncier so you may want to use it instead of the regular one. Head left for the O-Gem.

Get a good run-up and head up this next slope with whichever ball you chose. Clear out the BBs at the bottom and get the coins (12). Head right and up for more coins and the Y-Gem (16). Go right and get four coins after the BB (20) and another four coins with the lock up ahead (24) (*1). Head right and down onto the MB, and go left for more coins (28). Down and left again for 8 coins (36) and a G-Gem.

Head right still, and get four coins (40) and a B-Gem. There's also a Nippa here (E2). Get another four coins ahead and the next lock (44) (*2). Next is another Nippa (E3) and a Fenda (E4). Up the slope are the final coins (48) and the last two locks (*3, *4). Head up and drop down the inclines for the P-Gem and I-Gem. Continue on a little bit up here and take care of the Winga (E5). Head back and kill the Fenda under where the last two gems were (E6). In the next room you'll see a bunch of octagonal platforms and two Nippas, so get rid of them (E7, E8). Score with the Purple Bonus Ball nearby and then finish the level.

2.9 - 40 Treasures. 9 Eggs. 4 Locks. Indigo Bonus Ball.

Grab the ball and listen to the advice. Drop down the hole (it's a big one) and make sure to get the R-Gem by positioning yourself in the middle of the fall. If you miss it, you can climb up the platforms to the left of where you land, or just restart the level (which is a lot quicker, believe me).

At the bottom, collect the O-Gem and take care of the Strika to the left (E1). Go right and collect the coins while smashing the BBs (4). You'll get another four coins when you leave the water (8). In the next room is a Strika and more coins (E2) (12). There's two Wingas and more coins up here (E3, E4) (16). Go right for more coins (24) and a Minki (E5). Heading up still, get the Winga (E6) and more coins (28).

Eventually, you'll reach a hole and drop down for a Y-Gem. Now, make sure you break the BB to the right to drop the Indigo Bonus Ball, otherwise you won't be able to score it (which is bad). Drop down after it once it's been dislodged and drop into a room with lots of BBs, as well as coins (32) and the G-Gem.

Break the blocks, remembering to bring the Indigo Bonus Ball with you. There's another soccerball down here if you somehow lost the last one, so use it to unlock the first lock (*1). Snag the B-Gem down here and head out of the water for 2 Fendas (E7, E8), four coins (36), the P-Gem and the next lock (*2).

The I-Gem is in this next room with a lot of BBs above you. There's also one to the right leading to water. Go down this water one first for four coins (40), breaking the spikes to get past them. Now break the BBs on the ceiling. There's a Keepa here (E9) and the other two locks (*3, *4) along with the exit. Open the exit and go back for the Indigo Bonus Ball to score it. As usual, finish the level after this is done.

2.A - Monster Manager "Hoppy the Rock.. Thing" (16 Treasures)

Get the Treasures, avoiding the big Hoppy guy. This guy is like the Fendas and Keepas, in that back attacks are the way to go. When he stops, he's about to jump so use this to get under him before he traps you in a corner. Avoid the spikes that come down once he lands and hit his weak point. Do this 3 times to defeat him. Aww, poor guy.

World 2 Complete.

World 3 - The West Coast

New world, new move. This time you can bend it like... well... Beckham. Kick the ball straight up and direct it with the left and right buttons. It's sort of useful, I guess.

3.1 - 72 Treasures. 11 Eggs. 6 Locks.

Go left to be introduced to the Beach Ball. It's tons of fun so go ahead and use it. You might notice it goes a lot further than the regular ball. Go right and collect the first coins, R-Gem and lock of this level (and world) (4) (*1).

Moving on, there's another four coins and the O-Gem above a BB (8). Smash the BB for the next lock (*2). Down here are 2 Nippas (E1, E2) and a Fenda (E3). Keep in mind the enemies have been upgraded again, and the Fenda can now charge you at a high speed. There's 8 coins down here, and another 8 above you (24). Get the O-Gem too. Use the BBs here as a barricade to take out the next Fenda (E4) and head up the platforms for coins (28).

Head right past the Fenda for coins and a G-Gem (32). There's a Winga here (E5). Another 8 coins up ahead (40), with the B-Gem and a second Winga (E6). Break the BBs to get the lock (*3) and coins (44). Past the Winga is another lock (*4). Further still is another Winga (E7) more coins (48) and a lock (*5).

Find the 8 coins (56), P-Gem and obvious big gemstone further ahead. Read the ? block about invulnerability and drop down for coins (60). Avoid the Strikas and go up the platforms. Get the 8 coins first (68) and then the blue star, and use your immortality to kill the three Strikas (E8, E9, E10). Now, just beat the Keepa collecting the last of the coins (72) and the I-Gem, then unlock that lock you passed to finish.

3.2 - 68 Treasures. 10 Eggs. 4 Locks.

Grab the ball and head up and left for 8 coins and the R-Gem (8). Go right until you see water with BBs on it. Get the lock (*1) and go into the water for coins (12). Swim out over on the right and go back for four coins on a hill (16). Go right now and collect four coins (20) while beating 3 Nippas (E1, E2, E3). Get another four coins and a Y-Gem at the end of the path (24). Head back and get on those high platforms to reach 8 coins and the O-Gem (32).

Soon you'll find a mound of BBs, with the G-Gem underneath. Beat the nearby Wingas also (E4, E5). There's a row of 8 coins here with a lock (40) (*2). There's a B-Gem next, and some coins after three BBs (44). At the top of the next hill are coins and a Winga (48) (E6). Get the lock too (*3). Climb the next group of platforms, blasting the BBs blocking your way. At the top is a "Always Dangerous" spell, four coins (52) and the P-Gem. Good timing, as there's four Fendas to beat down here (E7, E8, E9, E10).

Down here are four coins and the last lock (56) (*4), and if you keep going right you'll find the last 12 coins (68). Go back and take the upper road for the I-Gem and break all the BBs to find the big gemstone for this level. Drop down and finish the level if you got everything above.

3.3 - 72 Treasures. 11 Eggs. 4 Locks. Red Bonus Ball.

Head right and collect the ball. Get the coins over the water (4) and take out the two nearby Minkis (E1, E2). Get the next four coins (8) and the R-Gem over the next pool. At the top of this next hill is a lock (*1). Drop down and get the 8 coins in the pool (16). Use the cloud to get out, and keep riding it to the top of its path for more coins (20) and the O-Gem.

Collect the Barge star and get rid of the three Strikas wandering around (E3, E4, E5). Climb the platforms above where the Barge star was to get the Y-Gem.

Head right and drop down onto the cloud platform directly underneath you. Use it to get into that little alcove with the G-Gem, four coins (24) and the big gemstone.

Head right now until you reach the B-Gem. Take care with the two Fendas down here (E6, E7) and collect the 8 coins (32) and the lock (*2). Use the cloud over the water to get the next 8 coins in a row by dropping through them (40). Get the next lock and more coins (*3) (44). Beat the Winga (E8) and another one (E9) and drop down the second pool for 8 coins (52). There are 8 more coins on top of these BBs (climb up them by smashing the left top one and middle one) (60). The P-Gem is also here. Continue on for 8 more coins (68) on either side of the BBs and the last lock (*4).

Ride the cloud platforms up to the top and take care of two Keepas (E10, E11). They're tough but you should find an opening if you're patient. Go past the exit to find the last coins (72) and the I-Gem. The Red Bonus Ball is here too, so go score it and then complete the level.

3.4 - 76 Treasures. 10 Eggs. 4 Locks. Orange Bonus Ball.

You start underwater. Head straight up and bust the BB for an amazing 36 coins in a secret room (36). Swimming along, you should find four coins (40) and the R-Gem before meeting a BB wall with a Fenda behind it (E1). There is another Fenda nearby as well (E2). Hit the lock (*1) and keep going to find two groups of four coins (48) and two Strikas (E3, E4). Get the O-Gem too.

There's four coins leading up, so get them and head back down and right past the BBs for another four (56). Now head back up and break through to beat two Fendas (E5, E6) and get a lock (*2). There's four coins close to the ceiling in here (60). There's also a Y-Gem trying to blend in with some little BBs, so get it.

Head down this slope for some coins (64) and some BBs above you. Past them is another lock (*3). There's two Strikas in this big room, which you can take out using the Stun star around here (E7, E8). Swim to the top of the room here for the G-Gem. Keep heading across these high platforms for 8 coins (72) and the B-Gem and P-Gem. Drop as far as you can to the bottom left for a big gemstone behind a BB. Keep heading right at the bottom for another Strika (E9).

Now, swim to the platform above the last Strika for the I-Gem and head right to see the last lock surrounded by BBs. Kill that pesky Keepa first (E10) and unlock it (*4). Grab the coins (76) and score the Orange Bonus Ball to your right before completing the level.

3.5 - 36 Treasures. 9 Eggs. 5 Locks. Yellow Bonus Ball.

There's a Fenda to your right (E1) and four coins with the R-Gem above him (4). Keep going that way and get the lock here (*1). If you want, you can drop down and try out the Cannonball. Go right and get the O-Gem after breaking through the BBs and getting more coins (8).

Swim down and get the four coins (12) and lock (*2) after bashing more BBs. There's a Strika here (E2) and more coins (16) as well as the Y-Gem. There's another Strika ahead too (E3). After a lot of nothing, you'll reach the G-Gem and a lock (*3) with some coins (20). There's a Fenda ahead (E4) and a valuable HEART too.

Take the high path for a lock (*4) and coins (24). There's a B-Gem ahead and

the big gemstone is on top of a platform ahead of you. At the bottom here are two Fendas (E5, E6) and if you swim up there's a P-Gem. Break the BBs for yet another Fenda (E7) and the last lock (*5). Get the 8 coins here and the I-Gem (32) and down the pit is a Keepa (E8).

Keep going down, dribbling the Yellow Bonus Ball with you, until you reach another Keepa (E9). The Cannonball makes short work of these guys. Get the final bunch of coins (36) and score the Yellow Bonus Ball after bashing the BBs. End the level.

3.6 - 56 Treasures. 16 Eggs. 4 Locks. Green Bonus Ball.

Head right and drop down the BB into a pool for the R-Gem and four coins (4). Now, head right and take out 2 Wingas for the lock (E1, E2) (*1). There's two Nippas up next (E3, E4) and 8 coins in a "V" shape (12). Past that is a BB with four more coins behind it (16).

OK, be very cautious now as there are 4 Wingas up ahead. Yeah. Keep the ball up and try and beat one at a time (E5, E6, E7, E8). DO NOT be tempted to use the Transform star, because you won't get 100%. Two more Nippas here (E9, E10) and a pool with a lock (*2) and coins (20) and the O-Gem. There are coins where the Nippas were too (24). Just ahead are four more coins and a barely visible Y-Gem (28). Four more coins now (32) and two Strikas (E11, E12).

Up the hill are four coins (36), a Winga (E13) the G-Gem and the next lock (*3) as well as another four coins (40) and the B-Gem a little further. There's another bunch of coins going downhill (48) and another of those bizarre Fenda and Minki combos (E14, E15) to tackle. Drop into the water for the P-Gem.

Over here is the final lock (*4) and coins (52) with another set of coins (56) and the I-Gem on the other side of this ravine. This ravine is too steep to get out with a ball, so you'll need to kick it over the right side and go fetch it before the Keepa gets it. Beat the Keepa (E16) and get the big gemstone underwater to the right. Score the Green Bonus Ball if you haven't all ready and then finish. Hey look, another Forest shortcut! Wow.

3.7 - 108 Treasures. 8 Eggs. 4 Locks. Blue Bonus Ball.

Ouch, 108 Treasures. Better get on with it and get those 4 coins where you start (4). Go left and free the cloud platform to reach another 8 coins and the R-Gem (12). Get the O-Gem after freeing the next cloud platform, and bust your way onto the sky of BBs up here. Head left for 8 coins (20) and right for lots of coins. Two bunches of four (28) followed by the Y-Gem and another four (32) followed by another 4 (36) and the G-Gem before coming to a wall of BBs. Smash through to collect another 8 (44) before the second wall of BBs.

There's another 8 this way (52) and a Fenda (E1) and you'll hit the big gemstone before reaching the end of this long line of BBs. Now, I'd head back to the very start. It'll take some time to backtrack but at least the rest of this guide will be easier to follow. Don't worry, I'll wait for you.

OK? OK. Continue past where you got the O-Gem so long ago. There's also a lock here (*1) and a Strika (E2). Use the cloud platform to go right and you can jump and kick up for another four hard-to-spot coins (56). You'll eventually meet another Strika (E3) as well as the next lock (*2) and some coins (64). Get the next bunch of coins too (68).

There's three cloud platforms ahead with 16 coins (84) and the B-Gem and P-Gem.

Past them are two Minkis (E4, E5) and some coins (88). Ride the cloud up to meet a Winga (E6) and a lock under the BBs (*3). There's four coins before a small pool here (92) and you'll eventually meet another Winga (E7) and a lock (*4).

Head right. There are four paths through this hill now, take the top one first for 8 coins and the I-Gem (100). Take the second path up for 4 coins behind a BB (104) and, finally, the third path up (or second path down) which has four more coins (108) and the Blue Bonus Ball.

Attract the attention of the Keepa and hit the Freeze star to stun him sufficiently long enough for a beatdown (E8). Score with the Blue Bonus Ball then finish the level.

3.8 - 60 Treasures. 14 Eggs. 5 Locks. Purple Bonus Ball.

Go right and get these coins (4). Your ball might not Recall itself because of the two Nippas here, so take them out (E1, E2). Go back to that first row of coins and continue upwards for four more (8). Go right across the inclines to find the R-Gem, O-Gem and an Always Dangerous star. You can drop down and find the Y-Gem too, along with more coins (12).

Continue right now for the first lock (*1). Below all these platforms are a Minki (E3) riding a Fenda (E4) with two Nippas for back-up (E5, E6). Go up the platforms to get 8 coins and the G-Gem (20).

There's another lock now (*2). There's a funny looking pointy hill up next, get on top of it and do a jump kick to get all 8 coins (28). Check your score to see if you got all of them (you should net a huge 2000 point combo if you did - if you missed the points boost, kick again until you're sure you got all of the coins). Go under the hill now by going down and right for another 8 (36).

Guarding the next lock (*3) are two Wingas (E7, E8) with a Fenda nearby (E9). Climb these platforms and go right for 12 coins (48) and the B-Gem. There are two Minkis (E10, E11) and a Fenda (E12) coming up, along with four coins (52).

Get the lock after the above monsters are dead (*4) and climb the hill to fight a Winga (E13). Climb to the top and drop down the other side for the P-Gem. Head right and knock out that Keepa (E14) before unlocking the last lock and heading up the platforms (*5). There are 8 coins up here and the I-Gem (60). There's also the Purple Bonus Ball, so go score it. Now finish up.

3.9 - 44 Treasures. 12 Eggs. 4 Locks. Indigo Bonus Ball.

Last coast level and it's an underwater one too. You start right next to the goal which is a bit odd, so go up and get the ball. Now keep swimming up, since the goal is cut off, and get four coins (4) and the R-Gem. Eventually, you'll reach the top where four coins (8), the first lock (*1) and two Fendas (E1, E2) await you. Go right for the O-Gem.

Take the four coins (12) and Y-Gem and follow the bottom route for another 8 coins (20). Keep heading right and eventually you'll find the G-Gem and a Fenda (E3). Shortly after are 4 coins (24) and the next lock (*2) with a BB blocking your way down. Destroy it and go down to fight a Strika (E4). Swim up to collect four coins (28) and fight another Strika (E5).

Unlock the next lock along (*3) and go right collecting coins (32) and the B-Gem. Drop down until you see the Invisible star and use it to beat the

nearby three Fendas after getting the coins first (36) (E6, E7, E8). Go left defeating Fendas until you see the P-Gem.

Get the next four coins (40) and unlock the last lock (*4). Take the Indigo Bonus Ball along with you. There are two more Fendas down here (E9, E10) and you'll eventually meet a Keepa (E11) and the final four coins (44) along the ceiling. Use the Indigo Bonus Ball to distract the Keepa while you finish him off with a sneak attack.

You'll find the I-Gem just before the second Keepa. Use the same tactics to beat him (E12) and then score with the Indigo Bonus Ball and end the last level of this World.

3.A - Monster Manager "Lumpy the... Lump " (16 Treasure)

Get the Treasure, and make sure you do get all of them otherwise you'll have to fight this guy again. Lumpy gets around with his balloons, and he's very high up so it's hard to burst them with regular shots. This is why you were taught the Bend Move early on. Stand underneath where he's about to move to (while obviously dodging his fireballs) and kick the ball straight up with a bend to knock out those balloons. Each burst balloon drops him closer to the ground, making him easier to hit but more dangerous as the fireballs have less distance to travel. Burst all three balloons and the fat guy's toast.

World 3 Complete

World 4 - The Frozen North

Ah, the ball trap move. I never figured this one out truth be told. Something about holding B down after kicking the ball. It just makes it Recall when I try it.

4.1 - 60 Treasures. 11 Eggs. 4 Locks.

Go right for the first lock (*1) and a new and improved ball-stealing Nippa (E1). Drop down the first hole for 8 coins and the R-Gem (8). Drop down the next for more coins (12) and the Cannonball. Yay! Go right and bash the BB and Nippa (E2) in one shot. Head back up by going left and up the platforms, getting the O-Gem on the way.

Go down the third hole along this time for more coins (16). Back up again by taking the platforms just to your right and drop down the next bit for four more coins (20) and the Y-Gem. Back up again, and down the next bit for more coinage (24). Smash the BB to the right and use these platforms to get up and head right again for another drop with coins (28). Beat the Strika down here (E3) and get the G-Gem.

Head right until you can't go any further without destroying the next BB halfway up the wall, and take the platforms up once more. Get the four coins on the left (32) and the 8 coins on the right (40) before heading up and breaking through the BB I just mentioned. The second lock should be here (*2).

Get the B-Gem and head up, and then right. Get the 8 coins here (48) and head down for more coins (52). Bash through the BB here while falling and continue right. The next lock (*3) and the P-Gem are in here. There are 8 coins over a hill above you (60) and there's two Nippas running around (E4, E5).

Head up more platforms and grab that I-Gem before turning left and jumping over a few pits to reach the first big gemstone of this world. Go right to fight Wingas (E6, E7). A Fenda is up next, followed by two more Wingas (E8, E9, E10). Don't forget the final lock here (*4). Defeat the Keepa (E11) and finish.

4.2 - 40 Treasures. 8 Eggs. 5 Locks.

Yup, there's the goal. Two ways to go too.

Head right. Unlock this lock (*1) and get the four coins (4). The passage is too high to follow so go left and get another four coins (8) while clearing these BBs out.

Big pillar of platforms here. Stop off at the first floor where there is a Fenda behind the BB. Go kill it (E1). Get the coins here (12) and the R-Gem and go back out. On the second floor get the lock (*2) and coins (16) and ride the cloud platform up for the O-Gem.

Back on the platforms, jump up to the third and final floor at the top. Get the coins (20), beat the Minki (E2) and drop down past the BB here for coins (24) and the Y-Gem. A tricky jump onto the cloud platform going up later, and you can get those coins and the G-Gem to your right (28). Go left to beat a Strika (E3) and open a new lock (*3).

Going up these platforms are four coins (32) and yet another lock (*4). Head right and hold left while falling to break the BB for the big gemstone. Then get the lock here (*5) and B-Gem. Ride down the big slide and jump over to the next part of the level. There's a Strika here (E4). Drop down behind it.

There's a P-Gem behind the BB halfway down this drop, as well as coins (36). Grab the Barge star down this next slide to get rid of the Fendas down here (E5, E6). Also quickly head up the slope and take care of the Wingas too (E7, E8). Drop down for the last coins (40) and the I-Gem. You're now where you started, so finish the level.

4.3 - 44 Treasures. 12 Eggs. 4 Locks. Red Bonus Ball.

Weird level. Head up the platforms to find the exit and then jump off the right side to land on a platform with 2 Nippas (E1, E2) and 12 coins (12). Get the big gemstone at the end and also kick a ball straight up at the end to bring a Red Bonus Ball down. Bring the Bonus Ball to the foot of all those platforms you just climbed for easy access later on.

Head right under the platform you were just on to reach a cave with a Minki (E3), four coins (16) and the first lock (*1). Climb the platforms here to find the R-Gem and more coins (20). Go right now, and take out two Minkis (E4, E5) while getting the coins (24). Head right over the MBs and past the BB to reach a pool with coins at the end (28).

Jump up the platforms here for the O-Gem, and then up more platforms to find a Strika (E6). There's two more Strikas around here also (E7, E8) and get the coins here too (32). More platforms and the Y-Gem is yours. Yet more platforms and you'll find the Barge star, so use it to take out 4 Strikas around here (E9, E10, E11, E12). Collect all the coins, as well as two locks and the G-Gem (40) (*2, *3).

More platforms now with the B-Gem on top. Keep heading left past all the

obstacles and collect a P-Gem. At the end are the last coins (44) and the last lock (*4). Right at the end is the I-Gem and a biiiiig slide to the start of the level. Score the Red Bonus Ball you left nearby and finish the level.

4.4 - 56 Treasures. 9 Eggs. 4 Locks. Orange Bonus Ball.

Lots of BBs around here. Work your way right and up to find the R-Gem. Keep heading up and at the top are four coins (4) and a Fenda (E1). Head left into a small icicle cave with four coins (8) and the O-Gem. Head up the platforms and take a small detour past the BB for more coins (12) and the Y-Gem. You can either take the cloud platforms or the MBs to the next area, which has 2 Nippas (E2, E3), 8 coins (20) and the big gemstone. Head right for the G-Gem.

Down the hole all the way until you find the first lock (*1). There's a replacement ball here too. Break the BB and take out the Strika (E4). Use the Invisibility star for stealthily taking out the next three Wingas (E5, E6, E7). Collect the B-Gem and coins (24) and a Fenda's to the right (E8). There's four coins with the B-Gem on top, but there's an icicle above that so watch out (28).

Heading right, take out the Minki (E9), get the coins (32) and head down through all the BBs. At the bottom are 16 coins (48). Get the next lock on the way up (*2) and another one (*3) and the four coins above the MB (52). The Orange Bonus Ball is here so take note. The final coins are here also (56) and the last lock (*4). Get the I-Gem too. Standard procedure - get the Bonus Ball here and score it and then end the level. Whaddaya know, a shortcut to the Creepy Caves.

4.5 - 40 Treasures. 14 Eggs. 4 Locks. Yellow Bonus Ball.

Head right and jump up the MB. Get four coins (4). Go through the BB here and get more coins heading up the platforms (16) with a Strika (E1) and the R-Gem at the top. Little known fact about Strikas - you can stun them from attacking them from below. Go back down and take the long trek to the right.

You'll drop down on two Strikas, which isn't fun (E2, E3). There's another Strika around too (E4). Use the nearby Remove star to get rid of all of them. Get the coins (20) and O-Gem behind the BB and head up the platforms to the right.

Eventually, you'll reach a room with two Strikas (E5, E6) and two Minkis (E7, E8). There's also a lock here (*1). Break the BBs for another Strika (E9) and go up to get 8 coins (28) and HOORAY a new HEART. Go down and right now. Get the Y-Gem above the BBs over here, then head down. Get the next lock (*2) and keep going right until you see another one (*3). Clobber the two Nippas down here (E10, E11) and then ride the cloud up.

Stop off on the first floor for coins (32), ditto with the second floor (36). At the top, get the G-Gem on the left and the B-Gem on the right, beating the Fenda here also (E12). Head back down to the ground floor and go right and up the passage. Go through the BB to the left for a P-Gem over a MB. Go down these stairs, making a detour for the big gemstone above you, until you find the last lock (*4) with coins (40) and the Yellow Bonus Ball.

Go right and up the MBs, getting the I-Gem on the way up. There's a Strika around here, jumping up platforms, so beat it (E13). Take care of the Keepa here and go back for the Bonus Ball and score it (E14). Finish the level.

4.6 - 36 Treasures. 9 Eggs. 4 Locks. Green Bonus Ball.

Wow, a ? block. It's been a while. Here we learn about the Grip spell, which is borderline useless. You can actually jump up these slopes if you wanted, or simply run up them with a run-up. Head up the first slope to find a BB to the right. Smash it and follow the caves for the R-Gem, 12 coins (12) and two Wingas (E1, E2). Back out and head up for the next useless Grip star.

Keep heading up until you find four coins (16), the O-Gem and two Minkis (E3, E4). Another BB higher up, which has a new Grip star and the Y-Gem. At the top of the hill, go down the other side and break the BB to the left. Beat the Nippa here (E5) and get the G-Gem. Down the hill again, go left again and get the next Nippa (E6) and a B-Gem, as well as coins (20).

12 more coins in the next alcove (32) along with the P-Gem and another Nippa (E7). And yet another alcove to the left with coins (36) and the I-Gem. At the bottom of the hill you'll find the first lock (*1) and you can go left for a new area, with another lock (*2). Two Fendas are trapped right ahead, so free them and kill them (E8, E9). Keep heading left for the last two locks right next to each other (*3, *4). Score the Green Bonus Ball, get the big gemstone and finish this rather bizarre level. You'll also get a new shortcut.

4.7 - 52 Treasures. 15 Eggs. 7 Locks. Blue Bonus Ball.

Go left here and get the coins (4) and lock (*1). Defeat the Nippa running around (E1). Go right down the slope and take out two Strikas around these ice platforms (E2, E3). Collect the Always Dangerous star at the top and go to the right for coins (12) and the O-Gem. You can't get down there yourself, but since your ball is always dangerous it can roll down the slopes and collect them all. It may take a few tries.

Under the platforms is a lock (*2) and a BB. Break it to continue down to some more BBs, and a Nippa (E4). Head up the barely visible platforms here to reach a Fenda (E6), coins (20) and the O-Gem. Get the lock past these BBs (*3) and head up and right for 8 coins (28), the Y-Gem and a Fenda (E5). Another BB, another lock (*4), another Nippa (E6). Down the slope and up to the right is another Fenda (E7), four coins (32) and the G-Gem.

Get the next lock (*5), break the BBs. Jump up here for two Strikas (E8, E9), some coins (40) and the B-Gem. Head down and right for another lock (*6). There's a Strika and Nippa on this slope (E10, E11). Jump up to fight another Strika (E12) and get four coins (44). Follow the path up to get the P-Gem, and head up further still using the niches to the left to get the big gemstone.

Head back down and open the final lock (*7), and get the Blue Bonus Ball and score it. Beat the two Minkis guarding the goal (E13, E14). Before finishing, break the BBs on the floor to get the I-Gem and the last 8 coins (52).

4.8 - 60 Treasures. 7 Eggs. 4 Locks. Purple Bonus Ball.

Interesting. You have to race your ball to the point where you meet before it falls too far. If you manage to stop it, you can go right and get 28 coins (28) a Nippa (E1) and the Always Dangerous star. Make sure you do get all these before dropping to the next bit. If you missed the ball, just restart the level.

At the bottom of this pit are four coins (32) and the first lock (*1). Beat the

Strika here (E2) and head up for coins (36). Beat the Fenda (E3) and score the R-Gem up here and some coins (40). Go back down and right. Get four coins and the O-Gem here (44) and another four coins with the Y-Gem (48). Get the lock (*2) and the Nippa (E4) and also the Winga coming up (E5). Four more coins here (52) and the G-Gem and also the B-Gem very close by. There's a lock here with coins (*3) (56) and a Winga (E6).

Head right for the P-Gem and onwards towards the lock and more coins (60) and the I-Gem nearby. Free the Purple Bonus Ball, it'll fall to the bottom of the stage. Unlock the lock after defeating the Keepa (E7) (*4). Score the Bonus Ball and finish.

4.9 - 40 Treasures. 12 Eggs. Locks. Indigo Bonus Ball.

Last normal level. Or so it would appear. The ball will come to you in a moment so get it and beat the Fenda you just saw walking off (E1). Get the coins and R-Gem (4) and break the BBs. There's the O-Gem here, and another 4 coins (8) and Fenda (E2). Get another Fenda and the Y-Gem (E3). Down here is another Fenda (E4) and the G-Gem with coins (12). And yet another Fenda (E5) awaits you with four coins (16) and the B-Gem.

Down here is another Fenda (E6) and coins (20), drop down for the first lock (*1). Get the Minki through here (E7) and the next lock (*2). There's coins (24) and the P-Gem up this alcove. Bust through the next BBs for a Strika (E8) and a pit with a lock (*3) and coins (28).

Two Nippas next (E9, E10). Use the MB to get to the next area. Two more Nippas through here, playing with the Indigo Bonus Ball. Take it off them (E11, E12). Get the I-Gem to the right too. Climb the platforms and go left to get 8 coins heading downwards (36) and more coins on the right side (40).

Get the final lock (*4) and score the Indigo Bonus Ball. Everything should be complete so finish the level.

4.A - Monster Manager "Gobby the Tentacle Demon" (16 Treasures)

Get the treasures, avoiding Gobby as he pops up from under the water. Gobby has two attacks, one is the fireball spit (which you avoid, obviously) and the second is the soccerball spit which is what he does to your ball if you kick it into his mouth. Make sure to avoid this attack also. After kicking the ball down his gullet three times, Gobby gives up.

World 4 Complete

World 5 - Mister Woe's Castle

Neat! Warp pads! Even more neat! Permanent "Grip" spell! I didn't think that spell could get any more useless but I guess I was wrong.

5.1 - 28 Treasures. 6 Eggs. 0 Locks.

Get the eight coins and R-Gem (8). Now head out and prepare for four Strikas (E1, E2, E3, E4). Get the O-Gem and head right and head up to get the Y-Gem, coins (12) and Beach Ball if you want it. There are 8 coins (20), the G-Gem and the Rubber Ball if you prefer that instead. Up and right are 4 coins (24)

and the B-Gem.

There's two Fendas up here and the P-Gem and I-Gem (E5, E6). Get the last coins (28) and finish the level. Short, but not sweet.

5.2 - 20 Treasures. 7 Eggs. 0 Locks.

Follow the path up and right to get your ball and four coins (4). Drop down for more coins (8), the R-Gem and the wonderful Cannonball. Smash through the next BBs and go right for coins (12), the O-Gem and the Y-Gem.

Go up here to fight 5 Strikas (!) (E1, E2, E3, E4, E5). This is why you need the Cannonball. Go right for the G-Gem. Go left for coins (16), the B-Gem and the P-Gem. In the next room, kill the two Fendas (E6, E7) and grab the I-Gem. Get the coins to the right before finishing (20).

5.3 - 24 Treasures. 13 Eggs. 0 Locks.

Get the R-Gem and run across the BBs for the O-Gem. Break one and go down to fight 3 Fendas (E1, E2, E3) and get four coins in the bottom left corner (4). Take the Rubber Ball if you want it. Head up and beat the Nippa (E4) and grab the Y-Gem. Keep going left for another Nippa (E5), the G-Gem and coins (12).

Get the B-Gem and head right to fight a Winga (E6). Fight another one (E7) and head right for the P-Gem and eventually a line of four coins (16). Head up and get the I-Gem and break through the right BB to reach an area with 2 Strikas (E8, E9) and some coins (20). Go left now where the other BB was for two Minkis (E10, E11) and coins (24). Head to the very centre top to fight 2 Keepas which is pretty much the hardest fight in the game, especially considering you could easily score prematurely (E12, E13). If you beat them, pat yourself on the back and score that goal.

5.A - Mega Monster Manager "Mister Woe" (16 Treasures)

Whoa, end of game boss warning. This little guy is tough. First, he'll drop a Strika down to annoy you. If you beat the Strika he'll make another one so don't bother, since he can't be hit while doing so. While he's flying around, he's visible so hit him then. Like Lumpy, the best way to do this is with vertical kicks.

After three successful hits (he'll cry if you hit him), he'll start dropping bombs. Avoid these, they have too short a fuse to be useful. Another three hits sends him bonkers, as he starts fireballing you. If you hit him again he'll retreat into his little ship and start flying around blind. He won't replenish the Strikas any more, so take out the current one.

As soon as he charges you (he'll fly off-screen first) he'll pop up to see what happened. Nail him now. If you see which side of the screen he left on, hug the wall on the same side so he misses you with the swoop. Three hits of this mode and the guy goes down and stays down.

So that's three hits with regular flying, three hits with bomb throwing, one hit with fireball throwing and three hits with the swooping for ten hits total. That's a pretty tough boss! I really hope you got the Treasures as well.

You get... a rainbow? That's it? Well, the gameplay itself was all the reward I needed... I guess... I'd say spoiler warning but "a rainbow" probably doesn't

need one.

World 5 (and game) complete!!

However, you may still have those Trial levels unresolved, so go finish them. You can tell when Adventure or Trials are complete because there's a star icon on the ground leading to them on the "The Club" screen.

Conclusion

Well that was a fine mess. You don't seem to get anything for finishing all the levels. Or for getting all the gemstones. Or the eggs. Or the Treasure. Ah well.

If you have anything to add to this guide, like a boss strategy or what have you, please e-mail it in using the address below.

Don't ask me about putting the guide up elsewhere: you can have it, as long as my name's on it. Just check GameFAQs for updates.

Don't ask me about anything already in the guide. Everything is in here somewhere so tell me I've missed off any item or gemstone or whatever.

Don't ask me about typos. In a document this big there's bound to be several. If a typo is actually prohibiting you from understanding that part of the guide, you can e-mail me, otherwise don't bother.

DO email me to tell me how that darn head trap thing works because I'm still confused.

In the off-off-off chance that the real David Beckham is looking for help to finish his miniature counterpart's game, you can send several thousand pounds to my PayPal address at spento at gmail dot com (only with @s and .s) by way of thanks. I mean, if you want to. It's sort of a drop in the ocean for you ;)

Kidding aside (kind of), anyone can use that address to send me cash or Qs if they so wish. But it's not required.

Thanks

- * Denki, for being Konami's cuter younger brother.
- * Nintendo for licensing this game and for making the GBA to play it on.
- * David Beckham. Except for that one time, you've done this country proud in the soccer arena and prouder still with this little gem.
- * Anyone who actually read this far.

Email again is: SPENTO @ GMAIL . COM (without spaces)

--END OF FAQ--