

Juka and the Monophonic Menace FAQ/Walkthrough

by SaiyanShadow

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Juka and the Monophonic Menace
GBA Version guide by Saiyan Shadow (AKA Shadow Revnyx)
Version 1.06
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Table of Contents
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- 1) Legal Disclaimer
- 2) Version History
- 3) Introduction
- 4) Controls
- 5) Walkthrough
 - 5a. The Meadow
 - 5b. The Cliffs
 - 5c. The Icefields
 - 5d. Back in The Meadow
 - 5e. The Ruins
 - 5f. The Castle (1st Floor)
 - 5g. The Castle (2nd Floor)
 - 5h. The Castle (3rd Floor)
 - 5i. Epilogue
- 6) Ingredient Jars
- 7) Ruinstones
- 8) Recipes
- 9) Mini-Games
- 10) Bosses
- 11) FAQs
- 12) Credits

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1) Legal Disclaimer
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2) Version History

Ver. 1.06 (6/19/09) - Added a note in the walkthrough for the ever frustrating Frostinator glitch.

Ver. 1.05 (5/3/07) - www.GamersTemple.com now has my permission to use this walkthrough on their site.

Ver. 1.04 (5/1/07) - www.HonestGamers.com now has my permission to use this walkthrough on their site.

Ver. 1.03 (4/30/07) - www.Neoseeker.com now has my permission to use this walkthrough on their site.

Ver. 1.02 (4/29/07) - Added the FAQ section and spellchecked the entire guide.

Ver. 1.01 (2/9/07) - www.supercheats.com now has my permission to use this walkthrough on their site.

Ver. 1.00 (1/28/07) - Main walkthrough complete. A (?) indicates areas where information is missing or needs verification. Also missing last piece of Sound Crystal.

3) Introduction

Hi, this is Shadow Revnyx, and this is a guide to the GBA version of Juka and the Monophonic Menace, as you can see. This is the first guide I have ever written, so please bear with me as you read. Any suggestions, questions, additions, or errors to this guide are welcome (granted that you have read my guide before doing so). I will try to make this guide as complete and easy-to-use as possible. Be warned, however, that the walkthrough section of this guide will be filled with spoilers, so if you want to find the story out for yourself, you should avoid reading every word of this walkthrough, especially since I'm attempting to make this walkthrough exceedingly detailed.

To contact me, my e-mail is SuperSaiyanShadow@hotmail.com. If and when you contact me, please make sure that this guide does not satisfy what you need, and state your purpose clearly (with as few spelling and grammatical errors as possible).

Enjoy the guide!

4) Controls

Though the game itself provides instructions at the beginning of the game on how to do everything, any confusion about the controls can be straightened out here.

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Title screen
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This is where you pick whether to start a new game or continue a game. Simply use the Control Pad arrows to select your choice and press (A).

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Main screen

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This is the screen you'll spend the most time on, running around following the storyline.

Control Pad: movement

[START] button:

[SELECT] button: opens the Menu

{L} button: switches between targets

{R} button: opens the potion menu (press (A) to select the potion, (B) to exit the menu

- To pick up ingredients: walk/swim up to them
- To get ingredients from plants: walk up to them until an exclamation mark(!) appears above your head. Press (A), then < and > repeatedly until ingredients fall out.
- To get ingredients from tubes: walk over a pressure point. If the ingredients do not appear, try finding another pressure point and putting something on it.
- To save your game: walk up to a signpost until an exclamation mark(!) appears above your head. Press (A), use ^ or v to select which save spot you want to use, and press (A) again. Press (B) to exit the save menu.

== While swimming ==

(B) button: Dive/Surface (You can only dive underwater for a limited time before your air runs out and your Stamina meter starts to drop)

- Can't fire shots or potions (can't use {R} button)
- All other buttons have the same purpose

== When Sound Machines are targeted ==

(A) button: activate Light Shield (used to catch Sound Shots fired by Sound Machines)

(B) button: activate Dark Shield (used to block Sound Shots fired by Sound Machines)

- If the scroll on the bottom is not complete, pressing {R} will bring up the potion menu.

== Menu ==

This is where you access your Potion Mixer, Map, and Journal.

- When it opens, the backpack (Potion Mixer) will be highlighted
- < or > arrows: scrolls through the menu

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Potion Mixer

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This is where you mix all your potions.

< or > arrows: selects an ingredient or the red button in the middle

^ or v arrows: increase/decrease the amount of an ingredient used

(A) button when on the red button in the middle: mixes ingredients

(B) button: returns you to the menu

- You won't be allowed to make anything out of wrong combinations of ingredients. In addition, the ingredients you chose also will not be used up, so there's no fear in losing your ingredients that way.

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Map

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This is where you view your map, assuming you've got one.

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5a. The Meadow
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Ingredients found here: Yellow, Green, Blue

Juka gets pushed through the teleporter and arrives back at home. Take a step in any direction and Bufo will talk to you. The teleporter and Juka's Ingredient Jars are now broken, so you'll have to set out to get some new ones. Exit the room through the doorway at the lower right.

=====
Outside Bufo's house
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== Room 1 ==

Ingredients: Green, Yellow

Items: Yellow and Green small Ingredient Jars

Now that you're out of the house, take a few steps and Bufo will tell you to find the 3 ingredient jars nearby. You'll see some weird-looking plants and a yellow heart-shaped jar to the lower left. Run over to get the 1st jar, allowing you to collect Yellow ingredients. Run over to one the blue plants. Once you're close enough to it that an exclamation mark(!) appears above your head, press (A) to grab hold of the plant and then press the left and right arrows to start shaking it. 3 Yellow ingredients (though they look red to me) will fall out. Run to them to pick them up before they disappear.

Run across the bridge and you'll come across more plants. The purple flowers also drop Yellow ingredients, but you'll need the Green ingredient jar to get ingredients from the trees, so run to the top right and pick the jar up. You can get Green ingredients by shaking the trees the same way you shake the flowers.

So far, these jars will only hold up to 50 ingredients, so fill up as much many ingredients as you want. It's always a good idea to have some ingredients with you in case you need to make a potion. If you've shake a flower or tree then go far enough away from it, it will respawn ingredients so that you can go back and shake it for more. When you're done, continue to the right across the bridge and into the next room.

== Room 2 ==

Ingredients: Blue, Green, Yellow

Items: small Blue Ingredient Jar

Recipes: Sleep Potion

Go directly to the right, collecting Yellow and Green ingredients if you wish. You'll spot a small Blue Ingredient Jar, the last one, a little bit to the north. Run towards it to pick it up. Now go to the water and jump in. You can dive and surface by pressing the (B) button, but be aware that you can't stay underwater for long; you'll need air and lack of air will decrease your Stamina meter. Swim up to a Blue Ingredient in the water and the menu will automatically pop up and bring you to the potion mixer.

Bufo will now instruct you on how to make a Sleep Potion. Basically, just press the > arrow key until the Yellow ingredient is animated and then press the ^ arrow key 6 times to select 6 Yellow ingredients. Then press > once more to highlight the Blue Ingredients and press ^ once. Last ingredient: > 2x to select the Green Ingredients and press ^ 3x. Press > once more to select the big red button in the middle and press (A) to make your first Sleep Potion.

After that tutorial, press (B) to exit to the menu and again to get back in the game. Go to the right until you see a signpost. Bufo will tell you that that's where you save your game and where you can heal your Shield and Stamina meters. There aren't many signposts around, so I suggest you save whenever you see one. Just walk up to it until an exclamation mark(!) appears above your head and press (A).

When you're done saving, go to your right and you'll see a spinner. Go up to it till the exclamation mark(!) appears above your head, and press (A) repeatedly until the bridge reaches the other side. Go across the bridge and Bufo will call you up again. Turns out he wants you to run an errand for him in the Village to see Miss Windsong. He now introduces you to the Map, which is accessed by pressing [SELECT], the > arrow, then the (A) button. While on the map, you can scroll around by using the arrow keys. the {L} and {R} button will scroll between maps and areas that you will get to later. Press the (B) or [SELECT] buttons to exit the Map. Press (B) again to get back to the game and continue on to the right.

== Room 3 ==

Ingredients: Yellow

Enemies: 1 Thief

Run forward a little and you will be introduced to the Thief. This monster will throw shots at you that will knock ingredients out of your bag (you can pick these back up though). At this point, you can throw a Sleep Potion at it by pressing {R} and (A). With the red and blue target circle under the Thief, press {R} to throw the potion. When it takes effect, the Thief will drop a couple of ingredients, so rush over and pick them up. When you're done, continue on to the right.

== Room 3 ==

Ingredients: Green

Ruinestone: Ruinestone of the Meadow Glade (Animate Potion)

Potions (required): 1 Animate Potion

Go a bit forward and you'll encounter your first Ruinestone. These Ruinestones are supposedly guardians of the Elements, but they somehow always manage to lose them. Your job is to retrieve the Elements for them so that they can teach you to make a new potion. Walk up to it until a fake teeth icon appears above your head and press (A). After the dialogue, follow the red sparkles to the south.

== Room 3a ==

Ingredients: Yellow, Green

Enemies: 2 Thieves

As you walk in, you'll find 2 thieves. You can press {L} to switch between those two targets. Their shots also can't get past those purple stone pillars on the screen, so you can dodge their shots by hiding behind those. It's your choice whether to use Sleep Potions or not. Follow the red sparkles to the south.

== Room 3b ==

Ingredients: Yellow, Green

Items: Ruinestone of the Meadow Glade's Element

Run down and you'll see a floating jewel. That's the Element, so go pick it up and go back to the Ruinestone (up 2 rooms back to Room 3)

== Back in Room 3 ==

Talk to the Ruinstone again to return his Element, and he'll give you the recipe for an Animate Potions. Animate Potions are used to move walls and platforms on the map when you throw them at Blue Target Circles. After he gives you the Animate Potion recipe, Bufo will pop up, showing you how to access your Journal. You can get to it the same way you get to the Map. The Journal keeps a record of everything you know and need to collect (further instructions are the Controls section of this guide). Press (B) to exit the Journal and use the Potion Mixer to make an Animate Potion. Use it on the Blue Target Circle to gain access to Room 4.

== Room 3c (optional) ==

Ingredients: Blue

This room can be accessed by walking into the doorway that the green arrow points toward in the north part of Room 3. I'm not sure if you need to enter this room in order to complete the game 100%, but it's a great place to restock on Blue Ingredients. When you're done, go back to Room 3 and continue to the left to Room 4.

== Room 4 ==

Ingredients: Green, Yellow

Potions (optional): 1 Animate Potion

Ooh, another save spot! After you save, you can make an Animate Potion and chuck it at the Blue Target Circle to the south and go to Room 4b (optional, but don't know if it's needed for 100% completion), or continue on to the east to Room 5.

== Room 4a ==

Ingredients: Yellow, Green

This is just place to restock on more Yellow and Green Ingredients. On the right side, you'll see your first Rabbitcow, which you can grab onto and push or pull around. There's nothing else of importance here, so onto Room 5!

== Room 5 ==

Ingredients: Green, Yellow

Enemies (required): 2 Simplebots

First thing you'll find out as you walk in is that there are 2 Simplebots and they set up a barrier, preventing you from breezing through. Thus, you've got to destroy them in order to move on. Beware, if you're in the middle of collecting Sound Shots and you accidentally collect the wrong one or switch targets, it will reset, so try to avoid doing that. (The (B) button will activate your Dark Shield, and will destroy whatever Sound Shots you don't want). Bufo will also introduce you to your Sound Shield, that green bar that goes down whenever you take a hit from a Sound Shot. Using the Dark Shield will recharge the Sound Shield. If the green bar dies, your Light Shield (the one you use to collect shots) will not work and your red bar (Stamina meter) will be affected. If your Red Bar dies, you pass out. Keep this in mind as you kill them and open the barrier. Cool thing is, if you return to this room in the future, the barrier stays open and the Simplebots stay dead. Continue on to Room 6.

== Room 6 ==

Ingredients: Green, Yellow

Potions (optional): 1 Animate Potion (grants access to Room 6-1)

You'll notice the ledge you're standing on is a bit too high to jump off of if

you're looking for a swim, so use the spinner to spin out the bridge and cross the river. You'll see this little kid on the other side, and you'll go up and talk to him. He reveals that his mom is missing and a bunch of Soldiers are running about. Juka promises to find his mom and tells him to wait back at his house in the Upper Village. Another save spot is south of here, so save if you want to. Here, you'll have a choice of two paths, one blocked by a wall. This path (Room 6-1) is safe and devoid of Soldiers, taking you to the Upper Village. The other path (Room 6-2) is filled with Soldiers and takes you to another part of the Village. Pick one, go up to the lever, press (A), step on the elevator, and move on. (In case you want to see both paths, you can go back through the other path when you get to the Village.)

== Room 6-1 ==

Ingredients: Yellow, Green

Just keep going east...

== Room 6-2 ==

Ingredients: Green, Yellow

Enemies: 3 Soldiers

The moment you walk in, the Soldiers will spot you. Unfortunately, the Soldiers' shots hurt you, but the muffins lying around will heal whatever injuries you get, assuming you don't pass out. The shots also can't get past the pillars and plants, so you can hide behind them if you don't want to get hurt. A quick way to avoid them here is to run alongside the north wall. Continue to the east and arrive at the Village.

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The Village

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== Village ==

Ingredients: Green, Yellow, Blue

Ruinestone: Ruinestone of the Village (Unlock Potion)

Potions (required): 1 Unlock Potion

After a short cutscene with a bald guy in a machine, you'll arrive at the Village. Walk a few steps and Bufo will call in to remind you to visit Miss Windsong, who is in the Upper Village. Walk around and explore the place. If you enter a few of the houses, you'll discover that many of the villagers are missing.

First things first. If you took the path through Room 6-1 instead of 6-2, then you can simply go east until you see your first house. Enter it to talk to Miss Windsong. However, if you went through Room 6-2, you'll be on a lower level of the village and will have to navigate down the elevator to the south, then east till you see another elevator. On the way, you may spot a save spot and the Ruinestone of the Village. Save and go talk to it if you don't want to come back down here. Go up the other elevator and the next one to the north of that. You'll finally be in the Upper Village, and Miss Windsong's house is to the west. Go in, walk up to her, and receive the Horn. The Horn is an instrument, which can use up your Sound Shield in order to make ingredients, in this case, Yellow Ingredients. It can be accessed by going to the Journal, pressing {L} or {R} until you get the Instruments section, using the Control Pad to choose one, and pressing (A) to use it.

Once that's done, you might to talk to the Ruinestone if you haven't already. Go to the ledge between the Upper Village and the Ruinestone and you'll see the red sparkles leading toward the bridge. Spin it out and cross it.

== Maestro's House ==

Ingredients: Yellow

Items: Ruinstone of the Village's Element

Ok, Maestro's house. Enter the building and you'll see a note and the Element. Go up to them and Juka will read the note, revealing more of the plot. I'll let you see this for yourself. After all that, go up to the Element to get it and go back to the Ruinstone of the Village.

== Back in the Village ==

Get the Element back to Ruinstone and it'll teach you to mix Unlock Potions, which you'll need to access the South Road that Bufo mentioned at Maestro's. The Unlock Potion allows you to unlock locked spinners or levers so that you can use them. You can tell a spinner or lever is locked when you go up to it and a lock icon appears above your head instead of an exclamation mark(!).

The South Road is almost directly south of the Ruinstone of the Village. Mix an Unlock Potion and chuck it at the spinner. Go up to it and turn it once so that the gate is down, then head down that path onto the South Road.

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Down the South Road

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== South Road, Room 1 ==

Ingredients: Green, Yellow, Blue

Nothing much here except a barrier with a red note on it. If you talked to Miss Windsong back in the Village, you received the Horn, which Juka will automatically play to open the barrier. Neato, huh? Continue on down the path.

== South Road, Room 2 ==

Ingredients: Green

Enemies (required): 1 Armabot, 1 Cyclobot

Great, harder enemies. Once you step in, Bufo will tell you about the 2 Machines and how to defeat them. Turns out the Armabot (the one with the shield) needs a Level 2 shot (you can tell which level it is by the number on the right side of the scroll), which is basically an ordinary shot, except a 2nd scroll will appear once you finish collecting the shots from the first scroll. Beware of its shield too; apparently, it can block your shots. The Cyclobot will require 2 ordinary shots, so just collect an ordinary shot, fire it, then collect a 2nd one and fire that to destroy it. Also, beware that you can't be behind any obstacles to fire your shots. Otherwise, they'll hit them and the shot will dissipate and be wasted. Destroy the 2 Machines and continue on to the northeast.

== South Road, Room 3 ==

Ingredients: Yellow, Blue (after all Rabbitcows are gathered)

Recipes: Yeti Potion

When you go in, you'll see a guy standing in the middle of a fork in the road. You might also notice that the road to the east is blocked, so talk to the guy. Turns out that his Rabbitcows busted out of their pen and he wants you to wrangle them back in. Run to the south and you'll see them. All you have to do is go up to them, press (A) to grab hold of them, use the Control Pad to move them into the pen, and press (A) again to let go. The pen is south from the water, and you'll have to make sure no Rabbitcows fall in, or you'll have to start over. The gate of the pen won't close once you open it, so to keep the Rabbitcows in, you'll have to push or pull them out of the doorway. There are 4 Rabbitcows total: 2 to the left and right of the logs at the top of the area, 1

to the left of the pen, and 1 to the southeast of the pen. Good luck.

Once you get the 4th Rabbitcow in, the guy will come up to you and thank you by giving you the recipe for Yeti Potions, which you'll need to get your next Earth Instruments. The road to the east will now be accessible, so head on to the east.

== South Road, Room 4 ==

Ingredients: Yellow, Green

Ruinestone: Ruinestone of the Forest Pool (Flash Potion)

Ahh, another Ruinestone, another lost Element. This time, it's the Ruinestone of the Forest Pool, and its Element is to the northeast along the Hidden Path (doesn't seem very "hidden" to me...). Press (A) when you're touching the ledge to grab onto it and then press (A) again to boost yourself up. Go forward into the next room.

== South Road - Hidden Path, Room 1 ==

Ingredients: Yellow, Blue, Green

Enemies (required): 3 Simplebots, 1 Hydrant-Bot

Oy, more Machines. This time we've got 3 Simplebots, one down each strip of land, and 1 Hydrant-Bot at the end (its shots are supposed to be fast and accurate). After they're done with, go through the doorway that the barrier was blocking.

== South Road - Hidden Path, Room 2 ==

Ingredients: Blue, Green

Enemies: 2 Thieves

Items: Ruinestone of the Forest Pool's Element

This is where being able to dive really comes in handy. You can skirt around the Thieves by diving underwater (Press (B) while swimming) to avoid their Explo-spinner shots, then resurfacing when the shots fail. Go east along the water, around the ledge and west till you see an Element and a save spot. Get the Element and save if you want, then head back to the Ruinestone.

== Back in South Road, Room 4 ==

In case you don't know how to get off the ledge you're on, go to the edge so that you're hanging off, and press (B). Return the Element, and the Ruinestone will teach you the recipe for the Flash Potion, a potion used to blink all enemies in a room, lowering their accuracy (good against Soldiers and Thieves). Continue down the newly opened path.

== South Road, Room 5 ==

Ingredients: Blue

Enemies (optional): 2 Aquascopers, 1 Simplebot

The Aquascopers are the enemies in the water. An ordinary shot is enough to destroy them. You might also spot a Blue Target Circle. Chuck an Animate Potion at it, and it will open up the next path for you. Thus, you actually don't have to kill all the enemies in the room this time, but they'll still be here in case you come back. When you're done, continue down the newly opened path.

== South Road, Room 6 ==

Ingredients: Yellow, Green

Save spot here near the north of the room. Save and continue on to the east.

== South Road, Room 7 ==
Ingredients: Yellow, Green
Enemies: 2 Hydrant-Bots

Defeat them to bring down the barrier and move on to the east.

== South Road, Room 8 [Boss] ==
Ingredients: Green
Boss: Antibufo

When you enter this room, you'll find a barrier right in front of you. Not to worry; it'll go down when you step up to it, but it will seal again when you're fully in the room. Here you'll meet your first boss, Antibufo. It's not a Machine itself, but it will spawn Machines like the Armabot and the Simplebot. All you have to do is keep defeating them till he runs out of energy. Once he is defeated, he disappears and somehow, you'll find Maestro. After a small conversation with him, he'll explain about the Great Machine and give you your first Machine Part, one out of another collection quest you'll have to complete. To collect these, you'll have to rescue the villagers by destroying the other 4 Guardian Machines, which hold the other parts. Maestro directs you to the Cliffs, the next part of your journey, and returns back to the Village himself.

== South Road, Room 9 ==
Enemies: 2 Thieves

Save spot! Winding, but easy-to-follow path. Just keep going.

== South Road, Room 10 ==
Ingredients: Green, Yellow
Potions (required): 2 Unlock Potions

Make an Unlock Potion for the lever and unlock it, but before you go up the elevator, to up the ledge to its left. It leads to a separate room.

== South Road, Room 10a ==
Ingredients: Green
Items: Big Green Ingredient Jar

Lying in the center of all those Green Ingredients is your first Big Ingredient Jar. It can hold up to 99 ingredients. Go up to it to pick it up. Now you can gather up to 99 Green Ingredients! Afterwards, go back to the South Road, Room 10.

== Back in South Road, Room 10 ==
Now you can go up the elevator. After you do, you'll see Miranda, who has been looking for her Grandpa, Professor Skipwidget. Juka promises to find him for her. The spinner here is locked too, so make an Unlock Potion to unlock it. Spin out the bridge and continue.

== South Road, Room 11 [Mini-game 1] ==
Ingredients: Yellow
Potions (required): 2 Yeti Potions
Items: Maracataur (makes Green Ingredients)

Meet Dwayne, one of those Yetis that you've heard so much about. This guy will give you a Maracataur if win at his game. Unfortunately, he requires 2 Yeti Potions to play, so make them. Once you have them, talk to Dwayne and he'll invite you to a game of chance where the prize is the Maracataur. Instructions to the game are in the Mini-Games section. Win the Maracataur and

play again to get some potions (you'll have to pay again too) if you want to. Continue on to the east.

== South Road, Room 12 ==
Ingredients: Green, Yellow

Another save spot is directly to the east from the ledge you came in on. The path continues to the southeast.

== South Road, Room 13 ==
Ingredients: Blue
Enemies (optional): 2 Aquascopers
Potions (required): 1 Animate Potion

Once again, you are not required to defeat these Aquascopers, but you will need to use an Animate Potion to lower the wall. The Blue Target Circle is found by climbing the ledge in the middle of the lake. Disregard the path to the southeast. It leads to South Road, Room 13a, and you'll be there later; it leads to a dead end from this side anyway. After lowering the wall, continue along that path to the northeast.

== South Road, Room 14 ==
Ingredients: Yellow, Green, Blue
Potions (required): 1 Unlock Potion

Get your Unlock Potion to unlock the lever to the northeast and get up there. You'll see another of those barriers, and Juka will use the Maracataur he got from the Yeti to open it. Continue on.

== South Road, Room 15 ==
Enemies (optional): 3 Armabots
Potions (required): 1 Animate Potion, 1 Activate Potion (this is for later)

You're not required to fight these. The door at the southern part of the room is locked by Ancient technology, and you don't know the potion to re-activate yet. It leads to South Road, Room 15a, just so you know. A Blue Target Circle is up a ledge to the northeast, so go there, activate that, and continue down the opened path.

== South Road, Room 16 ==
Ingredients: Yellow
Enemies: Soldiers

A bunch of ledges make dodging some of the Soldiers kind of difficult, but there are plenty of Muffins littered on the ground that you can pick up to restore your stamina. Keep going to the east, and you'll spot a save spot, which can restore your stamina back to full. When you're done, go through the doorway north of the save spot.

== South Road, Room 16 [Ruinsdoor] ==
Ingredients: Yellow, Green

If you run to the north, you'll see this humongous Ancient door. Juka will find 4 keyholes and will suggest you find 4 Ruinskeys. Great, another collection quest... The smaller doorway out is to your right. Head out through there.

== South Road, Room 17 ==
Enemies (optional): 2 Cyclobots
Potions (required): 1 Animate Potion

Enemies are optional. Make an Animate Potion and throw it at the Blue Target Circle near the northeastern part of the room. Continued down the opened path to the south of the Blue Target Circle.

== South Road, Room 18 [Boss] ==

Boss: Guardian Machine 1 - Hover Orb

This is the first of the Guardian Machines that Maestro mentioned earlier. As you fight, beware of those weird shots that the Machine fires. The yellow rotating circle with the dot in the center (Confunder) will reverse your controls, causing a question mark(?) to appear above your head. The blue and green symbol (Slowmo) will slow you down and cause an hourglass to appear above your head. Both will only last for a short time. The red symbol (Hazard Blast) will hurt you and is the only symbol that you can not block with your Dark Shield.

To defeat the Hover Orb, collect shots from the Turrets that appear before you begin to fight. At first, the Machine will not fire the shots you need to complete its Level 3 scroll, so collect the shots fired by the Defense Turrets. Each Turret only fires 2 kinds of shots, so if they don't match with the ones displayed on the scroll, try the other Turret.

After hitting it with 2 Level 3 shots, the outer shell of the Hover Orb will break off and the Turrets will disappear with it. It will now start firing its own Sound Shots that you can gather and fire back. They are still Level 3 shots. Hit it 3 more times and it will go down, releasing the Professor that was trapped in there.

Miranda and the Professor are now reunited and you obtain the 2nd Machine Part. When they're done talking, continue to the east, onto the next section.

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5b. The Cliffs
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Ingredients found here: Yellow, Copper, Blue

The guy who you now know as the Menace is surprised and suspicious that Juka was able to defeat his Guardian Machine as Juka moves onto the Cliffs.

== Room 1 ==

Ingredients: Copper (can't collect these yet), Yellow

Items: Big Yellow Ingredient Jar

When you enter, Bufo will point out the wind-pipes and how you can harvest Copper ingredients from them. All you have to do is step on the red switch on the ground to push ingredients out of the Ancient pipes. Sometimes, 1 switch will do that for more than 1 pipe, so you might not end up getting them all. In any case, you don't even have the Copper Ingredient Jar yet, so you can't pick them up.

After Bufo's done explaining, save at the save spot if you need to. Go to the east and hop up the set of ledges. Travel to the left-most corner of the highest ledge and you'll find the Big Yellow Ingredient Jar, letting you gather up to 99 Yellow Ingredients.

Go to the east and Bufo will point out small green poles on the side of the cliffs. When you go up to them, an exclamation mark(!) will appear above your head. Press (A) to grab on, and use the Control Pad to shimmy across. Press (B) to let go. Bufo also warns you not to get lost, which hopefully won't be a problem with this guide helping you. I should point out, though, that you don't

have the map for this area yet. Shimmy across the pole to the other side and continue to the next room.

== Room 2 ==

Ingredients: Yellow, Blue

Enemies: 1 Thief

Potions (required): 1 Animate Potion

You can avoid the Thief by swimming and diving in the water instead of using the pole, but if you keep moving on the pole, the Thief's Explo-spinner won't hit you. You can also throw a Sleep Potion at it to get it to stop. Get to the other side and you'll see a Blue Target Circle. Make and throw an Animate Potion at that and the wall to the northeast will fall. Go through the opened path.

== Room 3 ==

Potions (optional): 2 Unlock Potions, 1 Animate Potion

Enemies (optional): 1 Smashspringer, 1 Simplebot

Another save spot: save first, ask questions later. There are 2 paths here for you to take. If you take the upper path (Room 3-1a), it's shorter but impossible to backtrack through the lower path without going back through the upper path, since there's a wall blocking Room 3-1b's exit in the lower path. The lower path (Room 3-1b through 3-3b) is longer than the upper path, but that wall makes it most efficient to go down this path if you want 100% completion. Either way, they end up reaching the same room (Room 4), so it's your choice.

~*~ Upper Path ~*~

Create an Unlock Potion and fire it towards the spinner north of the save spot. Spin out the bridge and you'll see a Smashspringer. One hit will destroy it (optional), and you'll need another Unlock Potion for the next spinner. Go across this second bridge after spinning it out, then make and throw an Animate Potion at the nearby Blue Target Circle. That will bring down the wall to Room 3-1a. Pull the lever and go down the elevator, where you will encounter 1 Simplebot. Destroying it is optional. Go through the path the wall was blocking and continue to Room 3-1a.

~*~ Lower Path ~*~

To make it easier to backtrack through the upper path, you should do everything you need to in this room for the upper path to lower the wall so you can get through. If you're not shooting for 100% completion, that's not necessary, so go down into Room 3-1b.

== Room 3-1a ==

Enemies: 2 Thieves

Shimmy across the poles, being wary of the Thieves when you land. Continue to Room 4.

== Room 3-1b ==

Ingredients: Blue

Enemies: 4 Soldiers

You can swim and dive to dodge the Soldiers' shots. Go along the water to the west and you'll eventually spot a Blue Target Circle. Make and throw an Animate Potion at it to bring the wall down and continue west to Room 3-2b.

== Room 3-2b ==

Ingredients: Yellow, Blue, Copper

Nothing but ingredients here. Continue to the southeast to Room 3-3b.

== Room 3-3b ==

Enemies (optional): 2 Simplebots, 1 Invisibot

Once you enter this room, Bufo will warn you about the new enemy Machine, which uses Stealth. He warns you that you have to finish collecting your shot and fire it before they move and disappear, since it will reset your scroll. They require 2 regular shots, so be prepared to have to hit them twice if you're going to fight them. Once again, these enemies are optional and you can just continue through the doorway at the west to Room 4.

== Room 4 ==

Ingredients: Copper, Yellow

[Note: At any time during your exploration of Room 4, you can choose to explore the alternate path to Room 4. The upper path enters Room 4 from the north, and the lower path entered it from a doorway in the south.]

It turns out the Copper Ingredients drop out of the trees here in the Cliffs, so you have no chance of finding Green Ingredients. This is a weird room filled with tubes and a guy standing in the middle. Walk up to the guy and he'll introduce himself as Bertrand H Wanderpath, AKA Bert, an explorer. Being the friendly guy that he is, he'll give you the Cliff Map so that you'll finally be able to see where you're headed. He also mentions a Jar he saw nearby, supposedly found through a Tube near an Ancient Statue on the right side of this room. So head toward the right, avoiding other tubes, until you see a yellow tube next to an Ancient thing leaning against the side of a cliff. Go down that tube and you'll come out in Room 4a (yellow tube).

== Room 4a (yellow tube) ==

Ingredients: Copper, Yellow

Items: small Copper Ingredient Jar

The Jar lies in plain sight in the middle of the room, surrounded by sources of Copper Ingredients. Get the Jar, ignore Bufo's rambling, and get out by going through any of the 2 tubes in the room.

== Back in Room 4 ==

Now to explore the other tubes. The purple and green tubes around the room serve no other purpose other than teleporting you to different parts of this room. The orange tube to the northeast of Bert leads you to a room with Sound Machines that you have to defeat. The blue tube at the west has a useful item that you'll want to pick up, especially if you want to reach 100% completion. The red tube south of Bert is the only required one, and is the next room to move on to. The blue and orange tube rooms are listed below. When you're done with them, go back to Room 4 and continue through the red tube.

== Room 4b (blue tube) ==

Ingredients: Copper

Items: piece of Sound Crystal

Climb up to the ledge in the middle and pick up the piece of Sound Crystal. When you add that piece to the crystal on your Sound Staff, it will increase the capacity of your Sound Shield. Go back to Room 4 through one of the blue tubes.

== Room 4c (orange tube) ==

Enemies (required): 3 Armabots

There's nothing here but the Armabots. You probably only want to come here if you're going for 100% completion, since this is a separate room on your map. When you're done clearing out the room, go through one of the purple tubes to get back.

== Room 5 (red tube) ==

Ingredients: Blue, Copper

Enemies (required): 2 Invisibots

This is the first required destruction of the Invisibot. If this is your first encounter with them, read the instructions in Room 3-3b. You'll have to destroy both of these Machines to open the barrier. Move on through the orange tube at the eastern end of the room.

== Room 6 ==

Ingredients: Copper, Yellow, Blue

Save spot here, so save if you want and continue to the east.

== Room 7 ==

Ingredients: Copper

Ruinstones: Ruinstone of the High Valley (Summon Potion)

Potions (required): 2 Unlock Potions

When you first enter the room, you'll see 2 spinners. Unlock the upper spinner and spin out the bridge. You'll meet the Ruinstone of the High Valley. Talk to it, and follow the lower path down the elevator and to the east to get its Element.

== Room 7-1 ==

Ingredients: Copper

Enemies (required): 2 Blastwingers

When you first enter, Bufo will point out the flying machines you have to take care of. Since your Sound Staff can't fire upwards, you will have to go to higher ground. In this room, the only way to do that is to throw an Animate Potion at the Blue Target Circle in the south. The Blastwingers' shots go on the ground, so you'll have to collect the Level 2 shot on the ground, then climb on the platform to shoot. When you're done with the 2 Machines, continue to the east.

== Room 7-2 ==

Ingredients: Copper, Yellow, Blue

Enemies: 2 Soldiers

Potions (required): Animate Potion

There's a Blue Target Circle in the northeast side of the room. Hit that with an Animate Potion to bring down the wall in the southeast. Go through that path.

== Room 7-3 ==

Ingredients: Copper

Enemies: 4 Soldiers

Go to the east and up the platform next to one of the Soldiers. Go east.

== Room 7-4 ==

Ingredients: Copper

Items: Ruinstone of the High Valley's Element

At last, the Element! There's a save spot here too, so you might want to save here to replenish your Stamina Meter if you got shot. Make your way back to the Ruinstone.

== Back in Room 7 ==

Give the Element back and the Ruinstone will teach you to make Summon Potions and open up the upper path. You will use the Summon Potions on Summoners that you will see later.

Now that you're done with that, go back to the 2 spinners at the entrance of the room and spin out the lower spinner. Cross the bridge and unlock the spinner on the other side. 1 more spinner after crossing that bridge to get across to the final ledge and move on.

== Room 8 [Mini-game 2] ==

Ingredients: Copper

Potions (required): 4 Yeti Potions

Items: Water Harp (makes Blue Ingredients)

Hey, another Yeti. I almost forgot about them. This is Chloe, and she wants 4 Yeti potions before she lets you play. Cough them up and she'll let you play for the Water Harp, which will make Blue Ingredients when played. The instructions will be in the Mini-games section. Win the Water Harp and continue.

== Room 9 ==

Enemies (required): 1 Clusterblaster

Potions (required): 1 Summon Potion

Move forward and Bufo will talk about the Clusterblasters. He'll notice that it doesn't fire the shots you need to destroy it. Thus, you'll have to make a Summon Potion and fire it at the Summoner on the ledge in the middle. After you do that, a Turret that fires the desired shot will appear. Collect your shot using that and destroy the Clusterblaster. When that's all said and done, drop through the tube in the southeast corner of the room.

== Room 10 ==

Ingredients: Copper

Enemies (optional): 2 Cyclobots, 2 Aquascopers

Defeat these Machines if you want. Continue to the east and go up the elevator, where you will see another barrier. Juka will play the Water Harp and gain access to the other side.

== Room 11 ==

Ruinstone: Ruinstone of the Great Mountain (Drain Potion)

Here's another Element-less Ruinstone. Continue down the south path to retrieve it. There's a save spot to the east if you care to save.

== Room 11-1 ==

Ingredients: Copper

Enemies: 3 Thieves

Continue to the south...

== Room 11-2 ==

Enemies (required): 4 Subterrabots, 1 Invisibot

The Subterrabots are just like Invisibots, except they only require 1 hit

to destroy. When you're done, continue to the east.

== Room 11-3 ==

Items: Ruinstone of the Great Mountain's Element

Go straight north, climbing the ledge as you go. The Element will be in the top corner. Get it and get back to the Ruinstone.

== Back in Room 11 ==

The Ruinstone gets its Element back, and you're given the Drain Potion recipe and access to the next rooms. The Drain Potion is supposed to disrupt the work of Menace Machines and damage them slightly. Go through the revealed tube to the northwest.

== Room 12 ==

Ingredients: Blue

Potions (optional): 1 Unlock Potion

You can spin out the 3 bridges (1 of the spinners are locked, so use an Unlock Potion on that if you want to), but I don't see much point in it since you can just swim across. The first time you try to continue east, a guy will stop you and mentions that he glimpses something down the Whirlpools. Let's give that a try. Jump into one of the Whirlpools and you'll get sucked away to Room 12-1.

== Room 12-1 ==

Enemies (optional): 1 Invisibot

Items: Big Blue Ingredient Jar

There's an Invisibot here, but you don't have to kill it. Go to the east and you'll spot a jar. It's the Big Blue Ingredient Jar and will allow you to hold up to 99 Blue Ingredients. Get back to Room 12 through the tube to your north.

== Back in Room 12 ==

Now that you've gotten everything here, continue east again.

== Room 13 ==

Enemies (required): 1 Armabot, 1 Blastwinger

Potions (required): 1 Animate Potion

First let's get rid of the machines. Make sure you use an Animate Potion on the Blue Target Circle in the northwest corner to raise the platform so that you can reach the Blastwinger. Once they're dealt with, proceed through the path to the northeast.

== Room 13-1 ==

Ingredients: Copper

Enemies (required): 2 Blastwingers

Potions (optional): 1 Animate Potion

There's a ledge in the middle of the room, so there's really no need to make an Animate Potion to get to the Blastwingers. There are 2 tubes around the room, and it would be wise to visit both. The one on the left will lead to Room 13-2a, and the one on the right will lead to Room 13-2b.

== Room 13-2a ==

Ingredients: Copper

Enemies: 2 Thieves

Items: Fire Key

Save spot here to the right of the tube you came through. Walk further into the

room past the thieves and you'll see the Fire Key, one of the Ruinskeys needed to open the Ruinsdoor. Go back out through the tube you used to get here.

== Room 13-2b ==

Ingredients: Copper, Yellow

Items: Big Copper Ingredient Jar

With this Big Copper Ingredient Jar, you should have a total of 4 jars, all of them upgraded. Don't worry about the other 2 jars; we haven't even encountered those ingredients colors yet. Go back to Room 13-2 through one of the 2 tubes.

== Back in Room 13-1 ==

Backtrack to Room 13 through the southwest path.

== Back in Room 13 ==

Move on down the south path to Room 14.

== Room 14 ==

Ingredients: Yellow, Copper

Enemies: 3 Soldiers

Potion (required): 1 Animate Potion

The path to the next room is to the right and blocked by a wall, so climb on the ledge with a Soldier and get on the ledge above him. Go east, and you'll see a save spot and a Blue Target Circle. Animate the target and move on.

== Room 15 ==

Enemies: 3 Soldiers

Potion (required): 1 Animate Potion

Pretty much the same thing as the last room. The Blue Target Circle is on a ledge to the right of the entrance. Throw an Animate Potion at it to lower the wall and move on to the east.

== Room 16 ==

Ingredients: Yellow, Copper

Move on...

== Room 17 ==

Ingredients: Yellow, Copper

Ruinestone: Ruinestone of the Granite Pillars (Slow Potions)

The Ruinestone of the Granite Pillars waits for you on top of 2 ledges to the right of the entrance. It blocks the south path to Room 18, so you'll have to seek another Element, which lies to the west. If you're interested, a save spot is at the bottom of the ledges.

== Room 17-1 ==

Enemies (optional): 2 Aquascopers, 2 Simplebots

Go to the south, cross the bridge, and shimmy across the poles. Drop down one of the tubes to get to Room 17-2. If you're seeking to destroy the second Aquascoper, I find that you can collect its shot from the Simplebots, so don't destroy them yet. Once you've got the shot, go to the bridge and run off the side, throwing the shot while you're at it. It might take a few tries, but it has worked for me.

== Room 17-2 ==

Ingredients: Copper

Enemies (optional): 2 Blastwingers, 2 Smashspringers
Potions (required): 1 Unlock Potion
Item: Ruinstone of the Granite Pillar's Element

Depending which tube you used, you may end up on opposite sides of the room. Climb up the 2 ledges near the right side of the room and you'll find a Smashspringer and a locked spinner. Unlock the spinner and spin out the bridge, which will lead you directly to the Element. Drop down either tube and get the Element back to its Ruinstone.

== Back in Room 17 ==

Give the Element back and you'll get the Slow Potion recipe and access to Room 18 to the south. Slow Potions will slow down enemies and their projectiles.

== Room 18 ==

Enemies (required): 2 Aquascopers, 2 Smashspringers
Potions (required): 1 Summon Potion

Turns out the enemies here don't fire the shots you need to destroy them. Thus, brew up a Summon Potion and use it on one of the Summoners on the ledge and/or the opposite shore. Turrets that fire the required shot will emerge. Collect your shots from those, and destroy everything on the map. When that's said and done, continue past the opened barrier to the east.

== Room 19 ==

Ingredients: Copper
Enemies (optional): 2 Whirlybirds
Potions (optional): 1 Animate Potion

Meet the Whirlybird, a spread-firing flying Menace Machine. It takes 2 shots to take these down. There's a Blue Target Circle on the middle ledge, but that ledge and the one supporting it is already enough to take the Whirlybirds down, so there is really no need to animate the Blue Target Circle. Continue to the northwest.

== Room 20 ==

Ingredients: Copper, Yellow

As you enter the room, you'll find Lucy, a villager seeking her lost father. She also warns you of a giant flying machine in the next room, so be prepared for a boss battle. Save spot here too, and it might not be a bad idea to save. When you're ready, head toward the northwest path for your next boss battle.

== Room 21 [Boss] ==

Boss: Guardian Machine 2 - (?)
Potions (required): 1 Animate Potion

Here's your second Guardian Machine. As you're fighting it, you'll find that Subterrabots occasionally pop up from the ground, so beware of those. There's really no point in getting rid of those Subterrabots, since they don't fire the shots you need to destroy them. In addition, the Subterrabots provide you with the shots you'll need to destroy the Guardian Machine. Before you can do anything to the Guardian though, you'll have to animate 1 or both of the Blue Target Circles on the east and west sides of the room.

The Guardian Machine itself requires Level 3 shots and fires all the non-collectable shots and the shots used to defeat it. Hit it with 3 Level 3 shots, and it will go down and release the kidnapped villager. You'll find that it is Mr. Barleygrist and you'll reunite him with Lucy. They'll leave you with another piece of the Great Machine and let you proceed through the doorway to

the northwest.

== Room 22 ==

Ingredients: Copper

Nothing here but Copper Ingredients. Get them if you need and go through the doorway in the north.

=====
5c. The Snow Region
=====

Ingredients found here: Yellow, Green, Cyan

The Menace makes an appearance again and makes some conclusions as Juka treks into the Snow Region, also known as the Icefields.

== Room 1 ==

Ingredients: Yellow, Cyan, Green

Bufo informs you that you'll find Cyan ingredients here, and you'll see a man and his Rabbitcow to the northwest. The Cyan ingredients come up from the pipes, but you can't gather them yet, since you don't have the Cyan Ingredient Jar. There's that save spot nearby, and I suggest you save. Talk to the man, and he'll tell you that a Jar lies down the path behind him. He also warns you of Thieves, but that's all he tells you. Let's go get that jar.

== Room 1a ==

Ingredients: Cyan, Green

Enemies: 2 Thieves

Dodge or hit the Thieves with Sleep Potions and move on to the north.

== Room 1b ==

Ingredients: Green

Items: small Cyan Ingredient Jar

Ride the elevator up and pick up the small Cyan Ingredient Jar. When you've got it, get back to Room 1.

== Back in Room 1 ==

Get to Room 2 through the path in the north east.

== Room 2 ==

Ingredients: Cyan, Green

Enemies: 3 Thieves

Potions (required): 1 Animate Potion

Both the Blue Target Circle and the wall it lowers are in the north, past all the Thieves. Animate the Target and continue on your journey.

== Room 3 ==

Ingredients: Yellow

Ruinestone: Ruinestone of the Icy Plain (Stop Time Potion)

There's a cold Ruinestone to the north. Talk to it and begin chasing after its element to the northeast.

== Room 3a ==

Enemies (required): 4 Subterrabots

Take care of the 4 Subterrabots and continue to the east.

== Room 3b ==

Enemies (optional): 2 Simplebots
Potions (required): 2 Unlock Potions
Item: Ruinstone of the Icy Plain's Element

As you enter the room, Bufo points out where the element is. Now your job is to get there. Throw an Unlock Potion at the lever for the elevator south of the entrance. The spinner on the platform is locked too, so unlock that and spin out the bridge. Cross the bridge and retrieve the element. Get back to the Ruinstone of the Icy Plain in Room 3.

== Back in Room 3 ==

Give the Ruinstone back its element and you'll get the recipe for the Stop Time Potion, which basically allows you to freeze time for a short while. Bufo says they're useful for getting past groups of enemies or collecting sound shots. The wall blocking the path to the northwest is taken down. Go through that path to get to Room 4.

== Room 4 ==

Ingredients: Yellow, Green
Enemies (required): 3 Cyclobots
Potions (required): 1 Unlock Potion

There's a save spot to the west in case you want to use it. Target the spinner to the north of the entrance and unlock it to spin out the bridge. Once you cross it, you'll see a bunch of signs. Go up to it to read it, and Juka will see a note saying "Hey Juka. If you find this, climb up the path left of the sign in talk to me." The note turns out to be from Bert the Explorer, who's just itching to give you another map. Before you can do that though, you've got to destroy the 3 Cyclobots roaming around the room. Do that, and then climb up the ledge to the northeast of the sign. Follow the path there.

== Room 4a ==

Ingredients: Green

Spin out the bridge and cross it to get to Bert. He'll give you the map and leave you to resume your journeying. Get back to Room 4.

== Back in Room 4 ==

After all that, go through the other path in the northeast part of the room.

== Room 5 ==

Ingredients: Cyan
Enemies (required): 1 Whirlybird
Potions (required): 1 Animate Potion

When you enter the room, you'll find Billy, that kid you told to stay in the village. Before you go on, you'll have to destroy the Whirlybird and free him. When the Machine is taken care of, throw an Animate Potion at the Blue Target Circle to free Billy. Talk to him, then continue down the path to the north.

== Room 6 ==

Enemies (optional): 2 Sledbots(?)

The road here is completely iced over, so the walking will be more difficult. There will be a pause whenever you try to change the direction you're going. In addition, you will freeze temporarily if you step in the holes in the ice. No actual damage is done by the ice, but anything else that hits you while you're frozen will do damage. The Sledbots(?) here required a Level 2 Sound Shot in

order to be defeated. Keep going north.

== Room 7 ==

Ingredients: Green

Continue north and the ice path will end, leaving your shoes to crunch on snow once more. There's a save spot directly north of the entrance. There are 2 paths here, one east and one west. The west one is blocked by a Barrier that requires another Earth Instrument, so we'll go east.

== Room 7a [Mini-game 3] ==

Ingredients: Green

Potions (required): 6 Yeti Potions

Another Yeti lives here with yet another mini-game. This guy is Rob, and if you win his game, he'll give you an Ocarattle, which makes Copper Ingredients. Instructions are once again found in the Mini-games section. Keep at it until you win the Ocarattle, then go back to Room 7.

== Back in Room 7 ==

This time, go west and break the Barrier with your newly-earned Ocarattle.

== Room 8 ==

Ingredients: Yellow, Green, Cyan

Ruinestone: Ruinestone of the Frozen Hill (Activation Potion)

Potions (required): 1 Unlock Potion, 1 Activation Potion

Here it is, the last Ruinestone. This one is named the Ruinestone of the Frozen Hill, and as usual, its element is missing. After talking to it, unlock the lever to the north and continue up that elevator and down that path.

== Room 8a ==

Ingredients: Cyan

Enemies (required): 3 Hydrant-Bots

Get rid of the Hydrant-Bots and continue to the north through the doorway.

== Room 8b ==

Enemies (optional): 3 Sledbots(?)

The path is once again iced over, and the Sledbots(?) are roaming around. Continue to the north and through the doorway.

== Room 8c ==

Ingredients: Cyan, Yellow

Enemies (optional): 1 Cyclobot, 1 Simplebot

Potions (required): 1 Animate Potion

Items: Ruinestone of the Frozen Hill's Element

The last element is here, at the southwest corner of the room, trapped behind a wall. Hit the Blue Target Circle on the platform in the middle of the room and retrieve the element. After that's all said and done, backtrack to Room 8.

== Back in Room 8 ==

Reunited with its element, the Ruinestone of the Frozen Hill will teach you to brew Activation Potions. These are used to reactivate deactivated Ancient machines. The signal to use this potion is the gear icon. Now that you can brew this potion, you can gain access to Room 9 by activating the doorway to the northeast. Throw an Activation Potion at the gear on the ground and the doorway will open.

== Room 9 ==

Ingredients: Yellow, Green

Potions (required): 1 Activation Potion

There's a save spot in the middle of the frozen pond. When you're done with this room, make an Activation Potion and use it to open the doorway to the north. Go through to Room 10.

== Room 10 ==

Enemies (optional): 4 Sledbots(?)

Another frozen path with holes and a few more Sledbots(?). Dodge them or destroy them and continue to the north.

== Room 11 ==

Ingredients: Green, Yellow, Cyan

Enemies (required): 3 Snowtreaders, 1 Sledbot(?)

The Snowtreaders fire shots three at a time and require 1 Level 2 shot to destroy. Take care of the enemies one by one and continue through the doorway to the southwest.

== Room 11a ==

Enemies (required): 2 Sledbots(?), 1 Snowtreader

Trash these Machines and continue to the south.

== Room 11b ==

Enemies (required): 2 Sledbots(?)

Potions (required): 1 Unlock Potion

Items: Wind Key

Another Ruinskey is here, and its the Wind Key. Use an Unlock Potion to unlock the lever. Get on the platform and grab the Key. Once that's done and the Sledbots(?) dealt with, get back to Room 11.

== Back in Room 11 ==

Continue through the other doorway to the north.

== Room 12 ==

Ingredients: Yellow, Green

Enemies: 2 Soldiers

Items: Big Cyan Ingredient Jar

As you enter the room, run along the north wall, and you'll eventually see a doorway. Go through and you'll find the Big Cyan Ingredient Jar, allowing you to hold up to 99 Cyan Ingredients. Get past the Soldiers and continue to the north.

== Room 13 ==

Ingredients: Cyan, Yellow, Green

Only thing this room is good for is saving at the save spot in the middle and restocking on ingredients if you need it. When you're done, head north.

== Room 14 ==

Ingredients: Yellow, Cyan

Enemies (optional): 1 Sledbot(?), 2 Armabots

Get past the Machines and forward through the doorway to the north.

== Room 15 ==

Enemies (optional): 4 Sledbots(?)

More ice, more holes. Get past the Sledbots(?) and go on north through the doorway.

== Room 16 ==

Ingredients: Yellow, Cyan

Enemies (required): 2 Swellbursters

Hm... Is it just me, or do the Swellbursters look weird when they swell? In any case, you need 2 ordinary shots to destroy them, but beware; when they're destroyed, they scatter shots in all directions. Pop them and continue to the northeast.

== Room 17 ==

Ingredients: Green, Yellow, Cyan

Items: piece of Sound Crystal

There's a save spot on the platform in the middle, but more importantly, there's a piece of Sound Crystal through the doorway in the northwest. When you've gotten that, continue down the path to the northeast.

== Room 18 ==

Ingredients:

Enemies (required): 3 Snowtreaders

Get rid of the Snowtreaders and go through the doorway in the north.

== Room 19 [Boss - 1st Round] ==

Enemies (required): 3 Snowtreaders

Finally, we get to see the boss. The Guardian Machine will spawn 3 Snowtreaders that will take 2 hits to destroy. Defeat these three while watching for the potions that the Guardian Machine throws; they'll freeze you if you come too close. When you're done with the Snowtreaders, the Guardian Machine will retreat and let you continue through the door to the north.

[Note: If the Guardian Machine only spawns 2 Snowtreaders, then chances are you are playing the European version of the game. This is a glitch that has yet to be resolved, so until someone finds a way around it, you may be stuck there for a long, long time.]

== Room 20 [Boss - Final Round] ==

Boss: Guardian Machine 3 - Frostinator

Now you get a whack at the boss. The Frostinator will levitate back and forth along the northeast edge of the room while firing Chiller and Hazard Shots. There are 3 Turrets lined up along the northeast edge that will fire the shots you need. The Chillers will freeze you as if you stepped into a hole. Collect your 3 Level 3 shots to defeat the Machine and save Billy's mom. When Billy and his mom are reunited, you'll get another Machine Part and be free to proceed to the west.

== Room 21 ==

Ingredients: Cyan

Potions (required): 1 Unlock Potion

Item: Water Key

As you enter the room, Bufo will point out the Water Key, lying peacefully on a ledge in the middle of a canyon. Use an Unlock Potion on the spinner and spin out the bridge. Cross the bridge and shimmy across the pole to its left to get to the Key. When you've gotten that, go back across the pole and through the doorway to the northeast.

== Room 22 ==

Ingredients: Green, Yellow

Save at the save spot if you want and go through that huge doorway to the northeast.

=====
5d. Back in The Meadow
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We're back in the Meadow once again for a short time. (The numbering of rooms here begins by relating to how far these rooms are from South Road, Room 13, the closest room that you have already visited in your first trip through the Meadows.)

== South Road, Room 13b ==

Enemies: 3 Soldiers

Dodge or use whatever potion you want on the Soldiers. Climb onto the ledge with the muffin south of the entrance. Spin out and cross the 2 bridges. As you're nearing the third and last bridge, Bufo will call you up again. He tells you that you're back in the Meadow and that your next step is to gather all the Ruinskeys to open the Ruinsdoor so that you can gain access to the Ruins. He also hopes to reactivate the Great Machine, since we have most of its pieces. Juka mentions the Menace's castle, and Bufo reveals that the secret entrance to the Great Hall of the Castle in the Ruins as well. So, obviously, our next step is to get the Keys and open the door. Spin out the last bridge and continue.

== South Road, Room 13a ==

Enemies: 4 Soldiers

Here are more Soldiers, except this time you've got water that you can dive in. Avoid the Soldiers and continue to the west. There's a bridge to be spun close to the exit, but it only leads to a muffin, so its your call.

== Back in South Road, Room 13 ==

Hah, I told you that you'd be back here. Make your way to South Road, Room 15.

== Back in South Road, Room 15 ==

At last, you can activate the Ancient Technology in the south part of this room. Brew an Activation Potion and go through the opened door.

== South Road, Room 15a ==

Ingredients: Green

Enemies (optional): 1 Simplebot

Items: Earth Key

Climb onto the ledge in the middle and walk up to the Earth Key there. Using the save spot to your right might appeal to you. When you're done, go back out to South Road, Room 15.

== Back in South Road, Room 15 again ==

Continue east all the way to South Road, Room 17.

== Back in South Road, Room 17 [Ruinsdoor] ==

Now that you've gotten all the Ruinskeys, you can open the Ruinsdoor. Once it is open, step through into the Ruins

=====
5e. The Ruins
=====

Ingredients found here: Red

The Menace makes an appearance and finally starts to put everything together. He mentions a Traitor and Kodo, the real name of Antibufo.

== Room 1 ==

Ingredients: Red

Potions (optional): 1 Summon Potion

Now that you're back in the Ruins (1st time here was the intro), Bufo calls again to remind you that you're looking for the Great Machine. It controls the other machines in the area and makes the Menace Machine vulnerable to your potions.

If you stepped on one of the green Pressure Plates, Juka will mention that no ingredients popped out of anywhere. Bufo suggests that there is another Plate, and you'll have to cover 1 while standing on the other in order to get ingredients. To the northeast, you'll see a Summon Point that will allow you to do this, but at this point, you can't gather then ingredients anyway, so we'll leave that alone for now.

There's a save point in the upper edge of the room; continue west.

== Room 1a ==

Enemies (optional): 1 Clusterblaster

Potions (required): 1 Unlock Potion

Pull the left lever, ride the elevator up, and go through the doorway on the elevated platform.

== Room 1a-1 ==

Enemies (optional): 1 Clusterblaster

Just go straight through.

== Room 1a-2 ==

Potions (required): 8 Yeti Potions

Yet another Yeti, and this one's looking for 8 Yeti Potions. There's a save spot nearby, for your convenience. Once you give this guy 8 Yeti Potions, he'll introduce himself as Buck. By winning his game, he'll give you Ice Chimes, which makes Cyan Ingredients. Instructions are located in the Mini-games section. Get your prize and get back to Room 1a.

== Back in Room 1a ==

Go down the elevator you came up in. Unlock the right-most lever if you haven't already and step on the platform it controls. It will act as an escalator and bring you up to a Sound Barrier. Juka plays the Ice Chimes you just got and allows you to continue.

== Room 1b ==

Ingredients: Red

Items: small Red Ingredient Jar

Enemies (optional): 2 Clusterblasters

As you enter the room, Bufo points out the Ingredient Jar on the raised platform. Pick it up and you'll finally be able to gather Red ingredients. When you're done here, go all the way back to Room 1.

== Back in Room 1 ==

Now that you can gather Red ingredients, the Summon Point serves a purpose. When you throw a Summon Potion at it, a Block will appear. You can drag this Block just like the Rabbitcows from before across 1 of the green Pressure Plates near the entrance and then step on the other one to get the Red ingredients out of the tubes. I don't really advise this, however, since once you exit the room, the block disappears, and you'll have to make another Summon Potion if you want to do it again. There are plenty of other places to get Red ingredients. You can probably afford to wait. Continue west.

== Room 2 ==

Run forward a little and you'll see Bert the Explorer again. He tells you to follow him down the west path. You can't go north yet, so go west.

== Room 2a ==

Potions (required): 1 Activation Potion

This next room is supposedly an Ancient security system (or so Bufo tells us) that you're supposed to activate. You do so by covering the green Switches with Blocks and then hitting the funny-looking Node with an Activation Potion. You can't use your Sound Staff here, so you'll have to dodge the Turrets' Sound Shots. Beat the system and go down the left trapdoor.

== Room 2b ==

Drop down the ledge and go to Bert the Explorer at the east part of the room. He'll give you the Ruins map for your trouble. With that in hand, get back to Room 2a.

== Back in Room 2a ==

This time, go down the right trapdoor.

== Room 2c ==

Ingredients: Red

Items: piece of Sound Crystal

Walk around the gigantic hole in the platform and on the other side you'll find another piece of Sound Crystal. Now get back to Room 2.

== Back in Room 2 ==

The barrier to the north is now open, so continue on that way.

== Room 3 ==

Ingredients: Red

Continue north and you'll see a Block and a save spot. 2 Pressure Plates are to the north and south of the save spot, so if you'd like, drag the Block over one and run over the other to get some Red Ingredients. There's another pair of Pressure Plates at the northern part of the room. Repeat this process for more Red Ingredients. When you're done, continue north.

== Room 4 ==

Enemies: 4 Bombsters

The Bombsters here explode and send off Sound Shots in all directions. They

can't be targeted, and they respawn after exploding. All you can do is avoid them and continue east.

== Room 4a ==

Ingredients: Red

Potions (optional): 1 Unlock Potion

All this room is good for is Red ingredients. There are 2 Pressure Plates, 1 is on the platform you entered on, and 1 is on a raised platform at the west end of the room. To get to that Pressure Plate, you have to Unlock the lever and go up the elevator. Drag the Block over the Plate and get back down. Ignore the other block and step on the 1st Plate to unleash the Red Ingredients. When you're done, go back to Room 4.

== Back in Room 4 ==

This time, go west across the gap.

== Room 5 ==

Potions (required): 2 Summon Potions, 1 Activation Potion

Another Ancient security system awaits your activation here, except this time, the room is larger and you have to summon the Blocks. The 2 Summon Points are at the southwest and northeast corners of the room. Get those Blocks summoned and drag them to the 2 Switches along the northwest wall. When that's done, throw an Activation Potion at the Node to unlock the barrier. Continue on north.

== Room 6 [Boss] ==

Boss: Antibufo

So, we meet up with this guy again. As you enter the room, Antibufo hints that he and Bufo are "same." Nonetheless, do the same thing as you did before and defeat the Machines he spawns. This time its Cyclobots, Frenzibots, and Colossatrons. The Frenzibots require 3 ordinary shots to destroy, and each shot fired at them makes them fire their own shots faster. The Colossatrons only require 1 Level 2 shot. After you defeat him, you'll get the last Machine Part, and Bufo will explain what Antibufo was saying.

~*~ spoiler warning ~*~

Bufo's and Antibufo's story:

Bufo and Maestro go way back. When the Settlers found the Great Temple that started the Alchemy War, they also found Bufo and Kodo (Antibufo). Bufo and Kodo were basically machines built by the Ancients to serve them ages ago. Bufo and Kodo only look so different from each other because when they're activated, they adjust themselves to match the activator. Maestro got Bufo, and the Menace got Kodo. Needless to say, that's why Kodo became twisted and evil.

background story:

When the Settlers found the Great Temple, the Alchemists wanted to turn it into a kind of magical conductor. The King opposed them, and war broke out between the Alchemists and the Soldiers. Turns out Maestro was one of the King's Alchemists and fought against the other Alchemists in the war. Afterwards, he worked with Bufo to hold the Menace in check. (I'm assuming the Menace is a sort of Alchemist too.) But age caught up with Maestro, and he couldn't keep up with the Menace and had to retire. He had Bufo train an apprentice, and Juka is that apprentice.

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Room 7 time! Continue to the northeast.

== Room 7 [Great Machine] ==

Yay, we've finally found the Great Machine. Go up to it so that Juka can place the Machine Parts back on. There's a save spot near the right of the Great Machine. When you're done here, stop on the rotating teleporter in the middle of the room.

== Room 8 ==

Enemies (optional): 1 Colossatron

Climb the ledge and proceed to the teleporter at the northern corner.

== Room 9 ==

Enemies (required): 3 Invisibots

Potions (required): 1 Flash Potion

As you step in, Bufo notices that the Invisibots are moving very fast and are impossible to destroy the way they are now. Thanks to the Great Machine, your potions work on them, so you can use a Flash Potion to disrupt their stealth field. Throwing a Flash Potion at one of them will disrupt all 3 Invisibots. Defeat the Invisibot on each of the 3 ledges in this room in order to continue to the north.

== Room 10 ==

Ingredients: Red

Potions (required): 1 Unlock Potion

Unlock the lever in the north and step on the platform to go across the gap. Once you're across, there's a save spot to the west. Continue on that way.

== Room 11 ==

Enemies (required): 2 Swellbursters

Defeat the 2 Swellbursters, then go through the doorway to the north.

== Room 12 ==

Potions (required): 1 Activate Potion + 1 Unlock Potion

Ancient security system here. The blocks are placed in a row to your right. They are meant for the Switches at the east, north, and west corners of the room.

When the Blocks are on the Switches, activate the Node in the middle. Climb up the 2 ledges along the northeastern wall and unlock the lever there. Ride the platform over to the teleporter and step on the teleporter.

== Room 13 ==

Enemies (required): 2 Frenzibots

Bufo tells you that Slow Potions can make Frenzibots easier to handle when they're badly hurt. Destroy the 2 here and continue to the northeast.

== Room 14 ==

Ingredients: Red

There's a Block here for gathering Red ingredients and a save spot to the north next to the teleporter. Before you proceed, talk to Miss Windsong in the middle of the room. She's looking for her 2 boys, Johnny and Arlo. That means that the 4th and final Guardian Machine is up ahead.

== Room 15 ==

Enemies (required): 2 Whirlybirds, 1 Simplebot

Bufo mentions that you can destroy all the Whirlybirds by using a Slow Potion. Destroy all you need to and continue to the north.

== Room 16 ==

Potions (optional): 1 Summon Potion

Items: Big Red Ingredient Jar

Save spot near the entrance, Summon Point near the save spot for Red-ingredient gathering. If you go west then south, you'll find the last jar, the Big Red Ingredient Jar, allowing you to hold 99 Red Ingredients. When you've got what you want, continue through the doorway along the northeast wall.

== Room 17 ==

Enemies (required): 3 Subterrabots

Potions (required): 3 Drain Potions

Bufo says that these Subterrabots are weak enough to be destroyed by a Drain Potion, so make 1 for each and fire away. When they're down, continue to the teleporter in the north.

== Room 18 [Boss] ==

Boss: Guardian Machine 4 - (?)

The weird energy readings Bufo is getting comes from 2 brother Guardian Machines. You fight them by gathering the usual Level 3 Shots and firing. The brothers themselves fire Hazard Shots and Slowmo shots. When you hit one of them, they will come together and cause an earthquake. When this happens, your controls reverse and the Turrets' shots go in different directions. You can't do anything until they stop. Hit them 3 times and they'll revert back to Johnny and Arlo. They'll get reunited with Miss Windsong and you'll get to proceed to Room 19 through the teleporter in the southwest.

== Room 19 ==

Enemies (optional): 1 Frenzibot

Potions (required): 2 Unlock Potions

Items: piece of Sound Crystal

Bufo will point out the humongous secret entrance to the Menace's Castle in the north. Unlock the lever to your left and ride it to the 2nd platform. Beware, the Frenzibot in your way fires Hazard Shots and Confounders. Unlock a 2nd lever and ride that across too. Go east and down the 1st chance you get and you'll find another piece of Sound Crystal. There's nothing else here, so proceed to the Castle.

=====
5f. The Castle (1st Floor)
=====

The Monophonic Menace can't believe that you're so good. He says he'll organize his armies in a final stand in the Castle. If they fail, he'll face you himself and show you what a Master Alchemist can do.

== Room 1 ==

As you enter, Bufo mentions that this is the Menace's Machine factory, so even if you destroy some the Machines in 1 room, they will respawn if you revisit. However, they won't respawn if you kill all of them, so if you're going to backtrack, I suggest complete extermination. There's a save spot in the north. There are 3 paths here: 1 east, 1 north, and 1 west that's blocked by a sound barrier. Go north for now.

== Room 1a [Mini-game] ==

Potions (required): 10 Yeti Potions

The last yeti with your last instrument lives here. He asks for 10 Yeti Potions and if you succeed, you'll get the Ruinsflute, an instrument that makes Red ingredients. Instructions are in the Mini-game section. Win the instrument, and you'll find the sound field created by combining all 5 instruments charged your Mixer, making it work at double strength. This means that 1 set of ingredients will make 2 of the same potions. Now you can go back to Room 1.

== Back in Room 1 ==

Open the barrier to the west with your new Ruinsflute and continue down that path.

== Room 1b ==

Enemies (required): 2 Armabots, 5 Breezeblasters

When you see the Breezeblasters, Bufo mentions that they shoot at high speeds and Slow Potions would work well. Beware that the Machines in the Castle can shoot Hazard Shots, Confounders, Slowmos, and Chillers. The "water" here hurts you whether or not you're holding your breath or not. Destroy everything and continue southeast.

== Room 1c ==

Enemies (optional): 4 Invisibots

If you want to destroy the Invisibots, you'll have to use a Flash Potion. Continue on to the northeast.

== Room 1d ==

Enemies (required): 3 Blastwingers

Potions (optional): 3 Animate Potions

Either raise the platforms with Animate Potions or use Drain Potions to rid this room of Blastwingers. There's a save spot in the northwest corner. Continue to the north once they Blastwingers are all destroyed.

== Room 1e ==

Enemies (required): 1 Aquascoper, 4 Snowtreaders

You can destroy the Aquascoper with a Sleep Potion. Get the 4 Snowtreaders too and you can continue north.

== Room 1f ==

Enemies (optional): 5 Subterrabots

Potions (required): 1 Activation Potion

This room is something of a maze. Get to the end and you'll see a Power Switch. Activating it will open all doors with the same symbol. Throwing an Activation Potion will make the arrows green. Repeating that will make the arrows red again. Backtrack all the way to Room 1. None of the Machines on this road will respawn, assuming you destroyed them all already.

== Back in Room 1 again ==

Finally, go west.

== Room 2 ==

Enemies (optional): 2 Simplebots, 2 Invisibots, 1 Clusterblaster

Potions (required): 2 Unlock Potions

Upon entering, Bufo says a Flash Potion should help. You'll see three levers along the northwest ledges. Go up the left-most one. (There is a save spot up the middle elevator.)

== Room 2a ==

Hey, we meet up with Bert again! There's nothing else here, so get his map and get back to Room 2.

== Back to Room 2 ==

This time, you can go up either elevator. The middle elevator leads to a longer route (Room 2c), but requires no potions compared to the other route (Room 2b). However, there is a bridge in Room 2c that can only be unlocked by going directly from Room 2. To get unlock everything with minimal traveling, use the right-most elevator. If you choose the middle elevator, skip ahead to Room 2c. If not, continue to Room 2b.

== Room 2b ==

Enemies (optional): 2 Clusterblasters, 1 Simplebot
Potions (required): 1 Unlock Potion

Unlock the spinner and roll out the bridge. Continue along the path and enter the doorway to the north to enter Room 3.

== Room 2c ==

Enemies (optional): 3 Aquascopers, 3 Smashspringers
Potions (optional): 3 Unlock Potions

If you don't want to make Unlock Potions, then you'll have to swim across. You will have enough Stamina to make it across all the gaps alive if you're quick.

== Room 3 ==

Enemies: 5 Bombsters
Potions (required): 1 Unlock Potion

The entrance to Room 2b is in the middle southern alley, between 2 of the alleys occupied by Bombsters. The entrance to Room 2c is in the far southwest. To continue, unlock the spinner to the east and roll out the bridge. Step on the elevator and you'll be brought to the 2nd Floor.

=====
5g. The Castle (2nd Floor)
=====

Even Bert warns that this floor is full of Power Switches and rooms. Thus, as an attempt to make it less confusing, I will note the power switch symbol needed for access to a certain room. There are 5: "square", "circle", "play" is the triangle on its side, and "pause" is the pair of rectangles. Hopefully, that will help...

== Room 1 ==

Luckily, Bert got ahead of us and made a map of this floor already. There's a save spot to the south of him as well. There are 2 paths from this room, 1 west (Room 2) and 1 south (Room 6). Going south first requires backtracking. The west path will lead to Room 2 and requires all Machines destroyed. Room 2 will be explained first. If you go through Room 6 first, you will have to get to Room 4, then get back to Room 6.

== Room 2 ==

Enemies (required): 4 Whirlybirds

If you decide not to use potions on these guys, there's a ledge in the center

of the filthy "water" that you can use to shoot them down. Once they're all destroyed, continue to the northwest.

== Room 3 ==

Enemies: 3 Bombsters

Save spot near the entrance. There are 2 doors with the [play] symbol on them. At the moment, you can't go through those doors, so go southwest.

== Room 4 [square Power Switch] ==

Enemies: 7 Bombsters

Potions (required): 1 Activate Potion

When you enter, head toward your left and Bufo will point out the Power Switch in this room. Activate it and go all the way east. The Power Switch opened a doorway to the northwest, but that's a dead end at the moment. There's a doorway in the southeast corner; go through there.

== Room 5 ==

Enemies (optional): 1 Aquascoper

Potions (optional): 2 Unlock Potions

If you don't want to make Unlock Potions, swim across the "water" where the bridges would appear. Continue through the doorway to the southeast.

== Room 6 ==

Enemies (required): 3 Blastwingers

Potions (optional): 2 Animate Potions

The northern exit of this room leads back to Room 1. The southwest doorway goes to Room 5. Destroy all the Blastwingers to gain access to the Room 7 in the south.

== Room 7 ==

Enemies (optional): 2 Breezeblasters, 1 Aquascoper

There are 3 ways to go, but 2 of those require the [circle] Power Switch to be on. Only one choice left, and that's to go through the [square] doorway to the south.

== Room 7s-1 [square] ==

Enemies: 3 Bombsters

Potions (optional): 2 Unlock Potions

As usual, the potions are only optional if you don't mind swimming in the green stuff. Continue down the path and into the doorway in the east.

== Room 7s-2 ==

Enemies: 3 Bombsters

There's a save spot in the northwest corner of this room. A [circle] doorway is in the north, and the only open path right now is in the east.

== Room 7s-3 [circle Power Switch] ==

Enemies (required): 4 Whirlybirds

Potions (required): 1 Unlock Potion, 1 Activation Potion

At long last, the 2nd Power Switch is found. Rid the room of the Whirlybirds and activate the [circle] Power Switch. Then, get back to Room 7.

== Back in Room 7 ==

Now that the [circle] Power Switch is activated, you can go west. Do so, and you'll enter Room 8.

== Room 8 [circle] ==

Enemies (optional): 4 Invisibots

2 exit here, 1 to the north, 1 to the south. The northern exit leads back to Room 4, so we needn't go back there. Go south to Room 9.

== Room 9 ==

Enemies (required): 4 Aquascopers

Potions (optional): 1 Summon Potion

The Summon Potion is optional because you can choose to put the Aquascopers to sleep instead of shooting them down. When you're done, continue to the northwest.

== Room 10 [pause Power Switch] ==

Enemies: 5 Bombsters

The [pause] Power Switch is at the very top of the room. A save spot is a bit to the left of it. After activating the [pause] Power Switch, backtrack all the way to Room 4.

== Back to Room 4 ==

At last, we gain access to the [pause] doorway in the west. Go through.

== Room 11 [pause] ==

Enemies (optional): 2 Simplebots, 1 Clusterblaster

This is the 1st room I've seen here that doesn't require Unlock Potions for its bridges. Take advantage of it and get to the next room through the doorway in the west.

== Room 12 ==

Enemies (required): 3 Armabots

Potions (required?): 2 Summon Potions

Thus far, the only way to destroy Armabots is by shooting them. The Summon Points along the north wall will spawn Turrets that allows you to do that. If there is another way, this method may be optional. Finish them off and continue to the northwest.

== Room 13 [play Power Switch] ==

Enemies (required): 3 Snowtreaders

Potions (required): 1 Activation Potion, 1 Summon Potion

There's a save spot in the east. The only way to destroy the Snowtreaders is to use the Summon Point's Turret. If there is another way, the Summon Potion may be optional. The [play] Power Switch is in the north. Take care of everything, then backtrack to Room 4 again.

== Back in Room 4 again ==

Now, all paths are open to you. You now have a choice of using the shorter Room 3 path or the path you haven't been through (Room 3s). There's nothing important in Room 3s, and it connects to Room 3 anyway. I will go through there for the purpose of completion.

== Room 3s [square] ==

Enemies: 3 Bombsters

Go along and you'll see a save spot. Go further through the [play] doorway to the east and you'll enter Room 3.

== Back in Room 3 ==

Go north through the newly opened [play] doorway to Room 14 ==

== Room 14 ==

Enemies (optional): 4 Swellbursters

To the north is the elevator to the 3rd Floor.

=====
5h. The Castle (3rd Floor)
=====

After all the confusion of the 2nd Floor, the 3rd Floor is thankfully straightforward.

== Room 1 ==

Bert's waiting for you in the western corner of the room. The eastern corner houses a save point. Talk to Bert to get your map, and continue on south.

== Room 2 ==

Enemies (required): 4 Blastwingers, 2 Whirlybirds

Potions (required): 1 Unlock Potion

Use an Unlock Potion on the lever to get yourself down. Deal with all the enemies, (If you use shots, there's a raised platform where you can shoot from. The lever for it is on its southwest side.) and continue to the south.

== Room 3 ==

Enemies (required): 2 Breezeblasters, 1 Aquascoper

Potions (required): 1 Summon Potion

Use a Summon Potion on the Summon Point so that you can destroy these Machines. When you're done, continue to the southwest.

== Room 4 ==

Enemies (required): 4 Colossatrons

Destroy the Colossatrons and continue south.

== Room 5 ==

Enemies (required): 1 Aquascoper, 4 Swellbursters, 3 Colossatrons

Potions (required): 1 Unlock Potion

Go south, destroying everything in your path. When you come to a canyon, go left and you'll see the locked spinner. Unlock it, destroy the Colossatron across the bridge, and continue south.

== Room 6 ==

Continue down the path. There's a save spot in the middle of the room.

== Room 7 ==

Enemies (required): 5 Blastwingers

Destroy the Blastwingers. The only climbable pillar is the northernmost one, and some shots fired from there will be blocked by the other taller pillars. Thus, you'll probably need about 3 Drain Potions. The exit is further north.

== Room 8 ==

Enemies (required): 2 Simplebots, 1 Frenzibot, 1 Breezeblaster

Potions (optional): 2 Unlock Potion

The some of the spinners you come by aren't locked; others are. Either swim across or run across an unlocked bridge, it's your choice. Just make sure you destroy everything along the way. The exit is to the north.

== Room 9 ==

Enemies (required): 2 Aquascopers

Potions (optional): 1 Unlock Potion

North of the locked bridge at the entrance, there's a stick of land extending from the eastern piece of land. On the western end of it, there is a save spot. The exit is in the north.

== Room 10 [Boss - 1st Round] ==

Enemies (required): 3 Subterrabots, 2 Frenzibots

After the initial exchange of insults, the Menace summons 3 Subterrabots and 2 Frenzibots. Destroy them while watching out for the Menace's potions, which act as Confounders, Slowmos, and Hazard Shots. Beware that the 2nd Subterrabot, the one that requires 3 red triangle Sound Shots, only fires 2 of them itself. It requires you to get a shot from 1 of the Frenzibots, so don't destroy all the Frenzibots until you've gotten that special Subterrabot destroyed.

Once you've gotten all of them destroyed, the Menace lets you go on to the next room for round 2. (The doorway is right under where he was standing.)

== Room 11 [Boss - 2nd Round] ==

Enemies (required): 2 Whirlybirds, 2 Blastwingers, 1 Breezeblaster

Potions (optional): 2 Animate Potions

The strategy's the same - destroy the robots to weaken the Menace. There are 2 pillars with Blue Target Circles on top; you can animate those and do shot-to-shot combat. Another way is to make 2 Drain Potions and a Stop Time Potion to deal with the flying machines and take care of the Breezeblaster separately. Either way, destroy them all. At one point, the Menace will start to throw 2 potions at once; nothing incredibly difficult to dodge. When you're done, the Menace will retreat to the next room. Chase him there by going through the open doorway to the east.

== Room 12 [Boss - 3rd Round] ==

Enemies (required): 2 Clusterblasters

Looks like the Menace is finally tiring; the 2 Clusterblasters shouldn't pose a problem after all you've been through. In any case, destroy them and the Menace finally decides to face you one-on-one. Continue to the east.

== Room 13 ==

No boss here, just a Muffin lying innocently off to the east of the entrance. Check to make sure everything's done. Prepare yourself for the final boss battle lying on the other side of the doorway to the northeast.

== Room 14 [Boss - Final Round] ==

Boss: Menace

Just like any other villain, the Menace tries to pull the "we could rule the world" routine on Juka, but unfortunately, Juka doesn't listen. Bufo gives a

warning before this final battle, and 3 Turrets appear. Both the Menace and the Turrets fire the Sound Shots you need to complete your Level 3 shots. All the shots are thrown quite fast, though, so be quick. The Menace himself also teleports around the room, though you never lose him as a target. Hit him 3 times with your shots and the Menace will explode, attempting to bring the Castle down with him. Dwayne's brother, the Yeti from before, helps Juka get out before the Castle falls apart.

== Epilogue ==

We're back in the Meadow, and the villagers as well as Maestro celebrate Juka as a hero and a savior. All is well, and the Credits roll. (Press (A) to speed it up.)

Congratulations! You finished the game!

6) Ingredient Jars

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small Yellow Ingredient Jar

=====

Found in: Room 1, Meadow

- After exiting Bufo's house, run to the bottom left.
- Holds up to 50 Yellow ingredients

=====

small Green Ingredient Jar

=====

Found in: Room 1, Meadow

- Cross the bridge right outside Bufo's house and run to the top right.
- Holds up to 50 Green ingredients

=====

small Blue Ingredient Jar

=====

Found in: Room 2, Meadow

- When you enter the room from the left, go right.
- Holds up to 50 Dark Blue ingredients

=====

Big Green Ingredient Jar

=====

Found in: South Road, Room 10a, Meadow

- Holds up to 99 Green ingredients

=====

Big Yellow Ingredient Jar

=====

Found in: Room 1, Cliffs

- Go to the right-most corner of the highest ledge.
- Holds up to 99 Yellow ingredients

=====

small Copper Ingredient Jar

=====

Found in: Room 4a (yellow tube), Cliffs

- Drop into the yellow tube on the southeast side of Room 4 to access this room.
- Holds up to 50 Copper ingredients

=====
Big Blue Ingredient Jar
=====

- Found in: Room 12-1, Cliffs
- Fall in a Whirlpool in Room 12 to access this room.
 - The jar is in the east corner.
 - Holds up to 99 Blue ingredients

=====
Big Copper Ingredient Jar
=====

- Found in: Room 13-3, Cliffs
- Fall in the tube at the eastern corner of Room 13-2 to access this room.
 - Holds up to 99 Copper ingredients

=====
small Cyan Ingredient Jar
=====

- Found in: Room 1b, Icefields
- Go down the path to the northwest of Room 1 and through 2 rooms to access this room.
 - The jar is on the raised platform. Ride the elevator to get it.
 - Holds up to 50 Cyan ingredients.

=====
Big Cyan Ingredient Jar
=====

- Found in: Room 12, Icefields
- Run along the north wall near the entrance until you see a doorway. The jar is located through that doorway.
 - Holds up to 99 Cyan ingredients.

=====
small Red Ingredient Jar
=====

- Found in: Room 1b, Ruins
- Found on the raised platform in the middle of Room 1b.
 - Holds up to 50 Red ingredients.

=====
Big Red Ingredient Jar
=====

- Found in: Room 16, Ruins
- Go west, then all the way south.
 - Holds up to 99 Red ingredients.

7) Ruinstones

=====
Ruinstone of the Meadow Glade
=====

- Found in: Room 3, Meadow
- Teaches: Animate Potion (Dark Blue x4, Green x3, Yellow x5)
- Element: found in Room 3b, 2 rooms south of the Ruinstone

=====
Ruinstone of the Village

=====
Found in: Village

- southeast part of lower Village

Teaches: Unlock Potion (Dark Blue x2, Green x3, Yellow x6)

Element:

=====
Ruinstone of the Forest Pool
=====

Found in: South Road, Room 4, Meadow

Teaches: Flash Potion (Dark Blue x2, Copper x5, Green x1, Yellow x4)

Element: found in South Road - Hidden Path, Room 2

- access the Hidden Path by climbing on top of the ledge to the north east

- go through 2 rooms; the element is at the end of the 2nd room

=====
Ruinstone of the High Valley
=====

Found in: Room 7, Cliffs

- across the upper bridge near the entrance

Teaches: Summon Potion (Dark Blue x2, Copper x4, Yellow x4)

Element: found in Room 7-4, Cliffs

- follow the lower path from the Ruinstone and through 4 rooms; the element is in the 4th room

=====
Ruinstone of the Great Mountain
=====

Found in: Room 11, Cliffs

Teaches: Drain Potion (Copper x4, Green x3, Cyan x4, Red x6)

Element: found in Room 11-3, Cliffs

- follow the south path from the Ruinstone and through 3 rooms; the element is in the 3rd room.

=====
Ruinstone of the Granite Pillars
=====

Found in: Room 17, Cliffs

Teaches: Slow Potion (Copper x4, Green x3, Red x6)

Element: found in Room 17-2

- climb up the 2 ledges near the right side, unlock the spinner, spin out the bridge, and cross it.

=====
Ruinstone of the Icy Plain
=====

Found in: Room 3, Icefields

Teaches: Stop Time Potion (Copper x6, Cyan x6, Red x6)

Element: found in Room 3b

- from Room 3, go northeast for 2 rooms; unlock the lever and spinner and cross the bridge.

=====
Ruinstone of the Frozen Hill
=====

Found in: Room 8, Icefields

Teaches: Activation Potion (Copper x6, Cyan x5)

Element: found in Room 8c

- from Room 8, unlock the lever to the north and go down that path and through the doorway; go through 3 rooms to Room 8c; animate the Blue Target Circle;

the element lies to the southwest.

8) Recipes

=====

Sleep Potion

=====

Dark Blue x1, Green x3, Yellow x6

Taught by: Buffo, Room 2, Meadow

- Affects a single target.
- Used on enemies to put them to sleep until you exit the room.
- Works on Thieves.
- Also destroys Aquascopers after activating the Great Machine.

=====

Animate Potion

=====

Dark Blue x4, Green x3, Yellow x5

Taught by: Ruinstone of the Meadow Glade, Room 3, Meadow

- Used on Blue Target Circles to lower walls and raise platforms.

=====

Unlock Potion

=====

Dark Blue x2, Green x3, Yellow x6

Taught by: Ruinstone of the Village, in southeast part of Village

- Used to unlock locked spinners and levers.

=====

Yeti Potion

=====

Dark Blue x2, Green x2, Yellow x2

Taught by: guy in South Road, Room 3, Meadow in exchange for gathering his Rabbitcows.

- Used as currency to pay for Yeti mini-games.

=====

Flash Potion

=====

Dark Blue x2, Copper x5, Green x1, Yellow x4

Taught by: Ruinstone of the Forest Pool, South Road, Room 4, Meadow

- Affects all enemies in an area.
- Used to blind enemies to reduce their accuracy until you leave the room.
- Works to disable the homing shots of Soldiers and Thieves.
- Also works on Simplebots and Clusterblasters after activating the Great Machine.
- Disrupts Invisibots' stealth fields (keeps them from disappearing).

=====

Summon Potion

=====

Dark Blue x2, Copper x4, Yellow x4

Taught by: Ruinstone of the High Valley, Room 7, Cliffs

- Used on a Summoner to summon something.
- Resets when you leave the room (summoned object does not stay)

=====

Drain Potion

=====

Copper x4, Green x3, Cyan x4, Red x6

Taught by: Ruinstone of the Great Mountain, Room 11, Cliffs

- Destroys Blastwingers and Subterrabots after activating the Great Machine.

=====

Slow Potion

=====

Copper x4, Green x3, Red x6

Taught by: Ruinstone of the Granite Pillars, Room 17, Cliffs

- Used to slow enemies and their projectiles for a short time.

- Also destroys Whirlybirds after activating the Great Machine.

- Slows down Frenzibots and Breezeblasters.

=====

Stop Time Potion

=====

Copper x6, Cyan x6, Red x6

Taught by: Ruinstone of the Icy Plain, Room 3, Icefields

- Used to freeze everything except Juka for a short time.

=====

Activation Potion

=====

Copper x6, Cyan x5

Taught by: Ruinstone of the Frozen Hill, Room 8, Icefields

- Used to reactivate deactivated Ancient machines (denoted with the gear icon).

- Also used on Nodes in Ancient security systems.

9) Mini-Games

Each of the Yetis you meet on your journey want you to play a game with them in order to earn their Earth Instrument. Whether or not you win after paying their desired amount of Yeti Potions is up to you and your skills. Here's a small guide on all the mini-games you'll encounter.

=====

Dwayne's game

=====

Location: South Road, Room 11, Meadow

Cost: 2 Yeti Potions

Prize: Maracataur / 3 Animate Potions

There are 8 different levers, each hiding a different symbol. Match them with the symbol in the scroll at the bottom of the screen and press (A) to pick it up. Complete that, and you'll be given another symbol to match. Match them all within the time limit (99 seconds) and you'll win. If you run out of time, you lose and will have to pay another 2 Yeti potions to play.

=====

Chloe's game

=====

Location: Room 8, Cliffs

Cost: 4 Yeti Potions

Prize: Water Harp / 2 Unlock Potions + 2 Animate Potions

Swim around the water track while watching for the Soldiers (dive to avoid their shots). In addition, there will be green and red stopwatches moving in the water that you can hit. The green one will cause you to gain 5 seconds, and the red one will cause you to lose 5 seconds. There are also whirlpools that

you will want to avoid, since they will make you start over. Cross the finish line before time runs out and you'll win. You start off with 60 seconds. If your Stamina meter empties out either due to lack of air from diving or the Soldiers' shots, you'll collapse and wake up at your last save point. If you run out of time or run into a whirlpool, you will have to pay another 4 Yeti potions to play.

=====
Rob's game
=====

Location: Room 7a, Icefields
Cost: 6 Yeti Potions
Prize: Ocarattle / 2 Animate Potions + 2 Unlock Potions + 1 Yeti Potion + 1 Summon Potion

The playing field is littered with holes in the ice. Fish will jump out from these holes and your job is to catch 10 fish before time runs out. When the fish come out, they'll move around and eventually flop back into the water. To catch a fish, run up to it and press (A). You are given 80 seconds to do this task. There is a fish counter to the right of the timer to help you keep track of how many fish you have caught. If you run into a hole, you will freeze and be immobile for 2-3 seconds. If you run out of time, you will have to repay to try again.

=====
Buck's game
=====

Location: Room 1a-2, Ruins
Cost: 8 Yeti Potions
Prize: Ice Chimes / 2 Unlock Potions + 2 Animate Potions + 2 Slow Potions
There are 4 Elements scattered around the room, and you have to collect them all within 90 seconds (I know he says 100 seconds, but the game only gives 90). Press (A) when you're near an Element to pick them up. The catch is that you can't get hit at all by the Sound shots that the Turrets shoot. If you do, you'll get teleported out and will have to repay for another attempt. You can run into a Turret itself and still continue.

=====
Dwayne's brother's(?) game
=====

Location: Room 1a, Castle
Cost: 10 Yeti Potions
Prize: Ruinsflute / 2 Unlock Potions + 1 Flash Potion + 2 Drain Potions + 2 Slow Potions

There's a treasure in this room, and your job is to drag it on the carpet within the given time (99 seconds) while avoiding holes and defense systems. The conveyors move the treasure as well, and can move them through holes in the wall. Pick up green stopwatches to increase your time limit by 5 seconds. The defense system works in the form of Turrets that fire Confounders and Chillers.

10) Bosses

Here you will find every boss you'll face in the game and the basic strategy needed to beat them. You can tell that you're going up against a boss when there is a red barrier right when you enter the room and that it opens when you step up to it and closes when you're in, preventing you from retreating.

=====
Boss 1: Antibufo

=====
Location: South Road, Room 8, Meadow

Antibufo's not a machine, so you can't directly hit him with collected sound shots. However, it will spawn Machines like the Armabot and the Simplebot. All you have to do is keep defeating them till he runs out of energy and he'll disappear.

=====
Boss 2: Guardian Machine 1 - Hover Orb (Meadow)
=====

Location: South Road, Room 18, Meadow

This is the first Guardian Machine that you fight. First collect and fire 2 Level 3 shots using the 2 Turrets that appear when you encounter the boss. The boss itself will only fire Confounders, Slowmos, and Hazard Blasts, so beware of those while gathering your shots.

After that, the Turrets and the Orb's shell will break and What's left of the Machine will start firing its own Sound Shots. Hit it with 3 more Level 3 shots and it will go down.

=====
Boss 3: Guardian Machine 2 - (?) (Cliffs)
=====

Location: Room 21, Cliffs

Here's your second Guardian Machine. Animate 1 or both of the Blue Target Circles on the left and right sides of the room in order to be able to hit the Machine. Subterrabots will appear occasionally and fire some of the shots you need to collect. The Guardian Machine itself fires all the non-collectable shots as well as the shots used to defeat it. Collect all the shots you need while on the ground, then climb onto one of the raised platforms to shoot. Hit it with 3 Level 3 shots, and it will go down and release the kidnapped villager.

=====
Boss 4: Guardian Machine 3 - Frostinator (Icefields)
=====

Locations: Rooms 19-20, Icefields

[1st Round] - In the frozen Room 19, you'll see the boss, but you won't be able to touch it until the 3 Snowtreaders are destroyed and you go through the doorway in the north. As you're working on trying to get rid of the Snowtreaders, the Guardian will throw potions on the ground, and you'll freeze if you go near them. Once you've destroyed all three Snowtreaders, the barrier will deactivate and you'll be free to continue to Room 20.

[Final Round] - This boss fight is something of a game of dodgeball, except you're trying to catch some shots as well as avoid others. The Frostinator will go back and forth at the northeast area of the screen, firing Chillers and Hazard Shots while the 3 Turrets lined up on the northwest side fire the shots you need. The Chillers will freeze you for 2-3 seconds if you touch them, but you can block them with your Dark Shield. Collect the 3 Level 3 shots you need to defeat the Machine while avoiding the holes in the snow (they're like permanent Chillers).

=====
Boss 5: Antibufo
=====

Location: Room 6, Ruins

We meet up with Antibufo once again. Same tactic as before; destroy the Machines it spawns. This time, it will spawn Cyclobots, Frenzibots, and Colossatrons.

=====
Boss 6: Guardian Machine 4 - (?) (Ruins)
=====

Location: Room 18, Ruins

Gather the usual Level 3 Shots from the Turrets. The brothers themselves fire Hazard Shots and Slowmo shots. When you hit one of them, they will come together and cause an earthquake. When this happens, your controls reverse and the Turrets' shots go in different directions. The potions that drop during this time have no effects. You can only run around until they stop. Hit them 3 times (doesn't matter which twin you hit) and they'll be defeated.

=====
Boss 7: The Menace
=====

Location: Rooms 10-12 and 13, Castle (3rd Floor)

[1st Round] - Upon meeting you, the Menace busts out 3 Subterrabots and 2 Frenzibots. Destroy them while watching out for the Menace's potions, which act as Confounders, Slowmos, or Hazard Shots. Beware that the 2nd Subterrabot, the one that requires 3 red triangle Sound Shots, only fires 2 of them itself. You'll need to get a shot from 1 of the Frenzibots, so don't destroy all the Frenzibots until you've gotten that special Subterrabot destroyed. Once they're all done with, go through the doorway that the Menace was standing on.

[2nd Round] - This time, there are 2 Whirlybirds, 2 Blastwingers, and a Breezeblaster to deal with. 2 pillars with Blue Target Circles raise 2 platforms for you to fire shots from, if you feel like shooting the flyers down. If not, you can always use a pair of Drain Potions and a Stop Time Potion. You do have to take care of the Breezeblaster on your own, though. At one time, the Menace will start throwing 2 potions instead of 1, but they're not hard to dodge anyway. When all Machines are taken care of, proceed through the doorway to the east.

[3rd Round] - Ooh yay, the Menace is tiring - only 2 Clusterblasters this time. Rid yourself and the world of them and continue on.

[Final Round] - 3 Turrets will appear and the Menace and the Turrets will start firing shots at you. Both the Menace and the Turrets will fire the shots you need as well as Hazard Shots, Slowmos, Confounders, and Chillers. Destroy them all and you win the game.

12) FAQs

Q: I can't get past the Frostinator, and it only spawns 2 Snowtreaders instead of 3. How do I get past it?

A: Problem is, you can't. Chances are you're playing the European version of the game, and that version has a glitch where you can't get past the Frostinator. You can only get past that boss in the American version of the game. Sorry, but as of yet, there is no known way to get past this glitch.

12) Credits

Thanks to:

- Orbital Media for making this game

- Ishtar Dark for his old Juka walkthrough that helped me get through the game
- you for using this walkthrough

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