

L Button - Walk quietly, sneak

SASQUATCH SIA

Left/Right - Run

L Button - Dash, charge

A Button - Jump

A Button + Down - stomp, ground pound attack

B Button - Swipe

GIANT BIRD

Left/Right/Up/Down - Fly, move

A Button - (in race) press A repeatedly to accelerate

B Button - Seize, grab enemy

Magic Combos

Water Spell - LEFT/UP/RIGHT/A/B - Protects Sia from attack

Fire Spell - UP/LEFT/DOWN/A/B - Damages all enemies

Air Spell - LEFT/DOWN/RIGHT/A/B - Kills one enemy in sight

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This walkthrough was written in sort that you can not only reach the end of a level, but also find and collect all 25 diamonds and the 5 prisoners. See the next section below for the bonus levels.

----- [C1] Athorre, The Human Kingdom -----

[C1-1] The castle -----

After escaping from the dungeon, follow the stranger to the right. Hold L to sneak past the bear sleeping on the ground. You'll come to a switch; activate it to open the door below. You'll find the first diamond on the left down there (1/25). Then head right to leave this place. Outside, jump on the roof of the shack in front of you to find a diamond (2/25). Drop down below on the right to get two more diamonds (4/25) and a heart. Now head left and jump to grab the top ledge of the wall on the left. Climb on, then climb up the two

ladders above you. Now take a run up and jump to grab the ledge on the right. Up there you'll find a diamond (5/25) and the first prisoner [1/5].

Keep going right to find another diamond on your way (6/25) and another one on the wobbly platform (7/25). Jump on the other platform at the right for another one near the wall (8/25), then jump on the platform above that diamond and you'll see another wobbly platform with a heart on at the left. Jump on it to reach another platform on your left with two diamonds on (10/25). Now go back to the first wobbly platform and jump down on the platform below it. You will see a hook moving along a rope. Grab on to it and in the middle of the rope, you'll notice another rope going down. Jump off of the hook when you pass above that rope and you'll fall on a platform with a diamond below (11/25). Now do a big leap to the right to fall back on another platform and grab a diamond along the way (12/25). Climb up the ladder here to find the second prisoner [2/5].

Use the hook to go back up and return to the platform at the right of the wobbly one that had a heart on. Follow the path to the right and jump on the moving platform at the end to go up and find a diamond (13/25). Head left to find a golden heart, then climb up the ladder to find a diamond in the air (14/25) behind the enemy at the right. Keep going left and at the end of the path, you'll notice a diamond floating in the air below. Jump off of the ledge to grab it (15/25) and let yourself fall back down below. You should land on a ledge with another diamond (16/25). Now go back all the way to the path you were on and this time, grab on to the hook above to collect two diamonds (18/25) along the way. Once on the path above, head right and jump on top of the arch to find a diamond (19/25). Keep heading right to find the checkpoint, then jump on the moving platform to go up and climb up the ladder to find the third prisoner [3/5].

Head left until you come to a gate blocking your way. Either slash it with your sword or use an energy ball to take it down. Go through it and grab the hook behind to reach the path above. Slash the pumpkins above the path here before heading on or else they'll fall on you while you try crossing. Climb up the ladder ahead, then go right to find a diamond above the beam (20/25). Jump on the moving platform to reach the path with a lot of vegetation growing and head right to the end of the path. You'll see a heart floating in the air above the chasm. Jump to grab it and let yourself fall down below. You'll grab a diamond along the way (21/25). Now go back all the way to the path with the vegetation.

This time, jump on the moving platform to go up. Head right on the path with the small waterfall and you'll find the fourth prisoner at the end [4/5]. You will also notice a moving platform if you look at the right. Jump on it and it will take you to a diamond (22/25). Now go back left on the other part of the path. Head left until you come to an explosive barrel. Use an energy ball to hit it from far, exploding it and the tower next to it at the same time. Climb up the ladders at the left to find the last prisoner [5/5], then jump at the right of the third ladder to grab the diamond in the air (23/25). Go back to climb that last ladder, and look on the left for another diamond (24/25). Now head all the way right and you'll see the last diamond under the platform at the end of the path. To collect it, jump off to the right, but make sure you grab the ledge of the path so you don't fall. Then drop down on the wobbly platform on the left and pick up the diamond (25/25). Go back up and free the bird with a sword slash to complete the level.

Time to get back your sword. Head right into the village and free the first prisoner at the end of the path [1/5]. Then jump on the small platforms near the waterwheel to get to the ledge at the top of the house. You'll find two diamonds near the roof (2/25). Then, do a big leap to the right to land on the boat above the waterfall. Wait a few seconds and the boat will ride up the stream, allowing you to collect three diamonds along the way (5/25). Now jump down and head right to find two more diamonds (7/25) on each side of the well. Keep going right to find another diamond (8/25) and the second prisoner [2/5] at the end of the path.

Now go back to the well and stand above it. Hold down and you will enter it. As you ride down the bucket inside, keep an eye on your left to spot a passage. Jump to it and head left. At the edge you'll see some platforms in the air, leading to a tunnel above. Go in to find a diamond (9/25) and the third prisoner at the end [3/5]. Now go back to the path below and head left up to the edge of the path. Leap over to the left and keep going until you see more platforms in the air. Jump on them to collect two diamonds (11/25) and you'll reach a lever at the end. There is a secret room at the left of this lever. Just head through the wall and you'll end up in the hidden room where you'll find two diamonds (13/25).

Now activate the lever and jump on the platform at the right where you can see a waterfall in the background. It will go up and you'll notice three diamonds on your right. Jump off the platform to collect them (16/25). Now go back all the way to the entrance of the cave (where the bucket brought you) and jump down to the right to find another path. Crouch to pass under the sharp crystals and head right up to the edge. Wait a few seconds and you'll see a piece of wood down below in the water. Jump on it and collect the diamond (17/25). Ride it to the right and once back on the path, look for a platform before the sharp crystals. Jump on it to reach another path above. Go left to find two diamonds (19/25) and the fourth prisoner at the end [4/5].

Now stay on that path and go right. Jump down back on the path below and head right for two more diamonds (21/25). Then jump on top of the spring to head up and leave this cave. Back outside, jump on the roof of the house at the left to collect two diamonds (23/25). Go at the end of the path at the left and climb on the house to find a diamond (24/25) and the last prisoner [5/5]. Now head right, past the fountain, to find the last diamond (25/25) on the house's roof and head for the next screen. Pick up your sword here, then go right and slash your way through the enemies. Their shield takes a few hits to break. Get past them to exit the level.

[C1-3] The City: Merrion

This level consists of a simple straightforward path, but some of the diamonds still are well hidden. From the start, head right until you come to a shielded enemy and a building in the background. Free the first prisoner [1/5] behind him, then jump onto the ledge on the wall of the building in the background. Jump on the all the ledges of the windows at the left and climb up to find two diamonds (2/25) and the second prisoner [2/5]. Then head back down and keep going right. You'll come to a street with lampposts. Jump on top of the first lamppost to find two diamonds above (4/25).

Back on the street, head right to find two diamonds (6/25) as you head down the stairs. Pull the lever you find here to get rid of the big enemy ahead. Then get on the street above and jump on the second lamppost to find three

diamonds over (9/25). Keep going right for more lampposts. Jump on top of the fourth one to find two diamonds above it (11/25). Go right again and free the third prisoner [3/5]. Then jump over the barrels in the water to cross and you will get three diamonds along the way (14/25). Save at the Checkpoint, then keep heading right until you're stuck between two shielded enemies. Avoid the pumpkin over your head and defeat the enemy blocking your path on the right.

You'll then come to another building. Jump onto the ledges on the wall to find four diamonds (18/25) and a key at the top. Don't go back down yet though; there's a secret passageway leading to a few hidden diamonds. From the last ledge with the key, jump to the left and you should land on an invisible platform in the air. Walk left along it and you'll find three diamonds (21/25). Now go back down and unlock the lever on the right to pull it. Jump across the water to get two diamonds (23/25). Keep going right past the enemies to find the fourth prisoner [4/5], the two last diamonds (25/25) and finally the last prisoner [5/5]. Then head right to the next screen and pick up your ring.

[C1-4] The T'soa Airport

First, head right and jump down to land on a platform with a propeller and a lever. Start by pulling the lever to stop the propeller, then jump on the platform at the left of the lever to find a diamond (1/25). Now head right past the propeller and use the platforms to go back up. Pull the second lever on a platform at the left of the houses, then get on the roof of the houses and pull the third lever above. You'll see a moving balloon on your left; jump on it and on the next few platforms to collect two more diamonds (3/25).

Now go back to the houses where the second and third levers are and head right. You'll see a diamond on a platform below; jump down to grab it (4/25), then go back up and head towards the bridge on the right. Go on the bridge and stand between the two first lampposts. You'll see a moving balloon come down. Jump on it to reach a platform in the sky with a diamond on (5/25). Now go back to the bridge once more, but instead of heading right along the bridge, go back on the wooden path right before the bridge and stay on it. Head right and go at the edge of it. You'll see a diamond and a platform moving down. Get on that platform to collect the diamond (6/25) and it will take you to a platform under the bridge. Jump to the right and free the first prisoner [1/5], then hop on the bird.

Fly to the right to find two diamonds along the way (8/25) while avoiding the enemies. Land on the platform at the end to get to the next section. Here, jump on the platform at the right and pull down the lever below. Then jump right to collect the diamond (9/25). Keep going right until you come to some platforms with three ladders going up. Jump down on the platform at the right of these ladders to find a lever. Pull it down. Now go back to the ladders and climb them up. At the top, go left and pull down the lever here. Keep going left and jump on the platforms to collect a diamond (10/25).

Now go back right to the previous lever and keep heading right past the Danger signpost. Jump on the platform with the houses and free the second prisoner [2/5]. Then go on the bridge and head right until you come to the end of the bridge. Free the third prisoner here [3/5], then go back on the bridge and head left until you come to a gap in the bridge. Drop down below, on your left. There are platforms under the bridge. Head left, jumping on the platforms, until you get a diamond on a balloon (11/25). Then go back on the bridge using the moving platform at the left, and head back to the gap. This

time, jump down, but on the right. There's a diamond here (12/25). Now, stay where you are. See the gap at the left? Drop down in there. You'll fall on a platform way below with the fourth prisoner on [4/5].

Then, jump on the balloon at the right, which will take you to a platform with a diamond (13/25). Jump on the other balloon here and let it take you up to the house roofs above. Jump to get the diamond on the roof at the left (14/25). Then hop on the bird at the right and fly right, picking up the two diamonds along the way (16/25). Land on the platform at the end to reach the next section. Here, jump to the right to land on the sip. Go down all the ladders and go left when you're on the lowest platform. Free the last prisoner [5/5], then go right (don't pull the levers) and at the end you'll find a diamond (17/25).

Now go back all the way up and go right to find a lever. Pull it to make the balloon at the right move. Jump on it and it will take you to a platform with a diamond (18/25). Jump on the moving platform here to go up to another platform with another diamond (19/25). Climb up the ladder and go left for another diamond (20/25) and then right for yet another one (21/25). Now climb up the other ladder, go right and pull down the lever to activate the balloon at the left. Go left and jump on that balloon to go up to a platform with three diamonds (24/25). Now drop down to the left to collect the last diamond (25/25). Drop down again and try to land on the platform below on the right. Go back up the ladders and the balloon and hop on the bird at the top to complete the level.

[C1-5] Boss: Pelican

I wouldn't really call it a boss, but anyways, it's quite simple. Rats will come out of the cockpit of the ship, and you'll need to get rid of them. Avoid the gunfires, approach the rats, and press B to grab them with the bird's claws. Then release them in the void and repeat with the next rats. If you need health, fly under the ship to find a heart. At the end, Pelican will come out. Grab him like you did with the rats and the boss fight is over.

[C2] The Peripheral Realms

[C2-1] The Water Kingdom

From the start, jump on the boat floating over the water to get the two first diamonds (2/25). Then head right until you come to the platform with the first prisoner [1/5]. Jump on the pillars behind him to collect three diamonds (5/25), then jump down at the left of the highest one to collect two more (7/25) and you'll fall down on a tiny platform. Go right again and jump on the small pillars in the water to cross over to the other side and get two diamonds (9/25). Keep going right and jump on the platform over the water, then on the boat to collect another diamond (10/25). Then jump to the land at the right with an enemy on, grabbing the ledge to collect the diamond above the water (11/25).

Now go right and collect the two diamonds (13/25). Save at the Checkpoint above, then jump on the platforms in the air at the left to collect three diamonds (16/25) and free the second prisoner [2/5]. Go back to the Checkpoint and head right. Jump on the platforms to collect a diamond (17/25), then jump on the moving platform to go up and collect another diamond (18/25). Pull the star lever on the pillar at the right, then drop down in the gap at the left of the lever. You'll fall on a platform with a golden heart. Jump to the right on the other platform and free the third prisoner [3/5].

Then jump on top of the water spring up there and leap to grab the diamond above (19/25). Jump on the rest of the pillars until you reach a shipwreck with another diamond (20/25). Head right and free the fourth prisoner [4/5]. Now slash the pillar blocking your way a few times to make it fall. Go on it to get a diamond (21/25) and another one at the tip (22/25). Keep going right for another diamond (23/25) and in the next area, jump on the blue pillars to get the two last diamonds (25/25). Go right to free the last prisoner [5/5] and head on to face the boss.

Boss: Poseidon

To defeat Poseidon, you'll need to hit his belt three times with your energy balls. First, jump on the platform in the air to avoid his first attack. He will then stand still for a bit on the side of the platform. Go down, close to the edge and wait for him to raise his trident to prepare his second attack. Use that opportunity to rapidly release a small energy ball (B Button) towards his belt (no need to throw a big energy ball, just a small will do, as long as you hit the belt). Then quickly jump on the platform above to avoid his attack and stay there until he sends a big wave at you. Every time after the wave attack, go down to hit his belt. Repeat the process three times to defeat him.

[C2-2] The Fire Realm

Hop on the platform on your right to collect the first diamond (1/25), then slash the bramble with your sword, but watch out for a rock that will fall from above. Jump on the platforms ahead to collect the second diamond (2/25) above the platform with the fire. Keep going right for two more diamonds (4/25) and slash your way through the brambles ahead. Jump down on the platforms in the fire below to collect two more diamonds (6/25), then go right, but don't jump on the platform with the fire under it. Jump over it, then free the first prisoner [1/5] and defeat the enemy below.

Now jump on the platforms at the right and you'll notice three diamonds below. Hang from the ledge using your sword and drop down to grab them (9/25) and you will fall back on a platform over the fire. Now jump on the moving platform at the right to collect another diamond (10/25) and on another platform on the right you'll find two more diamonds (12/25) and the second prisoner [2/5]. Go back to the first platform and do a big leap to the left (avoid the flame) to land on the platform there. Go back up and head right for two more diamonds (14/25).

Walk along the big thorned vine and near the end of it, look up to spot a heart and a prisoner on two platforms above. Stand between the heart and the prisoner and jump. You should end up on an invisible platform. Jump once more for another invisible platform, then jump right to free the prisoner [3/5] and

collect the diamond (15/25). Jump back down for another diamond (16/25), then you'll come to a chasm with three platforms and magma flowing in the background behind. Jump on the first platform with a diamond and stay on it until it crumbles. You'll fall down on the platform below. Collect the diamond, then quickly jump on the other platform at the right to collect another diamond and jump to reach the Checkpoint. (19/25)

Go right from there and jump on the small platforms to free the fourth prisoner [4/5]. Jump on the highest platform at the right to collect the two diamonds (21/25) and slash the stalagmite. Go back down and jump to the right to collect the diamond in the air (22/25), then press left to land back safely on the platform. Take a look at the fire below on your right and wait for a moving platform to come. Jump on it and crouch to avoid the brambles above. Get the diamond in the middle (23/25), then jump on the platform at the right for another one (24/25). Head right and jump on the platforms for the last diamond (25/25). Head right again and jump on the platforms above to find the last prisoner [5/5]. Get to the exit now.

Boss: Rafooza

To defeat Rafooza, jump on the platform in the air first, to avoid his earthquake attack. Wait on this platform until he starts either using his flame attack or diminish the quakes. When you feel you're ready, leap to the other platform at the right and quickly slash the rocks above his head to make them fall. Then try to land back safely on the ground, avoiding the earthquakes. The best time to strike is definitely when he throws flames at you. You'll have to repeat this process five times to defeat him.

[C2-3] The Air Kingdom

Head right, collecting two diamonds along the way (2/25), then ride up the air draught to collect two more diamonds (4/25). Keep heading right and jump down at the end of the bridge for two more diamonds (6/25) and the first prisoner on the left [1/5]. Climb down the ladder and stand on the little wooden platform. It will take you to a lever; pull it down. Get back on the platform to go back to the ladder. Climb it up and wait for some bubbles to float up. Jump on one of the bubbles and try to grab the diamond in the air (7/25). The bubbles will take you to a platform above. Climb down the ladder here and free the prisoner on the right [2/5].

Now rapidly hop onto the clouds at the right to collect three diamonds (10/25) and reach the Checkpoint above. Hop in the mine cart up there to collect eight more diamonds (18/25). Then head right to find a diamond (19/25) and a golden heart. Jump on the platform at the right and pass through the spears to free the third prisoner [3/5]. Then climb down the ladder and go right. Jump on the air draught to go up to the top ledge where you'll find two more diamonds (21/25).

Climb down the ladder at the right and drop down below where the arrow points. Activate the bubble machine here too like you did previously and jump on the bubbles to collect the two diamonds in the air (23/25). Then let the bubbles take you to the highest platform with the fourth prisoner [4/5]. Climb down the ladder and head right on the bridge to find the two last diamonds (25/25) and the last prisoner [5/5]. Hop on the bird to complete the level.

Boss: Sia's Sis

To defeat her, you'll simply need to race her and avoid her attacks. You will first need to catch up to her. Rapidly press the A Button as fast as you can (almost smashing it) until you catch up to her. She will then throw you some fireballs, which can be easily avoided. Now rapidly press A again until you catch up to her once more. She will now send some clouds after you. Avoid the thunderbolts by moving left or right. Then you'll have defeated her. Pretty simple, eh?

[C2-4] The Snowy Mountain

Head right for the two first diamonds (2/25), cross the bridge, and climb up the ladder. Jump at the left to grab the diamond in the air (3/25). Now stay below and go right, past the ladder. Leap over the gap at the right to collect the two diamonds in the air (5/25) and free the prisoner on the other side [1/5]. Jump back left and go up the ladder. Jump over to the right and head up the slope to find another ladder. Don't climb it up, instead jump over the gap at the right to collect the two diamonds in the air (7/25). Then climb up the ladder on this side and jump over the bridge on the left to collect another diamond (8/25).

Climb back down the ladder and you'll see on your right a wooden arrow pointing down. Drop down there and you'll fall on a platform below. Jump at the right in the small cavern and collect the three diamonds (11/25) and the second prisoner [2/5]. Go back up using the wooden platform and climb up the ladder once more. This time, jump on the platform above and head right. Hop on the small ice platforms at the right to let the avalanche pass below. Then drop down and collect the two diamonds (13/25).

Go back up and head right. Defeat the penguin here, then jump on the wooden platform to cross and collect the diamond (14/25). Save at the Checkpoint, then pick up the diamond (15/25) and head right again. Jump on the first moving platform and jump from above to the left to collect the two diamonds in the air (17/25). Then drop down below and head right for two more diamonds (19/25). Jump over to the bridge above on your right and head right to find another ladder. Climb it up, free the prisoner [3/5], and jump to the left to collect the diamond in the air (20/25).

Now go right and drop down from the ledge. Stick to the left so you don't land on the spikes. Head left from there and you'll see another chasm. Jump down close to the wall to grab the two diamonds as you fall (22/25). You will land in a pile of snow. Before heading down the slope, look in that pile of snow to find the fourth prisoner [4/5]. Now head down the slope quickly as a snowball chases you. Jump on the platform at the end of the slope to avoid the snowball, then go back down to collect the diamond (23/25). Climb up using the various platforms from there to collect the two last diamonds (25/25) and free the last prisoner at the top [5/5]. Then head right to find the exit.

[C2-5] Boss: Walrus

To defeat the Walrus, Sia will transform into her Sasquatch form. You'll need to pound the ground using (A Button + DOWN) onto the bridge until it's all cracked (about six pounds will do). While you're doing that, avoid the snowballs thrown at you and avoid the Walrus or you'll need to press A really fast to push him. Once the bridge is almost demolished, do in sort that the Walrus will step on it, destroying it, and will fall down to his death. Either push the Walrus on it, or stay on the same side as the Walrus after the last pound, then jump over the bridge and wait for the Walrus to pass on it. It will collapse and the Walrus will be done for.

[C3] Myriade, Sia's Own Kingdom

[C3-1] The Elven Forest

Head right on the tree trunk to get the first diamond (1/25), then jump on the moving platform to go up and leap to the left to reach two platforms with another diamond (2/25) and the first prisoner [1/5]. Go back to the platform on the right and keep heading right for two diamonds (4/25) and one more on a platform on your right (5/25). Then jump up to the platform above on your right for another one (6/25). Drop down from there and look at the left for another diamond (7/25) and the second prisoner above the ladder on the right [2/5].

Go right and slice the statue. You'll see a big tree with mushrooms around its trunk. Quickly jump on the mushrooms to reach the platform above. Jump on the other platform at the left of this platform to find a diamond (8/25). Then go back right and jump on the moving platform to reach yet another platform. Leap from this platform to the small one in the air above on your right to reach two more diamonds (10/25). Then leap from the second platform to the other bigger platform on your right and pick up the diamond at its extremity (11/25). There is an invisible bridge leading from this platform to another one. Stand at the edge on the right side of the platform and simply walk to the right. You'll walk along an invisible bridge leading to the third prisoner [3/5].

Free her, then go back all the way left and climb down the ladder on one of the platforms. Pick up the diamond on the left (12/25), then use the moving platform to go down to another diamond (13/25) on the tree trunk. Head right from there to find another diamond (14/25). Keep going right and pick up the diamond on the platform over the water (15/25). Head right again to find the Checkpoint. Climb on top of the small mountain and get on the moving platform to go up. Jump to the right to land on a platform with a diamond (16/25), then you'll see another moving platform below. Drop down there to find the fourth prisoner [4/5].

Go back up and head right to find two ladders and a statue on top. Climb up the first ladder to find a diamond (17/25), then hit the button on the statue with our sword. Go back down and head right. You'll notice some rocks in the water. Jump towards the first one and it will raise. Wait until it's high enough and jump to the platform above it to collect a diamond (18/25). Now go back to the statue and hit the button once more. Go back to the water and quickly cross using the rocks to jump over. Don't stay on them for too long though. Once on the other side, jump on the moving platform to go up to find a diamond on your right (19/25), then leap to the platform at the left to

find another diamond (20/25).

Go back down below and head right. Jump on the moving platform, then leap to the platform with the last prisoner [5/5], but be quick if you don't want the tentacles to push you in the water. Quickly jump on the other platform at the right, then leap to the platform in the air above on your right to find a diamond (21/25). Then go down and head right, all the way until you come to a tree with mushrooms. Jump on them to reach the top, then climb up the ladder to get a diamond (22/25). Go back down and jump in the middle of the man-eater plant to get a diamond (23/25). Then quickly press A to get out of it and jump in the other one at the right for another diamond (24/25). Keep going right and you'll find another tree with mushrooms. Reach the platform at the very top of it to find the last diamond (25/25). Now head right for the exit.

[C3-2] The Gremlins Machine

When you start the level, jump on the small pillar on the ground and it will raise, allowing you to reach the platform above and collect the two diamonds (2/25). Then jump across the three big moving pillars, avoiding the spikes in between. When you're standing on the third pillar, stay there, as there are two hidden diamonds to get. Wait until the pillar raises to its highest point, then jump to the right and try to land on the moving platform at the right with the two diamonds above (4/25). It's pretty hard to do, so it may require a few tries.

Then you'll come to a puzzle involving two cages. Ignore the first cage and go near the second one. Pull down the lever to lower the cage, then jump on the lever and then on the cage. You'll be able to reach the two platforms at the left with two diamonds on (6/25). Then, jump on top of the first cage on the left and hop on the platform above it. Jump on the other moving platform on the left to collect the four diamonds above it (10/25).

Now go back down to the cages. The following part is quite hard to explain as well as to perform. To open the gate on the right, you'll need to press the two red switches on the ground. To do so, wait until one of the rabbit enemies steps on the switch and pull down the lever to lower the cage, trapping the rabbit on the switch. Easier said than done though, as the rabbits rarely stand still on the switches. The best way I found was to stand yourself on the switch, then when you see the rabbit leaping towards you, move out of the way and the rabbit should end up on the switch. Quickly pull down the lever to trap the rabbit and repeat the same with the second switch. The door should now be open, so proceed to the next room.

Ignore the colored buttons on the ground and head right. Ignore the first lever and jump on the platform above. Pull down the lever on this platform, then go back down and pull down the second lever (the one at the right). Back up a bit until the gate at the right is out of sight, then go back towards it and it should be open (If not, mess around with the levers until it is; there seems to be a glitch preventing it from opening when it's supposed to).

Before proceeding to the next room, jump on the platform at the left of the higher lever to collect a diamond (11/25), then jump on the platform at the right of this same lever (above the gears) and on the last one to find another diamond (12/25). Now jump on the two platforms that are above the lever, by leaping from the platform at the right. Up there you'll find two

more diamonds (14/25) and the first prisoner [1/5].

Now go through the new open gate and another gate will be blocking your way. Look above that gate to see a square that changes color. Remember the order of the colors it shows (The order is different every time you enter the level, so I can't help there). Go back to the colored buttons on the ground at the entrance of the previous room and step on them in the order shown by the square. This should open the gate (That puzzle seems to be glitchy too, so if the gate doesn't open although you stepped on the buttons in the right order, try again until it opens).

Go through that gate and in the room behind, you'll find the second prisoner [2/5]. Pull down the lever at the left of the prisoner to activate the wheel in the previous room. It should now be spinning. Grab on to the wheel and jump when you're standing upwards. You should cling on to the small platform above. Jump at the left of it if you want to collect the two diamonds by the wall (16/25). Then climb up the ladder and go left, ignoring the second ladder. Jump on the platforms above the chasm to collect two more diamonds (18/25). Leap from the last platform to the bigger one at the left to free the third prisoner [3/5].

Now make your way back to the ladder and climb it up. Save at the Checkpoint, then climb up the other ladder to find an explosive barrel at the top. Slash it twice with your sword to push it down below. It will fall on the robot and create a platform for you to jump on. Jump to it, then hop in the mine cart. When you see the button symbol appear at the bottom of the screen, quickly press the A Button to jump over the chasms. You should get six diamonds along the way (24/25).

You'll land on a small platform from where you can see a weight in the upper left corner of the screen. Jump on the platform at the left and quickly jump a second time towards the weight, slashing it to make it fall. Hold left to land on the lift at the left and the weight will make it go up. At the top, free the fourth prisoner on the left [4/5]. Then head right and jump on the small platforms to cross over to the other side of the chasm where you'll find the last prisoner [5/5].

Head right again and go past the ladder. You'll find more platforms at the end. Jump on them to reach the last diamond (25/25). Now go back to the ladder and climb it up. Jump to the left and pull down the lever, then quickly jump to the right and pull down the second lever. If you don't pull both fast enough, they will reset. Jump on the wooden lift in the middle once you've pulled both and the level will be completed.

[C3-3] The Library

Head right until you come to a big spider wearing a helmet. Jump over it and look at the right, by the wall, to find a lone diamond (1/25). Go back to the spider and slash it once with your sword. An arrow will appear over it. Jump on its back, press DOWN, then jump to reach the stairway above. Go right and you'll find a book. Press UP to look at it and a platform will appear. Jump on this platform to reach a spider web on the left. Don't jump on it though, or you'll hit the spikes above. Jump on the wood next to it instead. Then jump on the next spider web and hop on it to leap higher and reach the two diamonds above on your right (3/25).

Then leap towards the next spider web on the left and slash the thread above

the spider to make it fall. Land on the platform at the left and head left, past the ladder, until you find a diamond (4/25) and a key at the end. Now go back to the ladder and climb it up to find the first prisoner [1/5]. Go right and you'll see a red carpet on the ground. Step on it and you'll fall through it, getting a diamond (5/25). Now unlock the book at the right with the key and look at it to make an invisible bridge appear. You'll see a diamond below; drop down to grab it before the bridge passes over it (6/25).

Go back up and cross the bridge this time. Head right until you find two diamonds (8/25). Keep going right up to the Checkpoint and drop down on the heap of books below at the right. Go right from there and you'll find the second prisoner [2/5] and another of these big spiders wearing a helmet. Wondering what's it doing there? There's a secret passageway above with a few diamonds. Hop on the spider to jump higher and hug the wall at the right to find a secret passage where you can pass through the wall (you can see a platform on the other side of the wall). Then jump in the air and walk along the invisible bridge to reach three diamonds (11/25) and the third prisoner [3/5].

Jump on the platforms to reach the floor above and before climbing up the ladder, go left first and head down the stairway to pick up two diamonds (13/25). Go back up the stairway and climb up the ladder. Climb up the second ladder and leap to the right to collect the diamond in the air (14/25). Then jump on the platforms at the left of the ladders to collect two more diamonds (16/25). Head left for two more (18/25), then jump on the platforms above and slash the spiders. Head left again for one more diamond (19/25) and the fourth prisoner [4/5].

Keep heading left, past the ladder, and at the very end you'll find two diamonds (21/25). Go back to the ladder and climb it up. Jump to grab the diamond on the left without touching the spikes (22/25), then climb up the second ladder and jump on the spider web at the left to get another diamond (23/25) and a key. Now jump over to the spider web above. From there, jump to the far left to land on a platform by the wall with the last prisoner on [5/5]. Go back up and go right to find the two last diamonds (25/25). Unlock the book with the key and look at it to complete the level.

[C3-4] Sia's Palace

Go right and you'll face a fox enemy holding a huge sword. Wait until he raises his sword and slash him. He'll tumble down the stairway. Head down the stairs to find the two first diamonds (2/25), then repeat the same with the other fox enemy, but it will take more hits. Go down the stairway and jump to the right to grab the three diamonds in the air (5/25). Head down the stairway at the left and jump on the rocks over the water to collect two more diamonds (7/25). Keep heading left for two more (9/25) and the first prisoner [1/5] at the end. Pull down the switch here, then go back all the way to the right to find another diamond (10/25) and head through the door to enter the palace.

Head right for two diamonds (12/25) and the second prisoner [2/5]. Down the stairway for two more (14/25) and the third prisoner [3/3]. Keep going right, past the many enemies, up to the fourth prisoner [4/5] where you'll find two more diamonds (16/25). You'll then come to a grass area. Right where the grass starts, jump up and you should land on an invisible platform. Keep jumping to land on other invisible platforms above. Once on the highest one, go right to walk along an invisible bridge leading to two diamonds (18/25).

Then drop down to find the Checkpoint. Go right and jump on top of the big spider to grab the diamond above (19/25). Now head right to find three diamonds on a table ahead (22/25). Head down the stairs for two more (24/25), then keep going right, past the enemies, until you come to another spider. Jump on its back to grab the last diamond above (25/25), then free the last prisoner [5/5] and head up the stairs to reach the exit.

[C3-5] Boss: The Fox Lady

To defeat the Fox Lady, you'll need to hit her five times while she is in her tornado form. Her attack pattern is pretty simple. She'll start by throwing an energy orb which can easily be avoided by moving right or left. She will then move to the right side and sends wolves at you. Jump over them to avoid them. After that, she will start spinning across the screen. While she's doing that, press B to hit her, but don't stand too close or you'll get hurt. Repeat this four more times to defeat her.

[4] Callype, The T'soa continent

[C4-1] The Turtle Village

To complete this level, you'll need to free the three turtles by pulling three levers across the level. From the starting point, go right and jump on the poles to reach the top one, that has a diamond on (1/25). Then jump on the roof at the right and leap to the other poles on the right. Jump on the balcony above and on the roof at the right to find the first prisoner [1/5]. Keep going right for two diamonds (3/25), then jump down on the poles at the right for two more diamonds (5/25). Stand on the lowest pole and look at the right to spot a diamond inside the house. Jump to the balcony and press UP to enter the house and collect the two diamonds inside (7/25). Also free the second prisoner inside [2/5].

Now go back to the lowest pole and this time, take a look at the house on the left to spot a girl inside. Leap to the ledge under the window, then drop down on the balcony and press UP to go inside. Collect the two diamonds (9/25) and free the third prisoner [3/5]. Go back to the balcony and look down to see a turtle guard. Leap over to the left to land on the dock. Then go left and jump on the pole, then on the barrel in the water to collect another diamond (10/25). Now go back right and throw a big energy ball at the turtle guard to defeat it (or pass over it using the window's ledge and the balcony). Jump on the poles at the right of the dock and look down in the water to spot some crates.

Leap from one crate to another until you reach the dock on the other side. You'll get a diamond on the way (11/25). Once on the dock, crouch and go right to pass under the metal grates. You'll get two more diamonds (13/25). Now jump on the pole at the right of the dock and do a big leap to the right to reach the stairs. Get the two diamonds here (15/25), then climb up the ladder to find the Checkpoint. Jump on the window's ledge at the left to get

another diamond (16/25). Now climb up the ladder above the Checkpoint and defeat the turtle guard with a big energy ball. Pull down the lever behind him to free the first turtle and collect the diamond above (17/25).

Now jump from the roof you are on to the turtle shell roof at the right. Crouch to pass under the balcony with the turtle guard and go right for two diamonds (19/25). Defeat the turtle guard blocking your way with a big energy ball, then pull down the lever behind to free the second turtle. Now jump on the window's ledge at the left of the lever and jump again to reach the roof of the house above. Climb on it to find the fourth prisoner [4/5].

Go back to the Checkpoint and climb up the ladder above. Stay near the top and leap from the ladder to the left, to land on the balcony below. Enter the house and free the last prisoner [5/5] and collect the three diamonds at the left inside (22/25). Go back to the balcony and jump on the roof at the left. Keep going left and jump on the other roof to collect two diamonds (24/25). Go back to the Checkpoint once more and climb down the ladder under it. Jump to the right of the stairs to land on a ledge with a lever. Pull that lever, then quickly jump on the big crate at the right. It will carry you to the right.

When the crate stops, jump down towards the window, but not entirely. If you jumped at the right spot, you should land on a barrel over the water. (It's a a bit of a blind jump, so it might require a few tries before you get it right). Jump on the dock at the right of the barrel, then use the ledges to climb up to the right. Jump on the crates hanging from the roof and collect the last diamond (25/25). Then jump on the poles ahead to climb up to the roof above. Defeat the turtle guard, then pull down the lever behind to free the third turtle. Go back down to the dock below and head right to complete the level. (If you die and start back at the Checkpoint, you'll need to pull the three levers again, even if you already did.)

[C4-2] The Seaport

Climb up the ladder at the start of the level and jump on the small platforms at the right, avoiding the cannonballs. Slash the rope holding the boulder on the beam ahead to make it fall down. Keep going right and jump on the other platforms at the right of the beam. Jump down to the door in the wall of the tower and press UP to go inside. Defeat the shark, then jump on the vines above to collect four diamonds (4/25) and free the first prisoner [1/5]. Go back outside and climb to the top of the tower. Stand on the highest platform at the right and leap to the right to land on another platform on another tower.

Climb down the ladder here to find the second prisoner below [2/5]. Then head right to find three diamonds down here (7/25). Go back to the ladder and climb it up. Jump on the platforms at the right to collect two diamonds (9/25) then two more (11/25) on the beam. Slash the rope holding the boulder here. Keep going right and jump on the platforms at the right of the beam. Go down to the door in the wall of the tower and press UP to go inside. Defeat the shark, then climb up on the vines above to collect four diamonds (16/25) and free the third prisoner at the top [3/5]. Go back outside and climb to the top of the tower.

Jump on the wooden platform at the right to collect a diamond (17/25), then do a big leap to the right to land on an invisible platform in the air. Walk along it to the right and you'll find the fourth prisoner [4/5]. Then drop

down below and go right for two diamonds (19/25). Go back left and jump on the small platforms above to collect two more diamonds (21/25). Head right, up the stairs past the archer enemy, and climb up the small ladder here. Jump on the platforms at the right to find two diamonds (23/25) and climb to the top of the tower.

Jump on the wooden platform at the left and collect the diamond (24/25). Then, do a big leap to the left to land on an invisible platform in the air. Walk along it to the left to find the last prisoner [5/5]. Now go back to the very top of the tower and this time, jump on the platform at the right, the one with a cannon and a ladder. Climb down that ladder and you'll see the last diamond at the right of it. Jump to reach it (25/25) and drop down below.

Now go all the way to the right, jump on the small platforms along the way, avoiding the cannonballs, to climb up to the highest ledge. Keep going right and jump on the small platforms to reach a wooden platform. Climb down the ladder on this platform to go down. Jump to the right from there to land on a submarine. Stand on the opening in the middle and press DOWN to go inside. Defeat the shark in there to complete the level.

[C4-3] The T'soa Camp

Another straightforward level. From the start, head right and throw small energy balls at the barrel the enemies are holding to make them explode from afar. Free the first prisoner on the way [1/5] and collect the three diamonds above (3/25). Keep going right for two more diamonds (5/25), then collect the two (7/25) above the barrels where an enemy throws rocks at you and free the second prisoner [2/5]. Slash the first barrel to find another diamond inside (8/25). Keep heading right and avoid the electricity waves on the ground where the poles are hit by thunder by jumping over them. Collect the diamond on the way (9/25).

Then you'll come to a catapult with an enemy throwing rocks. Slash the catapult to get rid of that enemy, then turn around to see a monkey throwing explosive barrels. Stand back on the catapult to make the monkey throw a barrel at the catapult, which will explode, revealing a diamond underneath (10/25). Collect the other diamond at the right (11/25), then keep going right until you pass in front of a tent. An enemy will start chasing you; run for your life, collecting the three diamonds along the way (14/25), until you come to an explosive barrel. Jump over it and you'll get rid of that mad enemy.

Free the third prisoner on the right [3/5], then you'll see another explosive barrel. Jump on it, even if you get hurt. It will launch you in the air, where you'll get a diamond (15/25) and a golden heart to refill your health. Then keep going right for two more diamonds (17/25) and another catapult. Do the same as for the previous one; make the monkey throw a barrel on the catapult to make it explode and you'll find a diamond underneath (18/25). Then collect the other diamond at the right (19/25). Head right to get chased by another enemy. Jump over the explosive barrel and pick up the diamond at the right (20/25).

Go right to find the fourth prisoner [4/5] and two more diamonds (22/25). Keep going right until you come to the last prisoner [5/5] and another diamond on the right (23/25). Go right again until you come to another one of these enemies throwing rocks. Slash the barrel he is standing on to find a diamond inside (24/25). Head right again until you find the last diamond (25/25) on

the way and go right from there to reach the exit.

[C4-4] The Fortifications

As you begin the level, you'll get catapulted on a higher part of the fort. Head right and drop down. Go left to free the first prisoner [1/5], then go back right and jump in the catapult to collect the diamond in the air (1/25). Then go right and you'll see a cauldron with a monkey behind. Use your magic ring to throw a small energy ball at the cauldron. Now jump over the cauldron and free the second prisoner behind [2/5] and collect the two diamonds (3/25). Then jump inside the cauldron to go up. Jump on the platform at the left to collect the diamond (4/25), then jump over at the right to collect the other one in the air above (5/25).

Now leap over to the right to land on a wooden platform. Keep going right for another diamond (6/25), then drop down and go left for two more (8/25). Go down again, defeat the monkey throwing barrels, and pull down the lever behind him. Then go all the way to the right and you'll see a lift. Jump over it and collect the two diamonds behind (10/25) and free the third prisoner [3/5]. Go back to the lift and jump on it to go up. Leap to the wooden platform at the right, then jump on the ledge above and pull down the lever at the right. Grab the hook to move over to the right, then after you drop from the hook, stand on the edge of the platform and leap over to the right to reach a secret area with three diamonds (13/25) and the fourth prisoner [4/5].

Now jump off the platform at the left to collect the two diamonds as you fall down (15/25). Then head left and pull down the lever, and head all the way right and jump on the platform at the end to go up. Keep an eye on the left to spot three diamonds, grab them as you go up (18/25). Once on top of the fortress, go left and the gate should be open if you pulled the lever below. Jump across the spears and they shouldn't hit you if you jump at the right angle. Then get rid of the fox enemy and save at the Checkpoint. Look down at the left of the Checkpoint and you'll see a diamond below. Jump down to grab it (19/25), then go back all the way up to the Checkpoint.

Keep going left from there until you get another diamond (20/25). Jump across the spears, although this time it doesn't seem like you can avoid them. Keep going all the way left, defeat the monkey throwing barrels, then jump on the catapult behind him to reach some platforms in the air and grab the diamond above (21/25). Jump on the platform at the left to go up and grab the two diamonds (23/25), then jump back down below and go right from the catapult. Jump on the platform to reach the wooden ledge above.

Avoid the things thrown from above and cross over to the right. Jump on the moving platform to go up, then jump on the top ledge of the fortress and go left to find the last prisoner [5/5] and the two last diamonds (25/25) at the end. Now go all the way right and jump on the moving platform to cross the chasm. Get rid of the fox enemy, then jump on the platform at the right and leap to the ledge with all the enemies. Defeat them, then jump on the next moving platform to reach the exit.

[C4-5] Boss: Onimen

To defeat Onimen, Lady Sia will turn into her Sasquatch form once again. At the start of the battle, Onimen will throw a kind of green ball at you. Don't avoid it, let it touch you, and you'll shrink. Rats will appear on both side of the screen; defeat them all. A big block will then fall from the ceiling. Stand back and press the L Button to dash towards the block, pushing it. Push it on the switch in the center of the screen, right below Onimen. This will disable the protective barrier around him. Use that opportunity to slash him. He will then start hovering around the screen, throwing energy balls at you. Stay below him the whole time and follow him, since his attacks never hit you as long as you stay under him. He will then land back on the platform in the middle and the process will repeat. Do the same thing three more times to defeat him. Not too tough for the final boss.

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+                                     [D] BONUS LEVELS                               +
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To unlock the extra levels (1 per world), you'll need to complete all the levels inside a world up to 100%. To get 100%, reach the end of the level with all 25 diamonds, all 5 prisoners, full health and full magic powers. Completing all the levels, including the bonus ones, up to 100% will allow you to see an extra scene at the ending, after defeating Onimen.

[D1] The Castle

Climb on the ledges at the start, then head right and collect the first diamond (1/25). Jump down to get the second diamond (2/25), then jump on the path with the pumpkins at the right to collect another diamond (3/25). Keep going right on this path and climb up the ladder at the end to find the first prisoner [1/5] and a diamond (4/25). Then jump back down and use the hook at the left to go down. Head all the way right to find three diamonds along the way (7/25). Now go back all the way left from where you came and drop down below where you can see a tree. Drop down again, on the left, to find two diamonds (9/25) and the second prisoner [2/5].

Head right from there, defeat the T'soa enemy, and leap to the ledge on the right with a diamond on (10/25). Now, drop down from this ledge to the one below, on your left, where you can see a blue energy ball. Climb down the ladder here to find another diamond (11/25) and the third prisoner [3/5]. Go back up above and keep heading right to find two diamonds (13/25) on the way. Get the other diamond (14/25) at the end of the path, then go back left to the wooden platform with the three rats. Go down the ladder here to get to another area below with another diamond (15/25). Go all the way right to find one more diamond (16/25) at the end of the path.

Go back all the way left and keep heading left up to the Checkpoint where you will find another diamond (17/25). Drop down below and go left to free the fourth prisoner [4/5]. Now drop down at the right and go left to find another diamond (18/25). Go back right and head all the way right to find three diamonds (21/25) along the way. Jump on the path with the moss at the right

to find yet another diamond (22/25) as well as the last prisoner [5/5]. Now jump down to the path below at the left and go left to find a diamond (23/25). Use the hook to go down to the bottom path to collect another diamond (24/25), then defeat the enemies at the left to get the last diamond behind (25/25). Go at the end of the path at the right and hop on the bird to complete the level.

[D2] The Snowy Mountain

Head up the slope at the start to get the first diamond (1/25), then jump on the ice platforms at the right in the air and between the second and third highest platforms, you'll notice a diamond in the air. Drop down to grab it (2/25) and you'll fall on a platform below. Jump on the other platforms at the right to reach a little cave where you'll find the first prisoner [1/5]. Go at the right of the cave and cross the chasm using the wooden platform to reach a ledge with a diamond (3/25) and a heart.

Now cross back the chasm, cross back the cave, and go back across the ice platforms all the way to the start of the level. This time, jump on the ice platform at the top and grab the diamond on the third one (4/25). Jump on the other ones at the right to reach another ledge with a diamond (5/25) and a penguin. Defeat that penguin, then jump on the wooden platform and leap to the right to grab the two diamonds (7/25) in the air. Now go right and you'll get to a chasm with a moving platform and an arrow pointing down. Don't drop down yet, instead go at the right of the arrow to find three diamonds (10/25).

Now you can jump down in the chasm. Look at the left for the second prisoner [2/5], then go right and jump on the ice platforms to collect two diamonds (12/25) and get to the top. Once on top, go left and free the third prisoner [3/5]. Now go right and head down the slope to find a diamond (13/25). Jump on the wooden platforms ahead until you reach an ice platform with the Checkpoint. Jump on the other platforms at the right to get a diamond (14/25), then drop down below where you can see a diamond between two platforms (15/25) in the air. Head down the slope below for three more diamonds (18/25), then go left and free the fourth prisoner [4/5].

Now go back up the slope and head right to find two diamonds (20/25) along the way. Climb up the ladder at the end and jump on the platform at the right. Jump up again to grab the diamond in the air (21/25), then drop down on the second ice platform at the right to find the last prisoner [5/5]. From this platform, drop down at the left to grab two diamonds as you fall down (23/25). Head all the way right, up the slope, to find the two last diamonds (25/25) and the exit.

[D3] The Library

Head all the way right to get the first diamond above a spider web at the end. Use that web to jump to the ledge on the left above, getting another diamond in the process (2/25). Free the prisoner on that platform [1/5], then jump on the spider web at the left and on the platform with the big spider. Jump on that spider after hitting it to reach the two diamonds above (4/25) and the key on the platform at the left. Once you have it, get back on the spider web at the right and jump on it to reach the stairway high above on your right.

Contact Info

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- Include name of game in subject line -- this is not my only FAQ
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