

Rayman Advance FAQ/Walkthrough

by Hylianhero

Updated to v1.4 on Aug 2, 2001

This walkthrough was originally written for Rayman Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.

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|   Rayman Advance   |
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|   Walkthrough/FAQ |
|   Version 1.4     |
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- 1) Introduction
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Welcome to my Rayman Advance Walkthrough/FAQ Guide. This is my first FAQ for GameFAQs, so if you're reading this, it got posted. Rayman Advanced is a splendid game from Ubi Soft, and it mixes great graphics with stellar gameplay. The game looks exactly like the first one on the PSX.

I hope you find this FAQ helpful in every way possible. Hopefully, it will help you enjoy the game as much as I did. The game is very long, and also very addictive, so it will last you a long time. Now, enough with this-onto the FAQ!

2) Updates

8/2/01-Finished the bosses section, walkthrough section, and I added a story, controls, and enemy list section to this FAQ. I added credit to NeoPV in the credits section for the codes. Sorry I forgot to put them in last time! Also added some more questions in the FAQ. Enjoy 1.4!

7/30/01-Version 1.3 is finally here! The walkthrough goes up to and through Mr Stone's Peaks in the Blue Mountains. I added a boss strategy for Mr. Skops, and electroon cage locations for Allergo Presto and Gong Heights in Band Land. Enjoy!

6/24/01-Version 1.2 is up, and it didn't take too long. The Walkthrough and Electroon Cages section have the Dream Forest world fully completed. I made the level layouts easier to read, by making actual "Fairy Stages" where you receive gifts from the fairy separate from the gameplay stages. This works better with the electroon cages guide. I also fixed some minor bugs and errors.

6/22/01-Finished version 1.1 of this FAQ. I filled in everything pretty well except the walkthrough and electroon cages, but I'm still working on those.

3) Characters

The characters in this game look absolutely stunning, but you also need to know who they are. Some actually get pretty confusing after a while, so here's something to help you out.

Rayman-The limbless hero, Rayman returns to save another world from destruction. He needs to be granted abilities from people in order to advance in the game.

The Magician-The Magician is a mysterious creature who first brings you to the land. If you find him in stages, you can pay him 10 Tings to enter a bonus stage to compete for an extra life.

Betilla the Fairy-This fairy is found in various stages throughout the game. She grants Rayman different abilities for different tasks.

The Photographer-A very useful character, he can take your picture, which will act as a continue point if you die in that stage.

Tarayzan-This Jurassic Age person has misplaced his clothes. Return them to him and he will grant you a power to grow plants to use as stepping stones to avoid the rising water.

The Musician-This man is singing the blues since he lost his guitar. Return it to him, and he'll give you a magic flask, enabling you to fly for that stage!

Joe the Extra-Terrestrial-This alien gives Rayman the firefly ability to light up dark caves around his house.

Flying Blue Elves-These little fairies can shrink you and return you to your normal size to pass obstacles and tight spaces.

4) Controls

A Button-Jump, Hover

B Button-Throw fist

R Button-Make face, run, plant seed

L Button-Not used

Start Button-Pause Game

Select Button-Not used

Control Pad-Move Rayman. Can also make Rayman crawl and direct his jumps.

5) Story

In Rayman's world, nature and people live together in peace. The Great Protoon provides and maintains the harmony and balance in the world.

Some fateful day, the evil Mr. Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it! The electroons who used to gravitate around it lose their natural satbility and scatter all over the world!

In the now unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find! The disappearance of the Great Protoon has also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any way.

Rayman to the rescue! As Guardian of this world, he must free the Electoons, recapture the Great Protoon from it's mysterious kidnapper, and reassemble them all to restore the world's harmony.

6) Bosses

At the end of every world, there's a boss (duh). Some will give you more trouble than others. Many times you will meet the boss in other stages before the battle, where you may be able to inflict damage on him that will carry over to the boss battle (like Mr. Sax).

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Moskito-You will fight him in the second level of the Dream Forest for the first time, but the actual fight takes place in the fourth level. Simply punch him to cause damage. When he carries little spiked balls, punch him to make him lose the ball. When he has

big ones, simply walk under them when they're in the air, and continue attacking.

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Mr. Sax-In the fourth level of the Band Land world, you will be able to inflict 2-3 hits before actually fighting Mr. Sax. Punch his NORMAL size notes back at him. When he shoots a big note in the air, duck to avoid it exploding and releasing little notes that will hurt you. Sometimes he will throw a note bomb on the ground, which is when you should use your helicopter ability. When he tries to jump on you, run under him to the other side.

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Mr. Stone-At the beginning of the battle, run to the left, jump on the boulder, jump up, grab the power-up, and punch the smiley face. It will hit him. Now use you helicopter to fly to the other side. Avoid the rocks that fall on you. When he has a boulder in his hands, punch it to make him drop it, then use it to punch the face.

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Space Mama-Space Mama will mainly shoot lasers at you, which you need to crawl and run from to stay alive. After you dodge some of her hits, punch her in the head, but make sure she doesn't block it. Destroy her washing machine when she uses it for a shield.

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Mr. Skops-When you start out of the bridge, wait for him to destroy the piece above the cloud, then hop down on it and duck. Then follow him to the right, and do some platform hopping until he once again continues to the right and falls down. Follow him, and you'll be in the main arena. He is the easiest boss in the game. Just jump and hit his projectiles back at him, aiming for his face.

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Mr. Dark- Stay in between his columns of fire, and position yourself so you fit in the space where his fireballs widen. After a while, you'll face off against transformations.

=====

Mr. Skops on Mr. Stone's Body: Really, really easy. Just dodge his claw by jumping over it, then hit him in the head. Repeat until he's defeated.

Opera Mama and Space Mama: They'll perch on both sides on the screen. Just dodge both laser blasts, and hit one on the noggin over and over again. You'll beat them.

Moskito on Mr. Sax's Body: He'll shrink you. Now dodge his jumps(he'll try to land on you) and when you're sent in the air by the force of his jumps, hit him in the face. Repeat over and over again.

Once you do this, you'll defeat Mr. Dark, rescue Betilla the Fairy, and beat the game! Congratulations!

7) Worlds

Dream Forest-This world consists of the Pink Plant Woods, the Anguish Lagoon, Swamps of Forgetfulness, and Moskito's Ness. You'll meet up with Betilla the Fairy twice here, where she grants you the telescopic fist and grappling ability. Rayman will also meet the seed-loving naked Tarayzan.

Band Land-Explore shakers, notes, broken music scores, drums, and other instruments in Bongo Hills, Allergo Presto, Gong Heights, and Mr. Sax's Hillaballoo. Here, Betilla the Fairy will grant you the hanging power.

Blue Montains-Dodge spikes, boulders and other hazards in the Twilight Gulch, Hard Rocks, and Mr. Stone's Peak. The musician will grant Rayman a flying power for finding his guitar, and Betilla will bestow a running ability on you after hammering Mr. Stone.

Picture City-Be creative in the Eraser Plains, Pencil Pentathlon, and Space Mama's Crater. Dodge the ying-yangs and swing from hoop to hoop over bottomless pits.

Caves of Skops-Meet up with aliens in the Crystal Palace, Eat at Joe's, and Mr. Skop's Stalactites. Meet up with Joe the Extra-Terrestrial to be given the Firefly ability, which will allow you to explore dark caves.

Candy Chateau-Congratulations! You've collected every Electoon and have made it to the final area. Face off with Mr. Dark here, and images of Mr. Skops, Space Mama, and Moskito. It's all or nothing in a battle for all the worlds!

8) Special Abilities

Telescopic Fist-This power is given to Rayman at the pink Plant woods level in the Dream forest. Simply press B to execute the move. Holding B will make the fist go further.

Hanging-This ability is received at the end of the second level of the Dream Forest. It lets you hang from the edge of a cliff of an object.

Magic Seed-Tarayzan gives you this when you return his clothes in the Swamps of Forgetfulness. Press the R button to plant a seed.

Grappling-Betilla the Fairy grants Rayman the grappling ability after beating Moskito in the Moskito's Nest level in the Dream Forest. Simply punch when you're close to a pink hoop to swing from it.

Helicopter-Rayman receives a hair-involving ability at the end of the Allergo Presto level in Band Land. Tap A while in the air to execute this move.

Super Helicopter-Returning the guitar to the musician in Mr. Stone's peak in the Blue Mountains World will give Rayman the ability to fly. Keep tapping A while in the air to fly higher.

Running-After beating Mr. Stone in the Blue Mountain world, Betilla will bestow Rayman with a running ability. Hold R while walking to run.

Firefly-Joe the Extra-Terrestrial will give you this ability to light caves in the "Eat at Joe's" level in the Caves of Skops world. Punch your fist outwards, and the light will follow it.

9) Enemy List

Anti-Toon

Location(s): Dream Forest, Band Land, Blue Mountains, Picture City, The Cave of Skops, Candy Chateau

Identity: Small blue round enemy.

Attacks: Bite

Description: You'll get pissed at these guys. They'll make your life so hard.

Weakness: While they are jumping in the air and biting, you can punch them than. Or you can get a big long punch, than duck to the ground so the punch will come back low and hit the Anti-Toon.

B

Bird

Location(s): Blue Mountains, Cave of Skops

Identity: Actullay, these guys look like spikes. My friend told me they were called birds, don't tell me how he knew that. I don't know either.

Attacks: Spiking (if that's a word)

Description: Run! They're no possible way to beat them!

Usually they appear by collecting a spark. Watch out...

Weakness: You can't defeat Bird.

Bomber

Location(s): Candy Chateau

Identity: He looks like a clown.

Attacks: Bombs

Description: This guy will drop bombs at you from above-it can be very annoying.

Weakness: Punch him, very easy to defeat.

C

Clown

Location(s): Candy Chateau

Identity: He looks like a clown (actullay, he IS a clown).

Attacks: Sends impact to the ground.

Description: A circus freak gone bad-the clown is out for blood.

Weakness: Punch him continously before he gets the chance to smash you off your feet.

Cricket

Location(s): Band Land

Identity: They are green guys that fly.

Attacks: Punch

Description: Flying green insects. Disgusting.

Weakness: Keep this guy on the ground! If you get them in the air it will just make it harder for you. This guy can dodge your punch very well. He will duck to the ground. So like the Antitoon, get a long good punch, duck to the ground so you fist comes down and it will hit Cricket. Repeat.

D

No enemies start with the letter 'D'.

E

Evil Rayman

Location(s): Candy Chateau

Identity: Looks like Rayman, but he has no eyeballs which makes him look evil. And he looks darker.

Attacks: Touch (instant death)

Description: Keep moving! He does everything you did, so even if you skid a bit, he will too, keeping his distance.

Weakness: You cannot defeat Evil Rayman.

Eyes

Location(s): Band Land, Blue Mountains

Identity: You'll find these guys in the walls. Their just a pair of eyes really.

Attacks: Lightning

Description: I sometimes think they're Mr. Dark's eyes.....

Weakness: You cannot defeat Eyes.

F

Fish-Note

Location(s): Band Land

Identity: These are the guys that you punch back at Mr. Sax.

Attacks: Bounce Hit (hey, I don't know what to call it!)

Description: Very weak, insignificant creatures.

Weakness: You can't defeat them, but you can punch them back the other way.

G

No enemies start with the letter 'G'.

H

Hunter

Location(s): Dream Forest, Picture City, Cave of Skops
Identity: These guys hold guns, you'll see these guys a lot, you can't miss em.
Attacks: You'll know they're there by their flying hammer bullets.
Weakness: Punch him while he's reloading his gun. If he try hitting him while he's shooting, it won't damage him.

I

No enemies start with the letter 'I'.

J

No enemies start with the letter 'J'.

K

No enemies start with the letter 'K'.

L

Livingstone - Tall

Location(s): Dream Forest
Identity: These are tall green face guys with a hat on. Their the tall ones, not the short ones.
Attacks: Walk into you (the most horrible attack! Psych =))
Description: The best thing to do is to make a plum fall on their face.

Weakness: Punch these guys... they won't dodge it, they won't care, their so easy. Or you could make the funny face and they'll run at the site of the face. That's just retarded...

Livingstone - Small

Location(s): Dream Forest

Identity: These guys look a lot like the Tall Livingstone but their smaller. I call them midgits in the FAQ.

Attacks: Walk into you

Description: Act a lot like crickets....they jsut don't fly.

Weakness: Like the Anti-Toon, get a long good punch, than duck.

M

No enemies start with the letter 'M'.

N

No enemies start with the letter 'N'.

O

No enemies start with the letter 'O'.

P

Pirate 1

Location(s): Picture City

Identity: These guys ride spoons and chase you.

Attacks: Spoon Crash

Description: Now I've seen everything-a spoon riding pirate...

Weakness: Like I said, punch them to stall them for a second.

Pirate 2

Location(s): Picture City

Identity: Before Opera Momma, you face this guy.

Attacks: Don't know

Description: Very easy, weak guy...of course, he does stay in that stupid ship....
Weakness: Walk really close to him and rapidly punch to defeat him.

Pirate 3

Location(s): Picture City
Identity: After defeating Pirate 2, you'll face Pirate 3
Attacks: Bomb, Knife Swipe
Description: This guy will make you lose health before Opera Mama, making your life difficult.
Weakness: First, when he launches bombs, dodge them and jump up and punch the place were the bombs are coming out of two times, when he's out, like Pirate 2, go up to him and punch him rapidly.

Pirhana

Location(s): Dream Forest
Identity: These guys just pop out of the water and go straight up. Of course, they look like Pirhanas.
Attacks: Bump...
Description: Just like the fish in Mario...
Weakness: You can't defeat them, but you can stall the popping up sequence. Punch one of them and they'll just stay there in midair, blink a few times than go back into the water. Which gives you time to cut through with your tomato.

Q

No enemies start with the letter 'Q'.

R

Red Monster

Location(s): Band Land
Identity: These guys clutch two gigantic axe balls, they are very big, and people might mistake them for a boss.
Attacks: Axe Clash, Axe Hit
Description: Very huge....you just have to use clouds to get past them.
Weakness: You can't defeat them. You'll just have to dodge them and make your way over them.

S

Shark

Location(s): The Caves of Skops

Identity: They look like a shark. Self explanatory.

Attacks: Shark Bite

Description: So annoying! Just when you have that water balloon that says "Joe's" going where you want it to, they'll ruin it!

Weakness: I don't know if you can kill them. They just dive again too fast...

Spider

Location(s): The Caves of Skops

Identity: They look like a spider

Attacks: Homing Spike, Spider Chase (ahhh!!!)

Description: Try to ignore there speedsters.....killed me so many times....

Weakness: Punch them before they get the chance to homing spike you.

Stonedog

Location(s): Blue Mountains

Identity: They look like dogs made out of stone.

Attacks: Dog Bite

Description: They look like midgets.....

Weakness: Just punch them all really, one punch should take them out. If you get a very weak punch out of them, it'll take two.

Stoneman

Location(s): Blue Mountains

Identity: These mini-Mr. Stone guys toss stones at you.

Attacks: Stone Throw

Description: They look like pirates from Rayman 2: The Great Escape..

Weakness: Punch them a few times to take them out. You'll have to punch him when he's loading up another stone to throw at you.

T

Tentakel

Location(s): Dream Forest

Identity: There is only one in the entire game. it's eye is at the bottom and it has a lips like thing on the top of him/her.

Attacks: Bump (yikes!)

Description: What the heck it that thing?

Weakness: Jump up and punch it in the lips like head and it will faint down, jump over it and continue.

Timbel

Location(s): Band Land

Identity: Their huge cymbals.

Attacks: Cymbal Clash

Description: Only one in the entire game.....hard if you don't know what to do.

Weakness: You cannot defeat Timbel.

U

No enemies start with the letter 'U'.

V

No enemies start with the letter 'V'.

W

Waterboy

Location(s): Candy Chateau

Identity: These guys have one eye that has a robotic eye. Otherwise, he looks like a regular human. And there's only one in the entire game.

Attacks: Waterball Throw

Description: He throws these very fast, so dodge them with all your might.

He's an endangered species, too.

Weakness: You gotta get to him when he's not throwing any waterballs, and punch him. Easy enough eh?

X

No enemies start with the letter 'X'.

Y

No enemies start with the letter 'Y'.

Z

No enemies start with the letter 'Z'.

10) Items

Tings-These blue little balls are the collectibles of this game. Collect 100 to earn yourself an extra life.

1-Up Trophy-Found in the open, or after you complete a magician's mini-game or collect 100 tings, these grant you an extra life.

Health Ball-These power balls will refill or even boost your health meter by two spots depending on the type of ball it is.

Magic Fist-Depending on what type it is, the magic fist will allow you to increase your punching power or speed.

Continues-These let you continue from the last spot you entered a stage or took a picture.

11) Walkthrough

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Dream Forest-1st World
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Pink Plant Woods, Dream Forest

Stage 1-Jump around and collect some tings, then head to the right side of the screen and jump onto the hand. Continue jumping on platforms until you reach the stage exit sign.

Stage 2-Jump across the water, and take the lower path. Avoid the enemies, and climb up the little multi-colored vine sticking up from the ground to nab a Health Ball. Continue through the level until you reach the photographer. Continue going right, and jump from vine to vine avoiding the fishes. Now jump onto the platform to exit the stage.

Fairy Stage

Talk to Betilla to get the telescopic fist ability. Punch the plum, then stand on it, and jump up to the platform to reach the stage exit sign.

Stage 3-Practice your punching ability on some enemies, then climb the vines, hitting an electroon cage on the way. Continue going right until hammers start flying at you from behind, then turn around and whack the shooter. Now continue on. Continue on the

top set of platforms until you reach a plum. Now drop down to the central platforms and continue right. Punch the shooter, then free the electroon, and exit this level.

Anguish Lagoon, Dream Forest

Stage 1-Keep going right until you reach floating platforms, which you should quickly climb on to get to the next platform. Now go left, and kill the shooter and free the electroons. Now exit the stage.

Stage 2(A)-Head right. Jump down the long drop and you'll battle....

Moskito

Moskito, for the first time, is very easy. Just duck and jump to avoid his attacks, and then punch him on the noggin.

Stage 2(B)- Now avoid the obstacles and spikes, and ride Moskito to the stage exit.

Fairy Stage

Now talk to Betilla to be given the hanging ability. Hang on the platform with tings, then head to the stage and level exit.

Swamps of Forgetfulness, Dream Forest

Stage 1-Jump up and punch the clothes hanging from the tree. Tarayzan will be grateful and give you the magical seed power. You can now press R to plant a seed. Plant one, and jump on it, then jump to the platform on the right. Now plant another one, then jump on the floating platform on the left, then jump on the other platform on the left. Plant another seed, then jump on the swinging grape, and jump to the platform to the right. Plant one more seed and use it to jump to the platform above you. Defeat the shooter, then plant another seed, and jump to the platform to the right. Punch the cage, then plant another seed to reach the platform above you. Now walk to the left and plant a seed there, jump up, plant a seed, and use it to cross the floating platforms to the one-up trophy. Plant yet another seed, and jump on the swinging grape. Plant another one, and jump on another swinging grape. Jump to the platform to the right, then to the one above you. Kill the shooter, then jump up to the next platform, and walk right to the stage exit.

Stage 2-Grab the speed power-up, then punch the grapes so they land on the heads of the enemies, then use them to cross. Punch the last grape, and use it to climb to the next platform. Punch the next grape, and jump on the guy's head, and then to the moving floating platform. Now jump to the next platform, and fall to the land below you. Kill the enemies, then jump to the floating platforms, and finally, the swinging grape. Use it to get the top right strip of land, then walk over to the exit sign.

Stage 3-Punch the grape, then ride it down over the spikes. Then use it to cross the water, and jump to the next platform. Defeat the shooter and exit the stage and level.

Moskito's Nest, Dream Forest

Stage 1- Walk right until you get to the water. Knock down the plum and ride to the right dodging the spikes. When you arrive on land there'll be one small blue enemy and 3 spikes. Walk right avoiding them. When you get to the water knock the plum in and ride to the right. Dont get hit by the fish, and when you see the photographer keep riding until you stop. Get the P and ride back left and get the photographer. Walk right and when you see the plum knock it down and right down the hill. Follow it down and jump on it when it gets in the water. Ride to the right and when you see the small platform kill the enemy and then jump on. Kill the enemies you see on the platform and keep going right. Knock the plum down the hill (ride it down) and when it stops be careful not to get hit by the small enemies. Go right and then you'll eventually see a giant lip enemy and hit it in the lip and kill the enemy that pops out. Keep going right because you cant kill it. Jump on the flower and ride it up to the large platform and go right until you make it to the sign.

Stage 2- Go right and jump on the flower, then while on the flower kill the tall enemy and jump on the platform. Jump to the flower, and then to the next flower. Then jump on to a small island marked my tree leaves. From the island jump across 3 flowers and when you get to the 4th stay on it as it goes to the right. Jump off onto the platform then go up the next 2 platform to get the photographer. From there jump on a flower, then to a falling flower and 3 more after that. Jump onto land and go right across the land dodging the spikes. Then jump across the sliding flowers and onto the land. Then jump onto the higher ledgeto get the photographer. Then go back to the bottom and go right. Jump on the swing plum then to the falling flower. From there jump on a big flower. Then jump across more big flowers not getting hit by the spikes. Then you'll jump on a falling flower and then to a small platform. After that jump to the bigger one and run right. Jump over the enemy and touch the sign.

Stage 3- Go right and jump on the falling flower and then to the log. Jump up 2 falling flowers and to a platform. Dodge the spike then jump right following the tings and you'll land on a log. Go right then jump to the small platform and then to the big one. Go up the hill then jump off the edge and land on the sign.

Now use the boss section of this FAQ to fight Moskito. When you win, you'll come to a...

Fairy Stage

Talk to Betilla, and she'll grant you the grappling ability. Now just grappel the hoop, then swing to the exit.

WORLD COMPLETE!

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Band Land-2nd World
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Bongo Hills, Band Land

Stage 1-Walk right, fall down on the shaker, and kill the enemy. Jump on the bongos to

another platform, then walk right and collect some tings. Kill another enemy, then jump onto a cloud. Ride it downwards, then quickly jump onto another cloud. While riding, duck down and then jump up to another cloud. Now jump to the next platform and collect some more tings. Take a leap of faith and land on a shaker, then just walk across the bongo drums to another shaker, then another set of bongo drums, and finally onto a platform. Now jump onto the cloud and ride it down, then quickly jump to the next cloud. Ride it over, then jump to the momentarily cloud, and fall down to a platform. Then walk and jump across bongo drums and clodus to another platform. Then go up some platforms, hanging on the edges until the enemies have passed. Jump on the cloud, and then jump to the next cloud. Ride it over, then walk to the exit sign.

Stage 2-Jump on the shaker, and ride it up dodging the obstacles and collecting tings. Jump off at the photographer, get your picture taken, then jump to the cloud on the right. Bounce up to another platform on the right, and jump on another shaker and head up. Get your picture taken at the next photographer, and jump up the three clouds to the next platform. Kill the enemy, collect the health restore item, and then jump to the cloud on the left. Jump over some gaps until you reach another shaker. Dodge the flying enemies until you reach land, and the exit sign.

Stage 3-This stage is really easy. Just keep running and jumping across platforms, and eventually you'll find some platforms leading down. Follow them, and continue your land-hopping adventure. Go going until you make a cloud appear, then head down. Jump down another platform, head left, and reach the exit sign.

Stage 4-Jump on the little wheel, and let it go down while dodging the enemies. Ride it to the right, then ride it up and jump to the platform with the photographer. Now head right once more, and jump on the second wheel, and ride it the same way until you reach an exit sign.

Stage 5-Long level, isn't it? Jump on the cloud, and keep following the clouds, then take a leap of faith downwards. When you land on yet another cloud, let it take you to the right until you reach a stable platform. Jump across the clouds and keep going right until you reach another platform. Ride the cloud up, jump over the pillars, then get on the other cloud and duck as it moves under the huge enemy. Now jump and helicopter to the right and use the clouds to get over to more stable ground. Head to the left, head up until you're on top of the pillars, then head to the left until you reach the stage and level exit.

Allergo Presto, Band Land

Stage 1-Stage 1 of this level is pretty straightforward; just slide along, crawling and jumping. It's very easy, so I won't spend time telling you where all the obstacles are.

Stage 2-The trumpet stage....just let the trumpets add to your momentum and jumps by blowing you; you just have to time the jumps correctly. Once you reach the top, you'll find another slide which you'll head down. Clear the huge jump and get your picture taken. Now jump to the pillar to the right, and fall down. Crawl and the trumpet will blow you through the opening. You'll fall to another trumpet, which will blow you to a large gap. Jump it, then keep crawling along and letting the trumpets blow you. When you come to a dead-end with trumpets on both sides, choose the right path and follow it right, down, and left until you reach the stage exit.

Stage 3-Jump on and over the drums, then just keep sliding and jumping over gaps like stage 1. When you fall down to the photographer, head right. Now, keep sliding and jumping until you reach a pillar with a ting on it. Now head right and avoid the enemies. The rest of the level is pretty easy until you reach the accordion guy. Now just jump on the clouds until you get to the top platform. You'll make a new cloud appear.

Jump to it, then quickly jump back to the exit sign.

Fairy Stage

Here, Betilla will grant you the helicopter ability. Once you have it, just run and hover to the stage and level exit.

Gong Heights, Band Land

Stage 1-This stage is very straightforward. Just walk across the clouds, and use the drums as transportation. Near the end, you'll find some very difficult jumps with the chocolate wheels and expanding crystal holders....just keep trying and take your time, and you'll get through this one unscathed.

Stage 2-Walk to the right and follow the tings right. Then, just keep jumping and hovering over the notes and keep going to the right on clouds. When you land on a large drum, you'll fall down(follow the tings) and then do some cloud hopping until you come up the other side and reach the stage and level exit sign.

Mr. Sax's Hullaboo, Band Land

Stage 1-Another slide stage. Start sliding, then get shrunk by the fairy, returned to normal, then jump and hover. You'll reach a clarinet pillar. Now just follow the platforms running and jumping, up, down, left, right, until you reach the photographer. Then jump right and follow the platforms again until you reach a third blue fairy since the photographer. Don't let it shrink you, just head down and left on the platforms. Then just be quick on your feet and cross the drums until you reach the second photographer. Then keep going right until you reach the cymbals. Walk to the right on it, making it head in that direction. Let him smash you once, then you'll reach a stable platform. Jump onto it quickly, exit the stage.

Stage 2-You'll meet up with Mr. Sax again. Punch about three notes back at him, then hightail it to the right. Keep collecting tings on your way, but don't waste too much time. Continue right on clouds until you reach a dead end. Then follow the tings down and face the music.....err, Mr. Sax. See the boss section for a way to beat him.

WORLD COMPLETE!

Blue Mountains-3rd World

Twilight Gulch, Blue Mountains

Stage 1-A very easy stage. Walk right, then jump and swing across the hoops. When you reach land, you'll want to continue right until you meet a robot. Dodge his boulder and

give him a taste of your fist. Now keep heading right, swinging on hoops, jumping, and defeating another robot until you reach the stage exit sign. As I said, a very easy stage-it's just to make sure you have the grappling ability.

Stage 2-Head right, killing the stonedogs and collecting tings. You'll eventually reach a boulder. Destroy it, then quickly head across the clouds as Mr. Stone is following you. Destroy the boulders, hop over the spikes, and swing across the hoops-quickly. eventually you'll reach the photographer. Get your picture taken, then collect all the tings near the photograpger....you have to to make the cloud appear. Go up, jump on it, then swing on the pink hoops. You'll finally reach land. Jump over the spike, and head right, jumping on the land and clouds until you reach a hunter. Dispose of him, then hit the stage and level exit sign.

The Hard Rocks, Blue Mountains

Stage 1-Jump on the cloud and ride it to the right. Punch the spike to make it go around, then jump on the next cloud and ride it up. Dodge the swinging spike while staying on the cloud, then jump on yet another cloud. Punch the spike in front of you, then punch another one and jump down to the next cloud. Duck while it goes under the mini spikes, then collect the tings, then duck under some more spikes, and hop down to the next cloud. Duck under a second row of spikes, then punch the big spike to continue. Let it go up, and then jump to the right to another cloud. Fall down to the next one, then quickly punch the big spike.

Now just keep boarding more clouds, and dodging the spikes until you make a row of four little spikes appear. Then, jump into the gap between the two platforms and you'll reach the stage exit sign.

Stage 2- Jump down onto the paltform with the stonedogs, then jump over the gaps with spikes in them. You'll reach a cloud, which will give you the bounce you need to reach the next platform. Now carefully dodge the moving spike and cross that platform, then do some cloud hopping until you reach more land. Crawl under some spikes, then destroy a boulder and keep going right. After a couple of spikes, another boulder, and a small drop, you'll find a photographer. Let him snap your picture, then go down and to the right. Time your jumps, and you'll make it to safe ground. Now keep heading up and avoiding spikes, making sure not to collect sparks-they'll send boulders down at you. Once you reach the top, go right, then down, and cross the clouds until you reach a life replenisher.

Hop to the next platform, then quickly kill the hunter. Now jump up a platform, and crawl under the spikes. You'll find a hunter and an exit sign. Kill the hunter, and exit the stage.

Stage 3-Head right, crossing over the gap. Now just follow the paths, heading up and either left or right until you reach a photographer. Now, head left and time your jumps to clear the swinging spike. Now, just like the beginning of the stage, head up and either left or right. Just take your time and you'll eventually reach the stage and level exit.

Mr. Stone's Peaks, Blue Mountains

Stage 1-Keep punching the boulder until the guitar flies out. The muscician will now

give you the Super Helicopter ability-the ability to fly. Now just fly, collect tings and dodge enemies and spikes until you reach the photographer. Get your picture taken. Now jsut navigate the paths until you reach a second photographer, then just fly around some more until you reach the stage exit sign.

Stage 2-Activate your helicopter and fly to the ropes. See the frayed parts? Hover right at them, and eventually you'll cut the rope in two, dropping the ball into the water. Once you drop both into the water, justwait til the water goes down and walk to the right side to reach the stage exit sign.

Stage 3-Navigate the platforms(you lost your flying ability) until you reach the top. Now go to the left, and jump on the clouds that keep appearing. Collect the distance power-up, then jump on the appearing clouds to the right until you reach a stable one. Ride itto the right, then once again, keep jumping up the small platforms. When you reach the torch at the top, do some cloud hopping to the right until you reach ground and an exit sign.

Stage 4-Never stop heading right. When it's a dead end, go up, then continue right. Do this until you reach a photographer, and get your picture taken. Now carefully cross the platforms with enemies on them, then keep going right and upwards like the beginning of the level. Crawl under some spikes at the topmost point, then head right and fall down to reach the stage exit sign.

Stage 5-Now you'll battle Mr. Stone. See the boss section for a way to beat him.

Fairy Stage

Talk to Betilla the fairy. She will now grant you the final power of the game, the running ability. Run to the right, then cross the gap using your previous abilities to reach the stage exit sign.

WORLD COMPLETE!

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Picture City, 4th World
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Eraser Plains, Picture City

Stage 1-Walk to the right, then jump across the pencils that move up and down. Run across the shifting pencil bridge. Jump across some more moving pencils until you reach another eraser, then take a running jump to the green, blue and yellow pencils. Now wind up your fist and punch the spiked ying-yangs out of the way. Now just crawl and walk right and get your picture taken.

Now continue right, and cross more pencils while jumping to the next pencil while it's low, sicne they are spikes overhead. When you reach the last pencil, take a

running jump to the ying-yang, then fall off and walk right to reach the stage exit sign.

Stage 2-At the start of the stage, run right so the pencils don't hit you. Keep going right, and you'll run under more pencils, bounce off erasers, and swing on a pink hoop. You'll finally reach a seemingly dead-end. Swing from the pink hoop above onto the ying-yang, then jump up to the pencil eraser, then over it to continue. Now just continue running right and jumping over bobbing pencils until you reach a dead-end. Fall down and you'll reach the stage exit sign.

Stage 3-Head right, dodging enemies and jumping over gaps. When you reach a spot where two ying-yangs are bouncing, fall down and get shrunk by the fairy. Now go right and kill the anti-toons. Get unshrunk by another fairy, then shrunk by the third one. Now go climb up with the help of the ying-yangs, then slide on the erasers. You have to jump off and hover at a gap where you can get big air (like the second one) to reach the fourth eraser at this size. Then go right (in the little space) and kill the anti-toons while going up. Now go down the other side, and take a running jump to reach the fairy and return to normal. Punch the ying-yangs out of the way, then go up to the next platform. After the bobbing pencils, go right until you hit a spark, then go left again. Dodge the pirate, then jump and swing on the pink hoop to the fairy. Once shrunk go right and jump up to hit another spark. A fairy will appear, and return you to normal. Now jump up to the stage exit sign.

Stage 4-Wait for the ship to center in the screen, then a pirate will jump down. The trick is to hit him just before he throws the disc. 3 Hits and he's gone. Now look up, and jump up to hit the barrel that bomb-throwing pirate is in. He'll throw 4 bombs then, dodge them. Do this three times and he'll come down to challenge you. Defeat him, grab the health ball, then get ready to face Opera Mama. Dodge the knives she shoots, then use them to bounce up and hit her in the noggin. Repeat as many times as necessary to defeat her. Make sure to dodge the four knives she shoots in the air by running. When you beat her, you'll exit the level.

Pencil Pentathlon, Picture City

Stage 1-Hop across the erasers in front of you until you reach the cloud. Now hop to the next cloud, then across the pens. Once you reach the erasers, jump up, head right, and fall down the gap. Now jump up to the platform right above, and squeeze in there to get the 1 Up trophy, making a cloud appear. Drop down and head left, and jump to that cloud with the help of a pencil. Now backtrack to those dirty erasers at the beginning, and jump up to reach a clean eraser. head left, then while bouncing on an eraser, swing from the pink hoop. Now head all the way right until you fall down with a bunch of spiked ying-yangs. Punch the normal one in the corner, then hit it over to the opposite corner and use it to climb up. Go up on the above platform, kill the hunter, and then drop down. After you land on stable ground, jump to the platform on the right and get your picture taken.

Take a running jump and bounce off the pens. After helicoptering through the spikes to the right of the pens, then once on stable ground, swing on the pink hoops all the way to the left. Now swing back and jump on the concrete block. Let it take you to some bouncy erasers with a ying-yang on them. Now stand on one side of the ying-yang, run to the other, and jump and helicopter to reach the other side. Follow the eraser down, then navigate the concrete blocks by jumping on them and letting them take you up. Now use the dirty eraser as a slide until you reach the pink hoops. Swing from them until you reach the stage exit sign.

Stage 2-In this stage, you have regained the super helicopter power. Fly upwards, avoiding the spikes. Now just follow the path of the erasers, dodging the obstacles.

I can't help you much here, since it's all timing and skill. You'll eventually reach a photographer-get your picture taken.

Fly across the erasers, then head down at a seemingly dead-end. You'll reach a second photographer (that quickly?) let him snap your picture. Fly up slowly, down slowly, then up slowly again. Bounce on the erasers between spikes. Continue right using those two methods, then fly up to the exit.

Stage 3-Bounce up to the top using erasers. Head right. Now navigate a path down through the bouncy erasers by hanging and falling until you reach a photographer. Now go down the dirty eraser, and use bouncy erasers and concrete blocks to cross. Eventually, you'll reach three disappearing clouds; hop across them, and you'll make a concrete block appear. Let it take you upwards. Jump off onto the eraser, slide down, and then helicopter at the jump. You'll make the lower of the two platforms. At the gap at the right, fall down, swing from the hoop, then jump to the stage and level exit sign.

Space Mama's Crater, Picture City

Stage 1-Run right, and bounce off the eraser to higher ground. Bounce off that eraser to reach another platform. Now just jump onto a higher place. Now jump left and you'll reach more ground. Now jump on the moving concrete block, and when it's at the top, jump off and swing from the pink hoop. Jump to the cloud, and then the pencil eraser. Use the eraser to reach a second hoop, then swing on it until you can reach another pencil erasers. Head right and crawl through the space. Go up, killing the antitoons and crawling until you jump to a concrete block. Now jump to a pencil eraser, and swing on a pink hoop. Now head down and right, down and right on the pink hoops until you reach the photographer. get your picture taken.

Take a running jump over the spikes, then continue right until you reach a bouncy eraser. Now go right, and when u reach a section with concrete blocks, fall down the gap and head left. On top of a group of tings, there will be a spark that will make a pink hoop appear. Follow that path of tings downward and you'll land on a bunch of erasers. Now swing fro mthe pink hoops, and take running jumps over the spikes while continuing left. When you reach the pens, bounce off them to another set of erasers. Then, when you reach a slanted eraser that leads to spikes, go to the top of it, run for a bit, then jump and hover to the left to the eraser with the stage exit sign on it. It may take a few tries, but you'll get it.

Stage 2-Swing from the pink hoops, then land on the concrete block. It will take you back to the left and more hoops. Swing on those, then ride the concrete blocks to temporary hoops. Swing to the right using them to reach the photographer. Get your picture taken.

Now head right, jumping across the clouds, then sliding down erasers. When you reach a dead-end, slide off the eraser to the platform with a health ball. Then, fall down right under that platform and you'll reach the stage exit sign.

Stage 3-Jump to the concrete block on the right, then jump off at the end of it's trail. Now jump o nthe next one and duck. Jump to a small indention in the erasers at the end of it's path, then jump to another one. Now from that block, jump to another and duck under the spikes. Once pass them, jump to the bouncy erasers, then ride another block. Duck under two spikes, then jump over one, then jump to the pencil eraser. Bounce off that to reach the photographer. Get your picture taken.

Hop from cloud to cloud, over the spikes using your helicopter. Then ride some more concrete blocks(dodging the spikes) until you reach a second photographer. Let him snap

your picture. Now head left, then go to the concrete block on the bottom. This part is very hard. During your ride, you'll have to duck under spikes, then stand up and punch two ying-yangs out of the way. Practice makes perfect. After this you'll reach a third photographer. Let him snap your picture. Now jump onto the concrete block. The trick here is to jump over and duck under spikes until you can safely land on the block again, or land on a new one. After 3 blocks worth of this, you'll reach an exit sign.

Stage 4-The Space Mama fight! Duck under her laser blasts, then when she's recharging, hit her noggin. After a while, she'll spin around, and shoot many tin cans at you. Dodge them, then repeat. She'll eventually hide behind her washing machine. If that happens, just keep punching it while avoiding her blasts. Eventually, you'll send her blasting off again.

WORLD COMPLETE!

But oh no! Mr. Dark has kidnapped Betilla the Fairy! Quickly, finish the rest of your quest so you can save her!

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Caves of Skops, 5th World
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Crystal Palace

Stage 1-For the first part of this stage, just keep swinging on the pink hoops. When you're trying to swing over a spike, make sure you press up so you won't take damage. Eventually, you'll reach a platform that will raise you up to another platform. Now fall down, and swing on more pink hoops. The next part is quite tricky. You'll have to swing on one side of the hoop, and at the peak of your swing, let go and start swinging from another, higher hoop. Do this, and then across two pink hoops, and you'll reach the exit.

Stage 2-Ride the platform up, then jump and ride another down. Before you fall to your doom, jump to the right and land on another one, which will take you up again. Ride another down, and then one more up, then quickly hop across the platforms before they fall. Now that you're on safe and stable ground, proceed to the right. Now, jump down, avoid the golden spikes, then time your jumps across the vanishing clouds with rotating spikes around them. Get your picture taken at the photographer, then go right and leap across more clouds, while punching the big spike. Now head up to the right platform, then use the platforms that go in a diagonal line to reach the top. Fall down, then keep swinging across the pink hoops until you reach a pounding blue icicle. Use him to reach stable ground, then use the cloud's bounce to jump up and destroy the boulder. Bounce again high, then helicopter to the other cloud, and do the same thing to reach more land. Fall down on the moving platform, then dodge the birds until you can reach the land on the right side. Destroy the boulder, then walk to where it was, then walk back to your left and exit the stage and level.

Eat at Joe's

Stage 1-Walk to the right of Joe, then go back to the left. He'll give you the firefly

ability. Now you're in a cave. Go right a bit, then jump up and you'll land on a platform with an antitoon. Keep lighting the way with your fist and jumping across more platforms until you reach large land at the top. Now crawl under the spikes, and when at the other side, charge up your fist and let it loose at the hunter. Go right and hover over the thorns, then land on the cloud and let it drop you down to ground. Now jump right, over the gap, then jump up and kill the flying antitoons. Now go across the clouds, and you'll eventually reach a part where you have to quickly do leaps of faith in the dark across vanishing clouds. Take your time, and the clouds will eventually lead you to a stage exit sign.

Stage 2-Walk left, and hop on the cloud, then hop on the next, making another appear, which you should hop on too. You'll do this until you make hoops appear, where you'll swing to sparks that will make more hoops appear to swing on. After a bit, you should land on a moving gold spike(that's flat on the top). Now fall down from the platform, and walk left. You have to hit the boulder when the spike is away from you, then duck when it's close, then repeat. Once it's destroyed, fall down and land on land. Follow the path they give you, then do some gold spike hopping until you reach the top. Now duck under the spikes and land on the cloud, then drop down and to the right. Now hover between the spikes and towards regular ground. Now head right, drop down then keep heading left. Now head down, right, then left again, all while carefully navigating your path and dodging the spikes(easier then it sounds). Do some cloud hopping to the right, then use the icicle to get dropped to a lower path. Continue left, and when you see the clouds just jump and hover as far as you can to the left, then walk right to the exit sign.

Stage 3-Jump and swing from the falling hoop, then quickly jump onto land. Destroy the stonedogs. Head left to the spark, then head right again to avoid the birds. Now crawl left and avoid the mosquito and the big spike(if you crawl fast it shouldn't hit you) and then use the blue icicle and golden spike to reach a power outlet. Walk left a bit, and you'll make a blue icicle appear. Use it to reach the saucer, then ride it. At the end of it's path, jump off and exit the stage.

Stage 4-Walk right and jump on the saucer. This ride is much tougher. You first have to punch a spike, then punch a switch to keep going, then duck under, jump over, and again punch spikes. You'll have to dodge icicles and birds too, after those spikes. At the end of the ride, you have to once again punch a big spike to make it avoid you, then jump and helicopter to the right. You'll swing from too pink hoops, then land on another saucer(yay). Punch the switch, then get ready to jump to another saucer-this one's path ends quite quickly.

Once on the third saucer, duck under the thorns, and then when it goes all the way up, hop on the fourth one. The fourth one will go right a bit, then up, and dump you off at the stage exit sign.

Stage 5-The final stage in this horrible level. Notice that there have been no photographers?

Jump to the joe water balloon, then jump to the next, and the next. Finally, you'll reach one that has a spark over it, making a seal punch you. Use the seal to time your jumps, and jump over the spikes. Once you're past the spikes, leap and helicopter to the next balloon. let the seal push you, then jump to the spikes, grab the health ball, turn around and nab the electoon cage, then take a running jump to the next balloon, with some help. Continue this until you reach a balloon near a blue icicle. Jump on the icicle and let the ball get pushed to the other side, then hop on it. Take a running leap over the spikes, then land on the next balloon and duck. Let the seal push you to the next one, then keep leaping to the next balloon until you reach one with the stage and level exit.

Stage 1-This is a very easy stage. Swing from the pink hoops is the objective. You'll reach falling platforms, and one you have to hit a spiked ball, but other than that, it's very easy. Just keep swinging. Near the end, you'll have to jump across gold platforms that move all over the place. To get on the last platform, swing from the pink hoop to the right of it. Then go to the stage exit sign. Easy, eh?

Stage 2-The battle already? Short level! Walk to the gold platform nearest Mr. Skops. Dodge his claw, and when he knocks down the platform closest to him, just lay on the cloud underneath, ducking. When all the platforms are gone, he'll back away. Follow him. Now, stand on the platform farthest from him. He'll shoot each with a blue fireball; jump to the next closest when he does. Eventually, you'll reach the platform he was on. He backs up, and you'll swing from two hoops onto the next platform. Follow him right once more to reach the stage exit sign.

Stage 3-The real fight. When he shoots blue fireballs, jump up and hit him in the face, avoiding the fireball. Dodge his claw when he fires it at you. Now when he has one hit left he'll get much closer. Just hit him in the noggin once he fires at you, and you'll win.

You get a message from Betilla the Fairy! She's in trouble, and you need to hurry to save her! Well, if you have all the Electoons from all the levels, you can now continue to Candy Chateau. if you don't, go back and find them!

WORLD COMPLETE!

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Candy Chateau, 6th World
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Mr. Dark's Dare, Candy Chateau

This is it! Before you face off with Mr. Dark, however, you must complete three stages. The two latter ones are the most challenging of the game; good luck!

Stage 1-Ride the spoon downward, jumping over the gaps. The gaps are very easy, and you should clear them with no trouble. There are two puddles of butterscotch water you must clear also. They are difficult, and you can only clear them if you jump at the right time and have maximum speed on the spoon. Once you do, you'll find a stage exit sign.

Stage 2-To make this stage much, much easier, when you're at the beginning, walk all the way to the right, then run an centimeter and jump and hover over the spark. You should have not touched the spark, so evil rayman will not appear. Evil Rayman makes this level much harder, so it's better without him.

Head right, and jump over the candy bars and cross the chocolate bridge. You'll then have to use ice cream cones as stepping stones to reach the top of a platform. Now fall down to the right, and walk all the way to the left to hit a spark. Walk to the right, and climb the clouds. The rest of the level is very easy, just head right, cawl under candy bars, swing from hoops, and jump across the gaps. At the end, you'll find a chocolate bridge on licorice-walk to the right and fall down, then jump back up and head left, drop down, then walk right and the stage exit sign is right there.

Stage 3-Your controls are reversed for this level! Head right, and cross the chocolate bar bridges. When you reach the ice cream bars, you'll see a gap with a ting in it. Follow it down, and to the right and dodge that enemy. Now head all the way to the right, and cross the chocolate platoforms. When you reach a dead-end, turn left and go up on the platforms. Now follow those platforms up, and kill the clowns, and you'll reach the photographer. Now to the right, you'll go down, and keep making clouds appear. Follow the clouds and you'll reach a second photographer. Get your picture taken.

Now follow the path of the ice cream cones, then slide down the ice cream path. Keep following the path, and on an ice cream bar, your controls will be returned to normal. Hop on the cloud, and duck under the wall. Jump off and get your picture taken at the third photographer. Now keep going right, and Mr. dark will make you keep running, and take away your helicopter ability. Just keep jumping over the gaps, and keep heading right (like you have a choice). Eventually, you'll see Mr. Dark again. Ignore him and run to the right to hit the stage exit sign.

Stage 4-Finally, the battle with Mr. Dark! When the battle begins, head right and try the grab the fist-it's on a rope. Eventually, Mr. Dark will trap you in two columns of fire, and shoot fireballs at you. Position yourself so you're in between both columns and so the fireballs loop around you. At the end, he'll bring the columns much closer; don't worry, electoons will bring you that golden fist at the beginning of the level, and now you can start attacking.

Read the boss section for strategies on the transformations.

Congralutations! You've finally beaten the game! Sit back and enjoy the ending! (What ending...)

GAME COMPLETE!

12) Electoon Cages

Yes, we all hate them. But you have to free all the Electoons before you can get to the final battle. So here is a guide to help you find them, and make your life easier.

Pink Plant Woods, Dream Forest

(1)-Stage 2-After the photographer climb all the way up the first vine and look to the left. (You will need to acquire the Punch ability first)

(2)-Stage 2-On the second vine go down to where your across from the plum. Knock it down and jump on it. Ride it over to the right and get the Electroon. (You need the Punch ability)

(3)-Stage 2-At the beginning of the stage go to the left and get on the flower and make the jump to the vine. Go up the vine then get off on the platform with the Magician. Then grab onto the rings and then helicopter to the right (after the last ring) then you'll land on a tree. Simply jump off the tree and it will be there. (You'll need the Grappling and Helicopter abilites)

(4)-Stage 3-When you get to the second plum you need to knock it across the water and onto the tall green enemy's head. Just jump on the plum and jump off and continue to the right. And then you should see it.

(5)-Stage 3-At the first vine about 1/3 of the way up look to the right and you should see it. Simply throw your fist (wind it up) and get it.

(6)-Stage 3-At the end of the level before the sign you should see it.

Anguish Lagoon, Dream Forest

(1)-Stage 1-Ride the first swinging plum to the left and get on the platform. Then helicopter (and jump) to the right and make it to the next platform. Jump back to the left and knock down the plum. Jump on the plum and grapple on to the ring and swing to the platform on the left. The Electroon Cage is there. (Helicopter and Grappling abilities are needed)

(2)-Stage 1-After getting (1) Simply fall and land on a tree and jump off of it and voila! (Just get (1) its easy as that LoL)

(3)-Stage 1-When you come upon the first falling flower just ride it on down. Then when you land you should find it.

(4)-Stage 1-After you reach the land after the two flowers jump to the right and get a ting, then a big flower should catch you. Go back to the land and get the Electroon.

(5)-Stage 1-Its right before the end of the stage.

(6)-Stage 2- While riding the Moskito you will see two platforms one (the top one) will be empty. You'll have to fake going under this platform to make the cage appear. After his jerk back up (it might take practice) and get it.

Swamps of Forgetfulness, Dream Forest

(1)-Stage 1-After the first enemy (it has a gun) the Electroon Cage is on the ledge above it.

(2)-Stage 2-Just jump on the hand and you'll see it fall.

(3)-Stage 2-When you get to the land area where there are to teethed jumping enemies knock down the plum into the water and ride it until you can't see the land anymore and go back. You should see it once you get back on land.

(4)-Stage 3-Jump on the plum and then climb up to the top of the vine. Then jump off to the right. When you land you'll see it.

(5)-Stage 3-Climb back up the vine and follow the tings (you'll need to helicopter) you'll land on a big flower and then you need to jump on the swinging plum. After that you jump on a small flower and jump to the next flower (helicopter) and to the platform after the second flower (helicopter). The Electroon is on the platform.

(6)-Stage 3-While your where (5) is jump to the swinging plum. Then get to a point where you have to jump. Jump and get the first 3 tings (don't helicopter) hold the D-Pad to the right. Get the next to tings (or pass them) and then helicopter while still holding right. You should land on a falling flower eventually. Then just make it up onto the swinging plum. Then just make it across to a land platform (its large) and the Electroon Cage should be there. Just jump off the right edge to land on the

sign!

Moskito's Nest, Dream Forest

(1)-Stage 1-At the beginning of the stage jump over the sign and onto a small tree (to the left). Then from there jump onto the larger tree. Then just jump off and voila!

(2)-Stage 1-After the photographer knock down the plum and ride it down the hill. Jump off of the plum (still on the hill) when you see the vine (its about halfway) then climb up the vine and go left. After quite a ways you'll see a giant gap! Jump out into it and some rings will appear. Simply go from ring to ring until you get to some land. Then just go left a ways and you'll see the 'Troon Cage.

(3)-Stage 1-When you reach the small flower (right after the lip thing) ride it up and when you see the vine on your right jump on it and climb down. The Electroons'll be waitin' on ya!

(4)-Stage 2-Jump on the tree to your left then jump to the other tree (smaller) above it. Then get back to the ground and walk right until you see it.

(5)-Stage 2-After the second photographer jump on the vine to the right and get the P. Then go back down to the photographer. You should see two small flowers. Jump on them and grab onto the vine. Jump to one side, knock the plum off, helicopter, and then land on the plum. Ride it to the left until you come upon the cage.

(6)-Stage 3-Near the end of the stage there'll be a small (itsy bitsy) platform with a plum above it. Knock the plum down and get it to the land on the right. This is the hard part: you'll need to hit the plum up the hill, so hit it and run after it. Then repeat this step until you knock it over the hill's end. Jump down (careful not to touch the sign) and knock the plum into the water. Ride it to get the 1-Up trophy and hen ride back and you should see the cage waitin' for you.

Allergo Presto, Band Land

(1)-Stage 1-When you reach the 2nd arrow keep going until you reach the end of the jagged notes then STOP! Jump high to the left. You'll land on a platform. Jump to the platform on the right and keep going right until you see the cage.

(2)-Stage 1-Keep going until you see a gap in the music bars. Jump down and go left to see the cage.

(3)-Stage 1-When you see the 3rd arrow jump onto the cloud and go to the right on a platform. You'll see the cage after you go right for a while.

(4)-Stage 2-After the photographer, go up a series of platforms. You'll end up at a long platform. Go right and wait for the trumpet to blow you over to a cloud. Jump up to make another cloud appear you'll land on this cloud. Jump up on the next platform and let the trumpet blow you to the left. You'll need to helicopter to land on the platform and then jump again and helicopter again and you'll see the cage.

(5)-Stage 3-After the photographer, get to the 2nd platform and double back. You'll see a weird thing that has balls on it. Jump up 3 of these and touch a blue-elf to turn small and walk right. Touch another elf and turn big. Jump up and hit the cage.

(6)-Stage 3-When you see the arrow pointing down follow it. You'll land on some clouds, just sit there and wait to fall. You will fall on a small platform. Jump across a few similar platforms (to the left) to reach the 'Toon Cage.

Gong Heights

(1)-Stage 1-At the first monk jump up and land on a cloud. A stair of clouds will appear to the left and right. Walk down the stairs to left and keep going left until you see the cage.

(2)-Stage 1-(None)

(3)-Stage 1-Jump on the clarinet that (2) was on and jump to the right and you will land on a cloud. Go left from there up some more clouds. You will reach a clarinet. Then jump to the right and you'll land on a cloud. Just ride it to the right. A ways after COOL written in tings you keep going until you reach a clarinet with the cage on it.

(4)-Stage 1-At the photographer's platform go to the left. You should see a ting. Jump and get it and a cloud will appear under you. Go back to the platform and the cage is a-waitin' for ya!

(5)-Stage 1-

(6)-Stage 2-Just jump across the first gap and you'll see the cage.

More coming soon.....

13) Codes/Secrets

=====
Infinite Continues Code
=====

As posted by LiNkIn:

"When you lose all your lives and are at the continue screen, press up, down, right, left and start and you will see that you didn't lose a single continue."

-Contributed by LiNkIn

=====
99 Lives
=====

Pause the game and press Left, Right, Down, Right, left, and R.

=====
Have Every Power
=====

Pause the game and press Down, Left, Right, Left, Up, L

=====

Unlock All Levels

=====

Pause the game and press Up, Left, Right, Down, Right, L. The levels will be invisible.

=====

Restore Life

=====

Pause the game and press L, down, left, up, down, R.

=====

Soft Reset Code

=====

Hold the A, B, Start, and Select Buttons to quickly restart your game.

-Contributed by Momorpher.

14) FAQ

Q: Your FAQ said I get the magical seed ability for the Swamps of Forgetfulness....but after the first stage, it's gone?!?!?!?

A: You only get the super helicopter, firefly, and magical seed ability for the stage it is needed on.

Q: I'm in the Pink Plant Woods, but when I press start to save, it asks me to quit!

A: You need to complete the first level to access the the save point. There are also many other save points throughout the game.

Q: There's a pink hoop, but I can't swing from it! Help!

A: You need to acquire the grappling ability, found by beating Moskito in Moskit's Nest.

Q: Is there a 2-player mode?

A: There is no 2-player mode, single or multipak, in this game.

Q: How do I kill this red-lipped thing that spits out green enemies?

A: You can't beat it, just punch it in the mouth so it stops, and jump over it.

Q: What is that hat I see in levels? And how do I reach it?

A: The hat will become a magician if you walk close to it with at least 10 tings. Pay him 10 tings to compete in a mini-game for an extra life.

Q: I've completed the first level, Pink Plant Woods, but when I go back to the world Map screen, I can't save or go to other levels!

A: Wait a few seconds. Two paths will appear: one to a save point, and the other to Anguish Lagoon.

15) Credits

I would like to thank many people in this section:

Ubi Soft, for making this graphically stunning game.

Nintendo, for making the ultimate study hall system.

CJayC, for maintaining a great site, and also for posting this FAQ.

Hyncer for the enemy list

Mommorpher for Electoon Cage Help and Walkthrough help.

LiNkIn for the continue code.

NeoPV for finding 5 extra codes.

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