

Shrek 2 FAQ/Walkthrough

by Lagunathemoron

Updated to v2.0 on Aug 29, 2006

This walkthrough was originally written for Shrek 2 on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

Shrek 2: Beg For Mercy
For Gameboy Advance
FAQ/Walkthrough
By James 'Lagunathemoron' Wardle
9th November 2004

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Introduction
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Cynics may think that a harsh critic of games like myself have gone crazy when seen playing this game. As a gamer, I wasn't too thrilled on buying this game, but as a hardcore Shrek 2 fan (As of writing, I have seen the film more than 200 times, no exagerration) I bought it as I wanted to play as Puss in Boots in his own game.

Gamefaqs' Gameboy Advance section has many games which are based on movies which are without a FAQ or Walkthrough. I would have opted for a boss FAQ as those are my favoured FAQs to right, but the game has just two bosses. I will explain all twenty-odd levels, the enemies and the location of every coin in the game.

Oh and... this is the very first game I have got 100% from. I wanted it to be San Andreas... but I suppose you cannot have everything in life.

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1) Legal Disclaimer
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2) Version History
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1.5] Update for the first time. Sorry for delay, I have had computer troubles.
1.0] First online published version of the FAQ.

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3) Playable Characters
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There are just three playable characters in this game. However, as the game is meant to be about Puss In Boots, we surprisenly also control Shrek for many levels and Donkey for a small number. All three characters handle differently and whilst Puss might gind one enemy difficult, Shrek or Donkey may find it much easier to defeat. Shrek and Donkey are both easy to control, but Puss has some difficult moves to master.

Puss In Boots

The star of the game, and in many people's view, the movie. Puss has many attacks he can execute his his sword by pressing the B button, you can also repel attacks by defending with R. Puss' taunt from the film can also be done here by pressing L which will charm the enemies, stunning them for a short period of time. Puss is the only character who can do a double jump. In the game, Puss is looking for a sword to help him defeat Shrek.

Shrek

The big mean ogre is very powerful and can take down enemies much quicker than Puss can. Shrek is not very good at jumping which can make his levels very frustrating. You can also butt-stomp to gain height from bouncing on mushrooms. Shrek has no taunt or double jump ability, but he is the only character who can pick up objects such as mushrooms.

Donkey

Donkey (My favourite Shrek character. EVER!) is playable for a few levels during Chapter 3. Donkey can move items such as boxes by kicking them to gain height when jumping. He is the best jumping in the game but like Shrek, cannot double jump. He has a powerful kick which sometimes takes a few seconds to trigger, by which that time Donkey could be attacked by an enemy. Donkey's levels require a bit of skill as they are quite hard. Like Shrek, he also has no taunt or double jump.

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4) FAQ
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If you have a question regarding this game, e-mail me at

Lagunathemoron@hotmail.com.

Q) When does this game take place?

A) Puss' levels start before the King of Far Far Away visits him. After that it takes place up until Donkey and Shrek drink the magic potion. When they both sleep, we learn more of Puss as he goes to beat up King Harold's cyclops friends.

Q) I cannot get past a locked door. Where is the key?

A) Levels in this game are pretty linear. Try and take whatever detour there is. And kill everything.

Q) How do I get past that annoying stone monster?

A) You have to jump in the air (double jump helps) and press down and B for Puss to thrust his sword downwards to seriously harm the statue.

Q) What does getting all 40 coins in a level get me?

A) Get all the coins in each chapter and you will unlock a bonus game

Q) I am stuck in a pit with a skeleton that will not die. I cannot get out! Is this a game flaw?

A) Nope. This is a tricky part and I have had some e-mails about this. What you need to do is lure the skeleton to the right most wall, jump and use your DOWN and B attack on him.

Q) HOW DO I GET ON TO THAT PLATFORM ON SCROLL 4???

A) I have tried everything. It seems impossible. And many gamers have e-mailed me saying the exact same! See Scroll 4-4 section at the bottom of the FAQ. Activision have confirmed this as a fault on their part.

EDIT

I have done it!!!

Sheer luck. I just on to the pumpkin when it was right near me. Coincidentally, the chain was above me when I made the jump. I pressed DOWN and B and pressed UP to make the final jump. I almost died of shock when I found out I was on the chain. Hope it works!!!

Q) I have got 40 coins on each level. Where are the mini games?

A) Complete the game (4-6) and there should be a new scroll.

Q) How do I save?

A) Progress is usually saved after completion of each level.

Q) How do I complete 5-4?

A)

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5) Level Walkthrough
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Chapter One Level One

Run right and collect the two coins. Double jump over the two sets spikes and double jump up the stone hedge. Double jump again to avoid spikes and gain height and kill the lone pumpkin. Collect the coins on the tree branches and

continue climbing for more bonuses. Climb down the tree and you will see a locked door. Drop left and grab the health pick up, coin and key, scale back up and use the key to unlock the door. There are 2 hidden coins and a potion by jumping on to a ledge above the locked door. Run through the gauntlet and defeat the pumpkin and drop down right. Climb to the top of the tree to gain health and coins. Continue right to complete the stage.

Coin 1: Right to the magic mirror

Coin 2: In the air, right to the magic mirror and coin 1

Coin 3: Above three spikes

Coin 4: Above the second set of three spikes.

Coin 5: In the air before the double jump

Coin 6: Above spikes, use double jumps

Coin 7: Near the tree

Coin 8: On a leaf branch

Coin 9: On a tree branch

Coin 10: On a leaf branch

Coin 11: On a leaf branch

Coin 12: On a leaf branch

Coin 13: On a leaf branch

Coin 14: Above a leaf branch

Coin 15: Above a leaf branch

Coin 16: Above leaf branch

Coin 17: Just before locked door

Coin 18: Left of Coin 17, drop down, near key.

Coin 19: To the right of coin 7

Coin 20: To the right of coin 7

Coin 21: Defeat pumpkin

Coin 22: Double jump from the ledge you found coin 13 to reach a stone ledge.

Coin 23: On a ledge near coin 22

Coin 24: Run through two gauntlet spike drops

Coin 25: Above spikes

Coin 26: Above spikes

Coin 27: On spring

Coin 28: Defeat Pumpkin

Coin 29: To the right of mirror, drop down

Coin 30: To the right of mirror, drop down

Coin 31: Bottom part of tree

Coin 32: Bottom part of tree

Coin 33: Bottom part of tree

Coin 34: Bottom part of tree

Coin 35: Bottom part of tree

Coin 36: Bottom part of tree

Coin 37: Top of the tree

Coin 38: Top of the tree

Coin 39: To the right of flying pumpkin

Coin 40: To the right of flying pumpkin

Chapter 1 Level 2

After Puss has finished talking double jump (A+A) over the red spikes and grab the two coins. Go past the magic mirror and double jump to reach the next level of the city. Kill the pumpkin for the key. Double jump over the spike hole, grab the coin and the invincibility clover. Destroy the two pumpkin enemies with your sword for two coins. Continue and you will unlock a door and see a tree similar to that from the previous level. Scale the tree killing the flying pumpkins along the way. Continue right and you will see a pedestrian in red clothing coming to attack with a pitchfork, kill him and continue on and there will be a green man sending out pumpkins to kill you. You can easily

avoid these by either jumping or killing. Two hits of your sword should kill the producer. You will now come to another tree. Climb the tree and continue right until you see a red pedestrian, kill him and his friend and get the health pick up. You can now end the level but if you want to reach the 12 extra coins, return left and drop down the hole.

Coin 1: Above the spikes at the start of the level

Coin 2: Above the spikes at the start of the level

Coin 3: Just before the magic mirror

Coin 4: Double jump up the first ledge

Coin 5: Double jump over the spike pit.

Coin 6: Kill the pumpkins

Coin 7: Kill the pumpkins

Coin 8: First branch on the tree

Coin 9: Above the first branch

Coin 10: On the second branch

Coin 11: After getting coin #10 double jump left

Coin 12: Double jump to branch 3

Coin 13: Branch 3 on the tree

Coin 14: Drop down from the third branch

Coin 15: On the ground just past the tree

Coin 16: Directly under the tree, left of coin #15.

Coin 17: From coin #15 drop right

Coin 18: Kill the red pedestrian

Coin 19: Kill the green pedestrian

Coin 20: Above the green pedestrian

Coin 21: Drop down from coin #20 and QUICKLY grab on the vein to climb back

Coin 22: Drop down from coin #20 and QUICKLY grab on the vein to climb back

Coin 23: On the first tree branch

Coin 24: On the second branch

Coin 25: On the third branch

Coin 26: Just before the magic mirror.

Coin 27: Kill the red pedestrian

Coin 28: Kill the red pedestrian

Coin 29: Kill pumpkin right of tree

Coin 30: To the right of health pick up

Coin 31: On underground ledge

Coin 32: On underground ledge

Coin 33: On underground ledge

Coin 34: On underground ledge

Coin 35: On underground ledge

Coin 36: Kill pumpkin

Coin 37: Above coin #11

Coin 38: Above coin #11

Coin 39: Kill green pedestrian

Coin 40: To the left of green pedestrian

Chapter 1 Level 3

Kill the pumpkins at the start of the level and collect their coins. Climb the wall to get to the next section. Kill the pumpkin and green pumpkin releaser up here and collect their coins. Run past the guillotine and jump from vein to vein to get to the other side of the pit. It doesn't matter if you fall as you do not die, there is a health mirror down there. Run past the trap and drop down and kill the red boneman. Scale the walls, jumping from the otherside. Kill the red pedestrian for the key and open up the door. Dodge the trap and grind down the vine rail for some easy coins. Kill the pumpkin and slide again. After getting the second coin on this rail, grab on to the brown wall and get the coins up the wall. Drop down and kill the red pedestrian, go left and climb

the brown wall and slide down for the coins. Go right and kill another red pedestrian for a key. Unlock the door and scale the ceiling to get to the end of the level.

- Coin 1: Kill the pumpkins at the start of the level
- Coin 2: Kill the pumpkins at the start of the level
- Coin 3: Climb the brown wall
- Coin 4: Climb the brown wall
- Coin 5: Climb the brown wall
- Coin 6: Kill the pumpkin
- Coin 7: Kill the green pedestrian man
- Coin 8: Jump to the first vine
- Coin 9: Jump to the second vine
- Coin 10: Jump to the third vine
- Coin 11: Jump from the final vein to the stone platforms.
- Coin 12: Jump from the final vein to the stone platforms.
- Coin 13: Drop down after the trap.
- Coin 14: Kill the red boneman
- Coin 15: Climb up the brown wall vine
- Coin 16: Climb up the brown wall vine
- Coin 17: Climb up the brown wall vine
- Coin 18: Climb up the brown wall vine
- Coin 19: Just after the brown wall coins
- Coin 20: Slide down the vine slide
- Coin 21: Slide down the vine slide
- Coin 22: Slide down the vine slide
- Coin 23: Slide down the vine slide
- Coin 24: Slide down the vine slide
- Coin 25: Kill the pumpkin
- Coin 26: Slide down the vine slide
- Coin 27: Slide down the vine slide
- Coin 28: After coin #27 double jump and scale the brown wall
- Coin 29: To the right of coin #28
- Coin 30: Drop down and kill the red pedestrian
- Coin 31: Go left and slide down the rail
- Coin 32: Double jump on to the rail and get the coin
- Coin 33: Double jump on to the rail and get the coin
- Coin 34: Double jump on to the rail and get the coin
- Coin 35: Scale the wall above the spikes at the end of the level
- Coin 36: Scale the wall above the spikes at the end of the level
- Coin 37: Scale the wall above the spikes at the end of the level
- Coin 38: Scale the wall above the spikes at the end of the level
- Coin 39: Scale the wall above the spikes at the end of the level
- Coin 40: Just before coin #35 climb the brown wall and double jump left.

Chapter 1 Level 4

Immediately kill the red pedestrian for a key. Continue past the evil tree and jump over the water holes and kill the two pumpkins. Kill the pumpkin releaser and scale the brown wall. You can now continue right or double jump left for some coins. Continue right once you have the eight coins and grab the coins on the vine and unlock the door. Drop down for some goodies (you can climb back up) but beware of the flying pumpkin. Climb back up and kill the frog before continuing your journey. Double jump on to the tree grabbing the health if needed. You will now see a purple hunter. Kill him (He has two health points but be careful, his attacks are very strong) and jump right to continue on. Kill the rat for a key. You can drop down here and get some coins, but if not hang on to the ceiling and crawl across until you get to the other side. Use the key you got from the mouse that attacked you to get to the end of the level.

Coin 1: Kill the pumpkin
Coin 2: Kill the pumpkin
Coin 3: Kill the green pedestrian
Coin 4: Scale the brown wall
Coin 5: Scale the brown wall
Coin 6: On a tree platform branch
Coin 7: On a tree platform branch
Coin 8: On a tree platform branch
Coin 9: On a tree platform branch
Coin 10: On a tree platform branch
Coin 11: On a tree platform branch
Coin 12: On a tree platform branch
Coin 13: On a tree platform branch
Coin 14: On a vine
Coin 15: On a vine
Coin 16: On a vine
Coin 17: On a vine
Coin 18: Drop down after unlocking the door, above the water
Coin 19: Above the water
Coin 20: Above the water
Coin 21: Kill the frog
Coin 22: Near a vine
Coin 23: Near a vine
Coin 24: Just past the frog
Coin 25: Just past the frog
Coin 26: Double jump on to the tree
Coin 27: Double jump on to the tree
Coin 28: Kill the bounty hunter
Coin 29: Drop down after killing the bounty hunter
Coin 30: Drop down after killing the bounty hunter
Coin 31: Drop down after killing the bounty hunter
Coin 32: Drop down after the rat
Coin 33: Above the water, use the ceiling
Coin 34: Above the water, use the ceiling
Coin 35: Above the water, use the ceiling
Coin 36: Climb the brown wall, it is on a grey platform
Coin 37: Above red spikes, again use the ceiling
Coin 38: Above red spikes, again use the ceiling
Coin 39: Before the locked door
Coin 40: After the locked door

Chapter 1 Level 5

Collect the three coins and scale the brown wall, killing the enemy pedestrian who is up there. Knock the spider off the vine and collect the coins. When you get to the other side jump on to the floating green platform for the key, scale the vine for three coins and kill the red boneman once you reach the platform for your key. You can go left now for some coins if you choose to, but kill the spider first. Drop down the well, grab the health and open the door with the key you got from the red boneman. Kill the two pumpkins for coins and climb the vines until you get to a platform. Kill the red boneman. Go past the mirror and drop down and kill the two red pedestrian enemies for a coin and a key. You can also head up for some coins. Kill the third red pedestrian enemy for another key, grab the two coins and head inside the Poison Apple. Congratulations! Chapter One is complete!

Coin 1: Just right of the evil looking tree
Coin 2: Just right of the evil looking tree
Coin 3: Just right of the evil looking tree

Coin 4: Kill the green pedestrian
Coin 5: Just above coin #3
Coin 6: On a hanging vine
Coin 7: On a hanging vine
Coin 8: On a hanging vine
Coin 9: On a hanging vine
Coin 10: Kill the rat
Coin 11: Scale the vine
Coin 12: Scale the vine
Coin 13: Scale the vine
Coin 14: After you killed the boneman and spider, double jump left.
Coin 15: Left of coin #14
Coin 16: Left of coin #15
Coin 17: After getting coin 15 run and jump and grab on to the brown wall and once up, dodge the trap to get the health and coin (Phew!). Otherwise, you could also stand near the brown wall and try double jumping to grab on to it for the coin.
Coin 18: Drop down the well
Coin 19: Drop down the well
Coin 20: Drop down the well
Coin 21: Drop down the well
Coin 22: Kill the pumpkin
Coin 23: Kill the pumpkin
Coin 24: Just before the vines
Coin 25: On the vines
Coin 26: On the vines
Coin 27: Scale the brown wall near the vines
Coin 28: Scale the brown wall near the vines
Coin 29: Just before the red boneman
Coin 30: Kill the red boneman
Coin 31: On a vine after killing the red boneman
Coin 32: On a vine just before coin #31
Coin 33: After getting coin #32 drop down
Coin 34: After getting coin #32 drop down
Coin 35: Drop down from mirror and kill the red pedestrian
Coin 36: Kill the purple hunter
Coin 37: Just past the hunter
Coin 38: Just past the hunter
Coin 39: At the end of the level
Coin 40: At the end of the level

Chapter 2 Level 1

You are now controlling Shrek (In night-time) and he is much different in terms of gameplay to Puss In Boots. Kill the red pedestrian for a coin, carry on and you will find to more which need defeating. Carry on a further and kill yet another one of these enemies and you will come face to face with a tough looking knight. Do not fret, he is easily taken down with Shrek's punch. Bounce on the flag to reach a new platform. You can use the mushroom as a spring to go left and get some coins. Continue right and jump over two sets of thorn bushes and kill the knight for a coin. There is also a health restore clover nearby. Continue and kill yet another knight for a coin. There is another knight further on and another just after the final thorn bush in this sequence. Kill the two red pedestrians for some coins. You can now use the mushroom to retrace your steps to get hidden coins. Use the flag to continue up and kill both the walking and the flying pumpkin enemies. Continue to the end of the level.

Coin 1: Kill the red pedestrian
Coin 2: Kill the red pedestrian

Coin 3: Kill the red pedestrian
Coin 4: Kill the red pedestrian
Coin 5: Kill the knight
Coin 6: Bounce on the flag
Coin 7: Bounce on the flag
Coin 8: Left of mushroom
Coin 9: Pick up the mushroom and place it under 2 coins. Just jump to get this one
Coin 10: Use the same method for coin #9 but use the butt-stomp to reach new heights
Coin 11: Pick up the mushroom and place it under the coin. Just jump to get this one
Coin 12: To the left of coin #11 use the mushroom to get to out of reach platforms
Coin 13: To the left of coin #11 use the mushroom to get to out of reach platforms
Coin 14: To the left of coin #11 use the mushroom to get to out of reach platforms
Coin 15: To the left of coin #11 use the mushroom to get to out of reach platforms
Coin 16: On the tallest tower at the start of the city use the mushroom to grab the coin by using the butt-stomp
Coin 17: Before the magic mirror
Coin 18: After the magic mirror
Coin 19: Kill the knight
Coin 20: Kill the knight
Coin 21: Kill the knight
Coin 22: Kill the knight
Coin 23: Kill the red pedestrian
Coin 24: Kill the red pedestrian
Coin 25: Directly above the mushroom
Coin 26: Just to the left of coin #25. Use the mushroom
Coin 27: Just to the left of coin #26. Use the mushroom
Coin 28: Just to the left of coin #27. Use the mushroom to get to the platform
Coin 29: Just to the left of coin #27. Use the mushroom to get to the platform
Coin 30: Climb the tower block
Coin 31: Climb the tower block
Coin 32: Climb the tower block
Coin 33: Climb the tower block
Coin 34: Climb the tower block
Coin 35: Climb the tower block
Coin 36: Use the flag
Coin 37: Use the flag
Coin 38: Kill the pumpkin
Coin 39: At the end of the level
Coin 40: At the end of the level

Chapter 2 Level 2

Again you are controlling Shrek. Drop down for two coins and kill two red pedestrians. Have you noticed it is daytime in this level? Go past the advertisement for the Fairy Godmother and jump over the hole grabbing the two coins. Continue on killing the two red pedestrians and the flying pumpkin, jump over the hole and talk to the magic mirror. You will see a new item, a fairy. Getting one of these allows Shrek (Or Donkey) to slide swiftly for a bit. Get the coins and quickly get to the platforms before the fairy leaves. Dodge the two deadly traps and you will find a poison apple bomb in between them. Once you attack or have been attacked, your character will drop it and it will kill all enemies on the screen. Do this to the three knights. Use the box to get the

coin and also use it to gain height on your next jump. Kill the red pedestrians, green pedestrian and two pumpkins for five points. Use the flag to climb up on to a ledge. You can backtrack for coins, but you need to go along this route with the mushroom for the key anyway. Open the door and continue shortly to complete the stage.

Coin 1: Drop down at the start
Coin 2: Drop down at the start
Coin 3: Kill the red pedestrian
Coin 4: Kill the red pedestrian
Coin 5: Jump over the first hole
Coin 6: Jump over the first hole
Coin 7: Kill the red pedestrian
Coin 8: Kill the red pedestrian
Coin 9: Glide with the fairy
Coin 10: Glide with the fairy
Coin 11: Glide with the fairy
Coin 12: Glide with the fairy
Coin 13: Glide with the fairy
Coin 14: Glide with the fairy
Coin 15: Glide with the fairy
Coin 16: Glide with the fairy
Coin 17: Glide with the fairy
Coin 18: Glide with the fairy
Coin 19: Kill the knight
Coin 20: Kill the knight
Coin 21: Kill the knight
Coin 22: Use the box to reach
Coin 23: Kill the red pedestrian
Coin 24: Kill the red pedestrian
Coin 25: Kill the pumpkin
Coin 26: Kill the pumpkin
Coin 27: Kill the green pedestrian
Coin 28: Use the flag
Coin 29: Kill the pumpkin
Coin 30: Use the mushroom to gain height
Coin 31: Use the mushroom to gain height
Coin 32: Use the mushroom to gain height
Coin 33: Take the mushroom left and drop it as far as you can. Jump across to the first hedge.
Coin 34: Jump across the hedges
Coin 35: Jump across the hedges
Coin 36: Jump across the hedges
Coin 37: Jump across the hedges
Coin 38: Kill the pumpkin
Coin 39: Kill the green pedestrian
Coin 40: At the end of the level

Chapter 2 Level 3

You are now controlling Puss again. Drop down for three coins and defeat the frog for a key. Double jump over the spikes and unlock the door. Dodge the trap and double jump over the water twice for 2 coins. Kill the two red bonemen, one of them holds a key. Open the door and hitch a ride on the moving spikes to get to a pit with coins. Kill the blue boneman for a key. You need to be quick after defeating him, as he comes back to life soon afterwards. Carry on through the level by hopping across the white platforms grabbing ten coins. You need to avoid bats which home in on you and can cause problems. Jump on to the moving spiked platform and reach the ledge. Hop across the water and either go up for

coins or continue right.

If you are following the coin list carefully you may notice that you can complete the level as soon as you have coin number #28. If you want the remaining twelve, retrace your steps to just before coin 24 and drop down.

Coin 1: Drop down at the start
Coin 2: Drop down at the start
Coin 3: Drop down at the start
Coin 4: Above the spikes
Coin 5: Just before the locked door
Coin 6: Double jump over water
Coin 7: Double jump over water
Coin 8: Kill the red boneman
Coin 9: Drop down the coin pit
Coin 10: Drop down the coin pit
Coin 11: Drop down the coin pit
Coin 12: Drop down the coin pit
Coin 13: On a floating white platform
Coin 14: On a floating white platform
Coin 15: On a floating white platform
Coin 16: On a floating white platform
Coin 17: On a floating white platform
Coin 18: On a floating white platform
Coin 19: On a floating white platform
Coin 20: On a floating white platform
Coin 21: On a floating white platform
Coin 22: On a floating white platform
Coin 23: On a floating white platform
Coin 24: Kill the pumpkin
Coin 25: On a platform in the water
Coin 26: Climb up the vine and look on the left platform
Coin 27: Climb up the vine and look on the right platform
Coin 28: Just before the end of the level.
Coin 29: On a stone platform
Coin 30: On a stone platform
Coin 31: On a stone platform
Coin 32: On a floating white platform
Coin 33: Slay the pumpkin at the start of the level
Coin 34: On a ceiling in the middle of the level
Coin 35: On a ceiling in the middle of the level
Coin 36: On a ceiling in the middle of the level
Coin 37: On a ceiling in the middle of the level
Coin 38: On a ceiling in the middle of the level
Coin 39: On a ceiling in the middle of the level
Coin 40: On a ceiling in the middle of the level

Chapter 2 Level 4

In another Puss level, jump up the ledge and dodge the trap. Use the swing (press left and right on the pad) and kill the pumpkin. Climb the chain and replenish any health you may have lost from a pumpkin. That said, kill the pumpkin on the left. After dropping left kill the frog for your fifth coin. Double jump up the ledge and you will be faced with two options. Going down will net Puss four coins, whereas going up will lead to the rest of the stage. Climb up and you will see some floating white platforms. Climb all the way up and double jump over to one platform with a single coin. Use the chains to get on to the vine walls. Climb up collecting your coins, get the apple bomb and jump left. Kill the red skeleton and get the key and avoid the frog pits

(unless you want coins) to get across. Climb the large vines and grab the fairy and avoid the trap. The fairy will carefully allow you to glide down safely. Kill the blue skeleton and climb the floating platforms and when you see a frog, kill it for a key. You will reach another fork. Going right gets you a health pick up and going up gets you a coin. You should really go left to complete the level. Killing the rat here gets you a coin. Climb the vine and unlock the door and you will meet your first real 'boss', a golden skeleton. To defeat him, dodge his attacks and hit him four times. Your prize is a key. Scale the tower and you will reach the golden part of the tower (Notice that the gold skeleton could have been the guardian of the palace?). Dodge the traps and kill the frog for a coin. Scale the ceiling and kill the blue boneman/skeleton for a coin. Use the chain to get to the end of the level.

Coin 1: Kill the pumpkin
Coin 2: Kill the pumpkin
Coin 3: Drop down a ledge
Coin 4: Drop down a ledge
Coin 5: Kill the frog
Coin 6: At the fork, drop down
Coin 7: At the fork, drop down
Coin 8: At the fork, drop down
Coin 9: At the fork, drop down
Coin 10: At the fork, go up
Coin 11: At the fork, go up
Coin 12: Top most floating platform, near clover.
Coin 13: On one platform, jump on the moving spike platform for a ride to it
Coin 14: On the vine walls
Coin 15: On the vine walls
Coin 16: On the vine walls
Coin 17: On the vine walls
Coin 18: On the vine walls
Coin 19: After getting the key, drop down and kill the frog
Coin 20: After getting the key, drop down and kill the frog
Coin 21: On the ceiling near the frog pits
Coin 22: On the ceiling near the frog pits
Coin 23: On the ceiling near the frog pits
Coin 24: On the ceiling near the frog pits
Coin 25: Glide down the pit
Coin 26: Glide down the pit
Coin 27: Glide down the pit
Coin 28: Kill the blue skeleton
Coin 29: On a floating platform
Coin 30: On a floating platform
Coin 31: At the fork, go up
Coin 32: Kill the rat
Coin 33: Kill the frog
Coin 34: Scale the ceiling
Coin 35: Scale the ceiling
Coin 36: Scale the ceiling
Coin 37: Scale the ceiling
Coin 38: Kill the blue skeleton
Coin 39: Turn left at the exit, before the trap
Coin 40: To the left of coin #39, after the trap

Chapter 2 Level 5

This is the final chapter two level, and I hate it because of one enemy! Reading the magic mirror is important here! At the start kill the blue skeleton and climb the chains to advance. Jump on the floating platforms to avoid a

watery grave. Going up on the platforms will get you two points, but carry on right. Avoid the trap and kill the frog for a key. Climb the wall. Use the pole to gain height. Grind down the chains until you fall down a pit and read the magic mirror. You will now have to battle a huge stone golem. It is immune to most attacks and you can stun it with your Puss charm (L). The trick to kill him is to gain height using the spring and pressing B and Down to use the sword to pierce his head. Six hits should do it and you get a key. Climb back up, avoid the trap after climbing the chain and unlock the door. Kill the floating pumpkin for a key and unlock the door. Kill the two blue skeletons you see and you will come to a choice of going up or down again. If you go down, kill the frog and get the key for some goodies. Go up by climbing the chains, remember to carry on up if you want coins, if not get the sword to complete the level and the chapter.

Coin 1: Kill the blue skeleton

Coin 2: On the chains

Coin 3: On the chains

Coin 4: On the chains

Coin 5: Above the chains

Coin 6: Double jump over the water

Coin 7: Double jump over the water

Coin 8: At the fork, go up

Coin 9: At the fork, go up

Coin 10: Before the locked door

Coin 11: After the locked door on the ledge

Coin 12: After the locked door on the ledge

Coin 13: Grind down the chain

Coin 14: Just after coin #14

Coin 15: Grind down the chains until you fall down a pit

Coin 16: Go left from the golem and kill the frog

Coin 17: Above water left of frog

Coin 18: Above water left of frog

Coin 19: Above water left of frog

Coin 20: Grind down the chain near frog and double jump

Coin 21: Grind down the chain near frog and double jump

Coin 22: Before locked door

Coin 23: Kill the pumpkin

Coin 24: Grind down the chain

Coin 25: Grind down the chain

Coin 26: Grind down the chain

Coin 27: Grind down the chain and double jump above the flying pumpkin and get the coin

Coin 28: Grind down the chain and double jump above the flying pumpkin and get the coin

Coin 29: Before the locked door

Coin 30: Kill the blue skeleton

Coin 31: Kill the blue skeleton

Coin 32: Kill the red skeleton

Coin 33: Kill the blue skeleton

Coin 34: On ceiling above the skeleton family

Coin 35: On ceiling above the skeleton family

Coin 36: On ceiling above the skeleton family

Coin 37: On ceiling above the skeleton family

Coin 38: On ceiling above the skeleton family

Coin 39: Before the sword

Coin 40: Before the sword

You once again control Shrek. Collect the three coins at the start and kill the red pedestrians. Carry on and kill the brown skeleton. Jump across the islands to get coins and kill the green pedestrian and pumpkins he releases. You can retrace your steps with a tree trunk and get coins. Use the tree trunk to get to the next section of the level and kill the brown skeleton. Carry on avoiding the trap and kill the brown skeleton. Use the invincibility potion to get across the thorns and kill the rat for a coin. Carry on through the level (It is that straight forward)

Coin 1: At the start

Coin 2: At the start

Coin 3: At the start

Coin 4: Kill the red pedestrian

Coin 5: Kill the red pedestrian

Coin 6: Kill the brown skeleton

Coin 7: On lone island

Coin 8: On lone island

Coin 9: On lone island

Coin 10: Before pumpkin

Coin 11: Kill pumpkin

Coin 12: Kill green pedestrian

Coin 13: Up a tree on a branch

Coin 14: Up a tree on a branch

Coin 15: On a ledge, use the trunk

Coin 16: Kill the brown skeleton

Coin 17: Kill the brown skeleton

Coin 18: Up a tree

Coin 19: Up a tree

Coin 20: Kill the pumpkin

Coin 21: Jump off the ledge

Coin 22: Jump off the ledge

Coin 23: Jump off the ledge

Coin 24: Kill the rat

Coin 25: On the path

Coin 26: Jump to water island

Coin 27: Jump to water island

Coin 28: Jump across from here and kill the pumpkin

Coin 29: Kill the rat

Coin 30: Kill the brown skeleton

Coin 31: Kill the brown skeleton

Coin 32: Use the mushroom to gain height and get the coin

Coin 33: Use the mushroom to gain height and get the coin

Coin 34: Use the mushroom to gain height and get the coin

Coin 35: Use the mushroom to gain height and get the coin

Coin 36: Up a tree

Coin 37: Up a tree

Coin 38: Up a tree

Coin 39: In a pit

Coin 40: In a pit

Chapter 3 Level 2

This is it! The level which is Donkey's debut! At the start use the flag to get up on a pillar to get two coins and a health pick up. Drop down, get the coin and kill the armoured knight. Carry on your way and you will see another blue armoured knight, kill him. Jump over the water to get 2 coins. Donkey's jumps are much better than Puss and Shrek's, so you don't have to be careful. You will meet another fiary. Use her to glide down and avoid the flying pumpkin and get the coins along the way, also use the flag pole to jump up. Go along the

path and kill the blue armoured knight. Continue and you will see another one, kill him and the other one which is following him for another three coins. Go down the stairs collecting the many coins along the way. Jump on to the pillar and carry on jumping to them until you get to the end, beware of the flying pumpkins though. Carry on the path and kill the two armoured blue knights for two coins. You will see a magic mirror and near it is a spring. Use the spring to get the two coins positioned in the air and kick (B) the spring so that it goes to the other side. Use the spring to get the coins and make your way right until you meet a hunter firing arrows. Kick him a couple of times and he will go down. Just carry on and you will finish the level.

Coin 1: At the start, use the flag behind Donkey to get to a stone pillar

Coin 2: At the start, use the flag behind Donkey to get to a stone pillar

Coin 3: Kill the armoured knight

Coin 4: Kill the second armoured knight

Coin 5: Just before coin #3 is located

Coin 6: Jump over the water

Coin 7: Jump over the water

Coin 8: Glide to the coin

Coin 9: Glide to the coin

Coin 10: Glide to the coin

Coin 11: Bounce on flag

Coin 12: Bounce on flag

Coin 13: Bounce on flag

Coin 14: Kill the armoured knight

Coin 15: Kill the armoured knight

Coin 16: Kill the armoured knight

Coin 17: After the group of knights, drop down

Coin 18: After the group of knights, drop down

Coin 19: Outside the big brown door

Coin 20: Outside the big brown door

Coin 21: In the air just before the pillar

Coin 22: In the air just before the pillar

Coin 23: On the first pillar in the water

Coin 24: On the second pillar in the water

Coin 25: On the third pillar in the water

Coin 26: On the fourth pillar in the water

Coin 27: In the air just past the fifth pillar

Coin 28: In the air just past the fifth pillar

Coin 29: On the platform next to the fifth and final pillar

Coin 30: Kill the armoured knight

Coin 31: Kill the armoured knight

Coin 32: Jump on the spring to reach one of the two coins

Coin 33: Jump on the spring to reach one of the two coins

Coin 34: Jump on the spring once kicked to reach one of the two coins

Coin 35: Jump on the spring once kicked to reach one of the two coins

Coin 36: Use the spring to get a coin before the hunter battle

Coin 37: Before the hunter

Coin 38: Kill the purple hunter

Coin 39: At the end of the level

Coin 40: At the end of the level

Chapter 3 Level 3

Once again you're Donkey. Go down and get two coins and battle your way through the group of red pedestrians. Jump across the street platforms and kill any pumpkins you see when you get back on to the main street. Kill the green pedestrian, climb up and kill anymore pumpkins you see and go past the advertisement for the Fairy Godmother. Use the spring to get the coins and kick

it to the other side. Use the flag pole twice to reach a new height and coins, you can also go left to get coins. Kill the two armoured knights. There is a hole down here you can drop down and kill a sewer rat. Go back up and kill the pumpkins and green pedestrians you see. Continue to jump from platform to platform

Coin 1: At the start of the level
Coin 2: On the stairs at the start of the level
Coin 3: Defeat the red pedestrian
Coin 4: Defeat the red pedestrian
Coin 5: Before the third red pedestrian
Coin 6: Defeat the red pedestrian
Coin 7: On street platform
Coin 8: On street platform
Coin 9: On street platform
Coin 10: Before the two pumpkins
Coin 11: Kill the pumpkin
Coin 12: Kill the pumpkin
Coin 13: Kill the green pedestrian
Coin 14: Before the Fairy Godmother advertisement
Coin 15: Above the Fairy Godmother advertisement
Coin 16: Above the Fairy Godmother advertisement
Coin 17: On flag pole
Coin 18: On flag pole
Coin 19: On hedge
Coin 20: On hedge
Coin 21: On hedge
Coin 22: On hedge
Coin 23: On hedge
Coin 24: On hedge
Coin 25: Kill armoured knight
Coin 26: Kill armoured knight
Coin 27: Kill armoured knight
Coin 28: Drop down the well and kill the rat
Coin 29: In air linking two platforms
Coin 30: In air linking two platforms
Coin 31: Kill the pumpkin
Coin 32: Kill the pumpkin
Coin 33: Kill the green pedestrian
Coin 34: After the green pedestrian
Coin 35: On platform
Coin 36: On platform
Coin 37: At the end of the level
Coin 38: At the end of the level
Coin 39: At the end of the level
Coin 40: At the end of the level

Chapter 3 Level 4

This is the last Donkey level in the story. Run down the tree trunk and kill the two pumpkins you see. Jump over the water and kill the two red pedestrians. Carry on and jump over the water and kill the two red pedestrians. Use the tree trunk to gain height on trees to gain coins. Use the trunk to gain height to get the next part. Kill any pumpkins you see and go up the tree trunk and kill the green pedestrian. Jump across the green platforms and kill any rats you might see and jump across the water and you will be at the end of Donkey's stage.

Coin 1: Go down the tree trunk

Coin 2: Go down the tree trunk
Coin 3: Go down the tree trunk
Coin 4: Kill pumpkin
Coin 5: Kill pumpkin
Coin 6: Jump over the water
Coin 7: Kill red pedestrian
Coin 8: Kill red pedestrian
Coin 9: Jump over the water
Coin 10: Kill red pedestrian
Coin 11: Kill red pedestrian
Coin 12: Up a tree
Coin 13: Up a tree
Coin 14: Up a tree
Coin 15: Use the trunk to get the coin when getting to the ledge
Coin 16: On raised platform before health
Coin 17: On raised platform after health
Coin 18: Kill pumpkin
Coin 19: On tree trunk
Coin 20: On tree trunk
Coin 21: On tree trunk
Coin 22: On tree trunk
Coin 23: On tree trunk
Coin 24: Use the flag pole
Coin 25: Use the flag pole
Coin 26: Use the flag pole
Coin 27: Use the flag pole
Coin 28: Kill the pumpkin
Coin 29: Kill the rat
Coin 30: On green platform
Coin 31: On green platform
Coin 32: On green platform
Coin 33: On green platform
Coin 34: On green platform
Coin 35: Kill the rat
Coin 36: Kill the rat
Coin 37: Kill the rat
Coin 38: On green platform
Coin 39: Jump over the water
Coin 40: At the end

Chapter 3 Level 5

Climb the vine at the start of the level collecting the coins as you go. Kill the pumpkin and collect the coin. Use the swing rope to catch on to some vines, but beware of the spiders that lurk here. Climb down the tree branches, jump from tree to tree until you get to a rope swing. Gain height and make your way across the vines until you reach a swing. From here you can carry on or drop down for coins. Continue to climb vines and use the swings until you come to another tree. Climb the branches until you see Shrek and Donkey.

Coin 1: Climb the vine at the start of the level
Coin 2: Climb the vine at the start of the level
Coin 3: Kill the pumpkin
Coin 4: Drop down from the pumpkin
Coin 5: Drop down from the pumpkin
Coin 6: On swing rope
Coin 7: On vine
Coin 8: On vine
Coin 9: On tree branch

Coin 10: On tree branch
Coin 11: On tree branch
Coin 12: In the air between two branches
Coin 13: On tree branch
Coin 14: On swing
Coin 15: On vine
Coin 16: On vine
Coin 17: On swing
Coin 18: On tree branch
Coin 19: On tree branch
Coin 20: On tree branch
Coin 21: On tree branch
Coin 22: On tree branch
Coin 23: On tree branch
Coin 24: On tree branch
Coin 25: On tree branch
Coin 26: On vine
Coin 27: On vine
Coin 28: On swing
Coin 29: On swing
Coin 30: On tree branch
Coin 31: On vine
Coin 32: On vine
Coin 33: On vine
Coin 34: On vine
Coin 35: On tree branch
Coin 36: On tree branch
Coin 37: On tree branch
Coin 38: On tree branch
Coin 39: On tree branch
Coin 40: On tree branch

Chapter 4 Level 1

You now control Puss for the rest of the game as he thinks Shrek and Donkey are doomed. Run forward and battle the three pumpkins that approach you and defeat the green pedestrian enemy that lets free pumpkins. You can climb the tree's thin branches for coins and health, beware of the flying pumpkins. Drop down and battle the blue skeleton for a coin. Double jump over the pond of water, go past the scary looking tree and defeat the frog that stands in your way for a coin. Double jump over the second body of water in order to grab on to the vine. Climb up collecting the three coins you see and feel free to explore the tree if you want more coins. Go right and kill the brown skeleton and collect the coin. Use the rope swing to get on to the ceiling with four coins on it. Drop on to the green tree branches and use the other brown rope swing to advance. Carry on and kill the brown skeleton making your way down the stairs. Double jump carefully on to the small platforms. Carry on avoiding the trap to get to the end of the level.

Coin 1: Kill the pumpkin
Coin 2: Kill the pumpkin
Coin 3: Kill the pumpkin
Coin 4: Kill the green pedestrian
Coin 5: On green tree branch
Coin 6: On green tree branch
Coin 7: On green tree branch
Coin 8: On green tree branch
Coin 9: On green tree branch
Coin 10: Kill the blue skeleton

Coin 11: To the right of coin #10
Coin 12: To the right of coin #10
Coin 13: Double jump over the pond of water
Coin 14: Just before the evil looking tree
Coin 15: Kill frog
Coin 16: On vine leading up to the next part of the level
Coin 17: On vine leading up to the next part of the level
Coin 18: On vine leading up to the next part of the level
Coin 19: On green tree branch
Coin 20: On green tree branch
Coin 21: On green tree branch
Coin 22: Kill the brown skeleton
Coin 23: On swing
Coin 24: On ceiling
Coin 25: On ceiling
Coin 26: On ceiling
Coin 27: On ceiling
Coin 28: On branch below coins #24-#27
Coin 29: On branch below coins #24-#27
Coin 30: Kill the brown skeleton
Coin 31: On stairs past the brown skeleton
Coin 32: On stairs past the brown skeleton
Coin 33: In air before little platform
Coin 34: On little street platform
Coin 35: In air before little platform
Coin 36: On little street platform
Coin 37: After coin #36 drop down the well and kill the blue skeleton
Coin 38: After coin #36 drop down the well and kill the brown skeleton
Coin 39: On rope swing
Coin 40: At the end, before trap

Chapter 4 Level 2

At the start of the level head right and kill the brown skeleton. Retrieve his coin and quickly kill the second brown skeleton. Climb up the brown wall and climb the tree on the left, killing the flying pumpkin you see. Head back on to the street path and kill the pumpkin, jump to the middle of the hole and land on the platform killing the pumpkin. Jump on the moving spike (go down the well if you want for five coins) platform and carry on the path. Crawl across the ceiling and kill the pumpkins and green pedestrian you see. When you reach a lone green platform, you can drop left for some goodies. Continue to climb the tree and crawl across the ceiling to get to the end.

Coin 1: Kill the brown skeleton
Coin 2: Kill the brown skeleton
Coin 3: On a green tree branch
Coin 4: On a green tree branch
Coin 5: On a green tree branch
Coin 6: On a green tree branch
Coin 7: Kill the pumpkin
Coin 8: On a green tree branch
Coin 9: On stone platform
Coin 10: On stone platform
Coin 11: Jump down the vine well
Coin 12: Jump down the vine well
Coin 13: Jump down the vine well
Coin 14: Jump down the vine well
Coin 15: Jump down the vine well

Coin 16: On the stone steps
Coin 17: On the stone steps
Coin 18: On green tree branch
Coin 19: Just right of coin #18
Coin 20: On the stone steps
Coin 21: Kill the brown skeleton
Coin 22: Kill the frog
Coin 23: Near spiked platform
Coin 24: Near spiked platform
Coin 25: Kill the pumpkin
Coin 26: Kill the green pedestrian
Coin 27: Kill the frog (Drop left on green platform)
Coin 28: On a ceiling
Coin 29: On a ceiling
Coin 30: Kill armoured knight
Coin 31: Near health
Coin 32: On green tree branch
Coin 33: On green tree branch
Coin 34: On green tree branch
Coin 35: On green tree branch
Coin 36: Above coin #35
Coin 37: On the ceiling left of coin #36
Coin 38: Drop down and kill the red skeleton
Coin 39: Kill red skeleton
Coin 40: Kill the frog

Chapter 4 Level 3

Right at the start you will be confronted by another annoying golem. Kill him for a coin and continue upwards. Kill the brown skeleton for a key and climb up the vine. Unlock the door (Go left for coins). Grind down the chain and kill the bat. Kill the frog for a key. Unlock the door and climb upwards and make your way across the ceiling over the spikes. Drop down and kill the blue skeleton. Go across the water using the ceiling and unlock the door. Climb the wall and kill the red skeleton for a key AND a coin and climb the chain. You can talk to the statue for the location of the thugs. Unlock the door after killing the rats and kill the armoured knight and kill the brown skeleton for another key. Unlock the door for the end of the level.

Coin 1: Kill the golem
Coin 2: On a white platform
Coin 3: On a white platform
Coin 4: On a white platform
Coin 5: On ceiling
Coin 6: On ceiling
Coin 7: On ceiling
Coin 8: On hidden alcove
Coin 9: On hidden alcove
Coin 10: On the chain
Coin 11: Under the bat cave (Hey!)
Coin 12: Kill the frog
Coin 13: Fall down in to a passageway and kill the brown skeleton
Coin 14: Fall down in to a passageway and kill the second brown skeleton
Coin 15: Past locked door
Coin 16: Kill the rat
Coin 17: Kill the rat
Coin 18: On white pillar
Coin 19: On ceiling over the spikes
Coin 20: On ceiling over the spikes

Coin 21: On ceiling over the spikes
Coin 22: On ceiling over the spikes
Coin 23: Drop down
Coin 24: Drop down
Coin 25: Drop down
Coin 26: Drop down
Coin 27: Pass the locked door
Coin 28: Kill blue skeleton
Coin 29: On climbable wall
Coin 30: Kill red skeleton
Coin 31: On climbable chain
Coin 32: On climbable chain
Coin 33: On climbable chain
Coin 34: Kill the rat
Coin 35: Kill the rat
Coin 36: Kill the rat
Coin 37: On path
Coin 38: On path
Coin 39: Before locked door
Coin 40: After locked door

Chapter 4 Level 4

At the start of the level defeat the two golems. The second one has a key. Unlock the door once climbing up the wall. Cross the white platforms and spike platforms. There are many ways you can go down, ledges leading to coins. Drop down and defeat the frog for a key. Get the goodies and use the key to unlock the door, make your way up the tower for coins before reaching the ledge to get back on track. Up here, defeat any skeleton enemies you may find and grab any coins which you may find. Double jump over the water to advance. Swing across the chains to complete the level.

From the FAQ regarding 'that' platform

Sheer luck. I just on to the pumpkin when it was right near me. Coincidentally, the chain was above me when I made the jump. I pressed DOWN and B and pressed UP to make the final jump. I almost died of shock when I found out I was on the chain. Hope it works!!!

Coin 1: Kill the golem
Coin 2: Climb the brown wall
Coin 3: Climb the brown wall
Coin 4: Climb the brown wall
Coin 5: Kill the rat
Coin 6: On white platform
Coin 7: On white platform
Coin 8: On white platform
Coin 9: On spike platform
Coin 10: On spike platform
Coin 11: On white platform
Coin 12: On white towers near the bottom
Coin 13: On white towers near the bottom
Coin 14: On white towers near the bottom
Coin 15: On white towers near the bottom
Coin 16: On climbable vine
Coin 17: On climbable vine
Coin 18: On climbable vine
Coin 19: Before blue skeleton
Coin 20: Kill blue skeleton

Coin 21: Kill blue skeleton
Coin 22: Double jump over the water
Coin 23: Double jump over the water
Coin 24: Double jump over the gap for the two coins
Coin 25: Double jump over the gap for the two coins
Coin 26: On chain swing
Coin 27: On chain swing
Coin 28: Below chain swing slide down
Coin 29: Below chain swing slide down
Coin 30: Below chain swing slide down
Coin 31: Below chain swing slide down
Coin 32: On chain swing
Coin 33: On chain swing
Coin 34: Kill the red skeleton (3Hits should do) on the impossible to reach platform.
Coin 35: On the ceiling above the water after the red skeleton on the impossible to reach platform.
Coin 36: On the ceiling above the water after the red skeleton on the impossible to reach platform.
Coin 37: On the ceiling above the water after the red skeleton on the impossible to reach platform.
Coin 38: On the ceiling above the water after the red skeleton on the impossible to reach platform.
Coin 39: On the ceiling above the water after the red skeleton on the impossible to reach platform.
Coin 40: At the end

Chapter 4 Level 5

Climb down the vein and collect the key on the way. Avoid the enemy and open up the door, kill the frog for a coin. Climb the orange and red vein for goodies and carry on right. Climb the pillars and kill the brown skeleton for a key. Open the door to progress. Kill another brown skeleton for a key but wait until it is revived to use it as an extra jump. To do this, wait until the skeleton is on the far right side of this area, just and press DOWN and B to execute your downwards sword attack for that extra boost. Continue throughtout the level. This is the final one and pretty straight foward.

Coin 1: On vein at the start of the level
Coin 2: On vein at the start of the level
Coin 3: On vein at the start of the level
Coin 4: On vein at the start of the level
Coin 5: On vein at the start of the level
Coin 6: Destroy the frog
Coin 7: On white platform near bat cave
Coin 8: Destroy red skeleton
Coin 9: On white pillar
Coin 10: On orange and red vein
Coin 11: On white pillar
Coin 12: Kill blue skeleton
Coin 13: On white pillar
Coin 14: On chain ceiling
Coin 15: On chain ceiling
Coin 16: On chain ceiling
Coin 17: On chain ceiling
Coin 18: On chain ceiling
Coin 19: Kill frog
Coin 20: Kill frog
Coin 21: Kill the rat

Coin 22: Drop down from #21
Coin 23: Below coin #22
Coin 24: On white platform
Coin 25: On white platform
Coin 26: On white pillar
Coin 27: On white pillar
Coin 28: On white pillar
Coin 29: On white pillar
Coin 30: On white pillar
Coin 31: Before locked door
Coin 32: On vein
Coin 33: On vein
Coin 34: On platform above locked door
Coin 35: On platform above locked door
Coin 36: On platform above locked door
Coin 37: On platform above locked door
Coin 38: Before coin #40
Coin 39: Before coin #40
Coin 40: Kill frog

Chapter 4 Level 6

This is it, the final battle against two cyclops. The 'brothers' will take it in turns to use their own attack patterns. They are sort of immortal, so avoid the jumping brother and climb to the top left. Use the poison bomb to stun the brothers. Attack them with your sword, as three hits each should be enough to take them.

MINI GAMES

Scroll 5-1

=====
6 Scroll 4-4
=====

Myself and many gamers find it impossible to get on to a ledge on this scroll. Many have tried, even with emulators and cheats and still find it impossible. The jump is from a pillar, using a chain swing and a bat which can hurt you and be killed to get on to a specific ledge. I have had many e-mails.

Dave Hood and Narelle Corbett were the first gamers to ask me for advice. I was unable to help and gave up. However, Narelle told me she spoke to Activision who put them through to a technical programmer. The programmer said the person who designed this specific part of the game has moved on to better things and is unable to be contacted. This was confirmed to be a fault that the brilliant game testers never found. Ahem. However, if anybody DOES find the coins, please contact Activision on 1902 263 55.

Susan Burke e-mailed me telling me how to get the coins. She said "When you are on the first set of white platforms (right after the rat near the beginning of the level), you need to do a double jump/sword dive on the flying pumpkin, followed immediately by a straight up leap (sort of bouncing off the pumpkin). That will put you on the swinging chain and give you access to an upper left area with one red skeleton (coin), plus five coins on the ceiling. You probably figured this out already for yourself, but I thought I'd mention it." That was the original idea of how to get up there. I am putting this down to Susan being extremely lucky at this. If you are reading, Susan, care to tell us

how to complete the final mini game? Full credit will be due.

Donna Smith also got to the coins. Please get in touch how you did it, Donna.
Squiffy Christopher also claims to have done it and give good advice. Cheers!

EDIT!!!!!!!!!!!!!!!!!!!!

I HAVE DONE IT!!

Sheer luck. I just on to the pumpkin when it was right near me. Coincidentally,
the chain was above me when I made the jump. I pressed DOWN and B and pressed
UP to make the final jump. I almost died of shock when I found out I was on the
chain. Hope it works!!!

=====
7 Credits
=====

Lagunathemoron/James Thomas Wardle - Author of this FAQ.
CjayC - Publishing the FAQ and hosting Gamefaqs.
Denis at Super Cheats - Publishing the FAQ on his website.
Jeff Shearer, Sonya Bridger, Tim Aitken, Joost Breaues, Emma Chrimes Dave,
Amanda & Frazer - Sent in a FAQ question on 'that' skeleton.
Dave Hood, Angie Mcrath, Rage Andrew Adams, VolComGirl, & Narelle Corbett -
Sent in a FAQ question regarding scroll 4-4.
Narelle Corbett - Finding information from Activision.
Georgia Whittington - Sent in question on keys.
Susan Burke - For information on Scroll 4-4.
Rick Means - For a mini game question.
Donna Smith - Information on 5-4.
Echo - For a question on saving.
Squiffy Christopher - For information on 4-4
Paul Glover - Again for publishing the FAQ

=====
8 Contact
=====

As my old E mail addressed was full of spam because of Gamefaqs, I have now set
up an alternative E mail account, apologies to those I never got round to
replying to, but I was getting close to 2000 e mails a day.

If you require help on this game or other games I have written for, or want
permission to display this on your website, than please contact me at
Lagunathemoron@hotmail.com.

DO NOT:

Add me to MSN Messnger, I simply use another account for talking to my friends
and I will probably never use this account besides for e-mail.
Ask me questions already explained in the FAQ
Ask me if you can get this on ROM. Buy the game, stick to the law.

CLOSE
(c) Lagunathemoron 2005