



information, detailed version history, ownership information, how to ask for permission to host this guide, and copyright info.

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+= 2. Introduction          =+  
+= 3. Controls              =+  
+= 4. Walkthrough           =+  
+= 4a. Jungle                =+  
+= 4b. Tree Village          =+  
+= 4c. Burial Grounds        =+  
+= 4d. Chicken Island        =+  
+= 4e. Numa Bay              =+  
+= 4f. Canyon                =+  
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+= 5. Allies                 =+  
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Tak and the Power of Juju is the story of a boy whose village was devastated by the evil Shaman, Tlaloc. Tlaloc used his shaman magic to turn the people in Tak's village into sheep. You, (as Tak), must gather sheep and moonstones and turn the villagers back into humans by defeating Tlaloc.

Along the way you will fight birds, rat, bees, and other enemies that want to make an early lunch of you.

You will also encounter kind allies that will assist you in your quest.

I'm not going to lie to you here... this game was very rushed and is not that good. I didn't even bother putting in all of the sheep locations because there is no incentive to collect them! None! You get no reward what so ever

for spending the extra time locating the sheep so don't even bother.

You also shouldn't have much trouble getting through the levels either. If there is a section that BlackHole thought was difficult, he put in special instructions, but again, you shouldn't have that much trouble.

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#=                                     =#  
#=          3. Controls                =#  
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-----  
Movement: D pad  
-----

Climb: Up arrow, (you must tap up at exactly the right time).  
-----

Attack: B  
-----

Jump: A  
-----

Change weapons: L  
-----

Charge weapons: R  
-----

Aim: R  
-----

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+ **** 4a. Jungle **** +  
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```

-----  
1-1 Find 6 sheep and meet Jibolba  
-----

1-2 Find 8 sheep and Lok's medallion on a sheep  
-----

1-3 Find 6 sheep and 11 glowing herbs in the jungle so Jibolba can turn Lok

back into a human. (2/2/11)\*

1-4 Find 9 sheep and Continue looking for herbs. (2/4/11)\*

1-5 Find 9 sheep and Continue looking for herbs. (4/8/11)\*

1-6 Find 6 sheep and Continue looking for herbs. (3/11/11)\*

\*Key: (Herbs in level / Herbs so far / herbs total)

While in the jungle you'll need to climb vines to get around. (Up arrow)  
To kill the Nerbils you must shoot the bee hives (Blowgun). This will make a pack of bees come out. These bees will attack the nearest thing to them. Most Nerbils in the jungle will have a bee hives on top of them.

After you find 11 herbs, Jibolba turns the sheep wearing Lok's medallion into a human... It's not Lok, It's he's Squire. Also Flora makes it possible for you to use a Special red bomb plant! (you can use this bomb plant to destroy near by rocks)

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+ **** 4b. Tree Village **** +
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```

2-1 Find 7 sheep and at the end of this level you get a green leaf fan!

2-2 Find 3 sheep.

2-3 Find 6 sheep.

2-4 Find 5 sheep.

2-5 Find 3 sheep.

To climb up the Tree Houses is the same as climbing up vines.  
The fan you get in 2-1 will enable you to kill Nerbils without using the beehives. Beware; fire can fall down from the ceiling of rock caves in this Level. After a flame falls down you have 1.5 seconds before the next one does. (be fast)

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+ **** 4c. Burial Grounds **** +
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3-1 Find 5 sheep.

-----  
3-2 Find 4 sheep.  
-----

3-3 Find 4 sheep.  
-----

3-4 Find 9 sheep.  
-----

3-5 Find 11 sheep.  
-----

3-6 Find 9 sheep.  
-----

3-7 Find Death Juju.  
-----

After finding Death Juju he will give Spirit balloon. You use the Spirit balloon to turn Lok back into human.

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+ **** 4d. Chicken Island **** +  
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-----  
4-1 Find 6 sheep.  
-----

4-2 Find 7 sheep.  
-----

4-3 Find 5 sheep.  
-----

4-4 Find 7 sheep.  
-----

4-5 Fight Pins and Needles.  
-----

4-2 you meet Flora and she gives you the Chicken suit.  
-----

Use the chicken suit to scare the hens into laying eggs(not roosters).  
You can hold up to 10 eggs.

4-5 Running by the hens will make them shoot out eggs. (can hold up to 10)  
Eventually you will run into Pins and Needles. You must use your egg bombs  
to defeat them. After you defeat them you receive the first Moonstone.

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+ **** 4e. Numa Bay **** +  
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```

-----  
5-1 Find 10 sheep.  
-----

5-2 Find 13 sheep. you can also become a fish in this level. (Thanks to Flora)  
-----

5-3 Find 11 sheep.  
-----

5-4 Fight Pins and Needles.  
-----

5-2 you find Flora and she gives you fish power! Fish power is activated by simply jumping in the water. (you can breath underwater with fish)

5-4 you have to fight Pins and Needles again. They use a boat and fire cannon balls at you. You have to hit a near by plant to launch to a missile at them, Thus sinking their boat.

After you beat this challenge you receive the special Juju magic!  
(Use R trigger)

```
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+ **** 4f. Canyons **** +  
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```

-----  
6-1 find 12 sheep.  
-----

6-2 find 5 sheep.  
-----

6-3 find 4 sheep.  
-----

6-4 find 4 sheep.  
-----

6-5 fight Pins and Needles (Hot air balloon)  
-----

You have to use wind power to move around on this Level. When you find the ram you must shoot it with your blowgun to make it charge at the rock ahead.

On Level 6-5 you fight Pins and Needles. You must throw the Bomb plant at their hot air ball. Hit the red patches on the side (4 of them) after this you receive a Moonstone.

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+ **** 4g. Sun Temple **** +  
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7-1 Find 9 sheep.  
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7-2 Find 6 sheep.

7-3 Find 11 sheep.

7-4 Find 9 sheep. (find Chicken suit)

7-5 Find 10 sheep (find rhino) there is 45 sheep in Sun temple.

7-6 Fight Pins and Needles.

7-1 Staying in the sun on this Level will cause damage to Tak. The gray boxes on this Level must be shot to make a platform appear under it. (use blowgun)  
This Level has a lot of dropping fire (be careful)

When you find Pins and Needles you must dance with them!

Needles:

1# Up, up and left.

2# Left, Up, Up, Down.

3# Up, Down, Left, Right, Up, down.

Pins:

1# Down, up, down and up.

2# Right, right, left, left and up.

3# Up, Right, down, Left, Right, up and down.

Afterwards you receive the last moonstone.

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+ **** 4h. Tlaloc's Castle **** +  
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```

8-1 Find 4 sheep.

8-2 Find 7 sheep (Ram)

8-3 Find 11 sheep (chicken suit)

8-4 Find 14 sheep.

8-5 Find 21 sheep.

8-6 Fight Tlaloc.

While fighting Tlaloc he'll make the ground start bubbling. You have to move fast, or you will be shocked. He will also throw light red balls at you. You must duck/jump over them. After beating him you fulfill the Pupununu People's Prophecy...

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#=          5. Allies                  =#
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Tak - The hero of the story

Jibolba - Tak's good shaman friend

Flora - A spellcasting woman waiting to help you.

Death Juju - Gives you Sprite balloon

Moon Juju - You give her the moonstones after you get them.

Sheep / Villagers - Sheep are the villagers after Tlaloc used his black magic on their candy asses.

Ram - You shoot the ram in the back and he charges, knocking objects over.

Hens - When you touch them they shoot out two eggs that you can pick up and use for ammo.

Rhino - You can ride on his back... just like Donkey Kong country.

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+ \*\*\*\* Normal Enemies \*\*\*\* +  
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Bee Hives - Walking near the bee hives will cause the hive to release bees.  
The bees will attack the nearest moving objects, friend or foe.  
-----

Thorn bush - These things look like brown vines with spikes on them. Jumping  
on these will result in loss of health.  
-----

Blue Amazon birds - Blue birds that appear out of no where. They are  
Immortal, don't even try to kill them.  
-----

Roosters - Roosters defend the hen's eggs. Try to avoid them the best you can  
while gathering eggs.  
-----

Sharks - They charge at you if they see you. Avoid them. They cannot be  
damaged or stopped in any way.  
-----

Nerbils: Red - The red Rodent looking things, they throw things at you when  
you get close to them so watch out. In the first few levels they usually have  
beehives next to them. Shoot the bee hives to make the bees attack and kill  
the Red Nerbils. Later on, (when you get the green fan thing), it takes one  
hit to kill them.  
-----

Nerbils: Yellow - The yellow Rodent looking things, they throw things like  
javelins and stones at you when you get close so watch out. It takes one hit  
to kill them.  
-----

Nerbils: Green - The green Rodent looking things, they throw things at you  
when you get close to them so watch out. It takes two hits to kill them.  
-----

Nerbils: Magician - The multi-colored Rodent looking things, Magician Nerbils  
attack you with magical stars that are heat seeking and follow you. Good  
news is that they stay in one place and don't follow after you so if you  
start taking damage, just run away and regain your equilibrium.  
-----

Nerbils: Sonic - The red Rodent looking things, I call them sonic because  
they roll up in a ball and attack you ala Sonic the Hedgehog. You can't  
attack them while they are rolled up in a ball. One hit to kill.  
-----

+++++  
+-----+  
+ \*\*\*\* Bosses \*\*\*\* +  
+-----+  
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-----  
Pins - Boss #1 - The rather large purple and green pincushion of the Pins

and Needles duo.

Needles - Boss #2 - The tall gray sewing needle of the Pins and Needles duo.

Tlaloc - Boss #3 - Tak's sworn enemy. He is the evil Shaman who PWN3'D the villager's candy asses.

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+ **** 7a. Weapons **** +
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Blowgun - It's your long-range weapon in the game.

Green fan - It's your close range weapon.

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+ **** 7b. Items **** +
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Spirit Balloon - It's a balloon that the death juju gives you.

Moon Stones - Blueish rocks that you give to Moon Juju.

Red Feathers - Red feathers restore one feather of health.

Golden Feathers - Refills health completely and gives you one extra container.

They are located in the following locations:

Jungle 1-4, Tree Village 2-3, Burial Ground 3-2, Chicken Island 4-3, Numa Bay 5-2, Canyons 6-1, Sun Temple 7-1, and Sun Temple 7-5.

Pink balls - collect 50 balls for a free life.

Sheep - The cursed villagers.

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Version 1.0 Date Completed: 8/5/04

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Version 1.1 Date Completed: 8/6/04

Version History updated, Enemies section updated, Items section updated,
General typo fixing and Legal information added / changed.

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Version 1.2 Date Completed: 8/23/04

Version History updated and Pre-introduction section added.

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Version 1.3 Date Completed: 9/12/04

Version History updated, and Legal Information changed.

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The latest version of this FAQ can be found at GameFAQs at this address:
db.gamefaqs.com/portable/gbadvance/file/tak\_and\_the\_power\_of\_juju\_gba\_a.txt

And on my site at this address: <http://thecivilone.vze.com/TakFAQ.txt>

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Most of this was done very early in the morning (Between 1 AM and 5AM).
Because it was written then, it is very possible that this FAQ has several
errors that have gone unnoticed by me. If you have noticed any errors, please
contact us using the contact information.

If you have any corrections or additions for this guide or questions about
the game, please let us know. These may include, but are not limited to:

- Questions about the game.
- Information that would help make the guide better or more complete.
- Grammatical errors in this guide.
- Incorrect information in this guide.
- Strategies.

The best and fastest way to contact us will be through e-mail. We have AIM
but I (TheCivilOne) am almost never on so... don't bet on that. The second
best way to contact us would be our boards on GameFAQs, which we check almost
every day. Ignore the spaces in the email addresses.

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For permission to use this guide, or contributions / suggestions,

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Send questions about the game to:

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Secondary Email: BlackHolex @ kaxy . Com

GameFAQs board: http://boards.gamefaqs.com/gfaqs/gentopic.php?board=23748

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+ **** Notes about the authorship: **** +
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This guide was co-authored by TheCivilOne and BlackHole.

Most of the walkthrough portion of this guide was written by BlackHole and edited by TheCivilOne. Most of every other section was rough drafted by BlackHole and was re-written and edited by TheCivilOne.

The editing, general look of the guide and the ASCII art at the top was made by TheCivilOne.

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