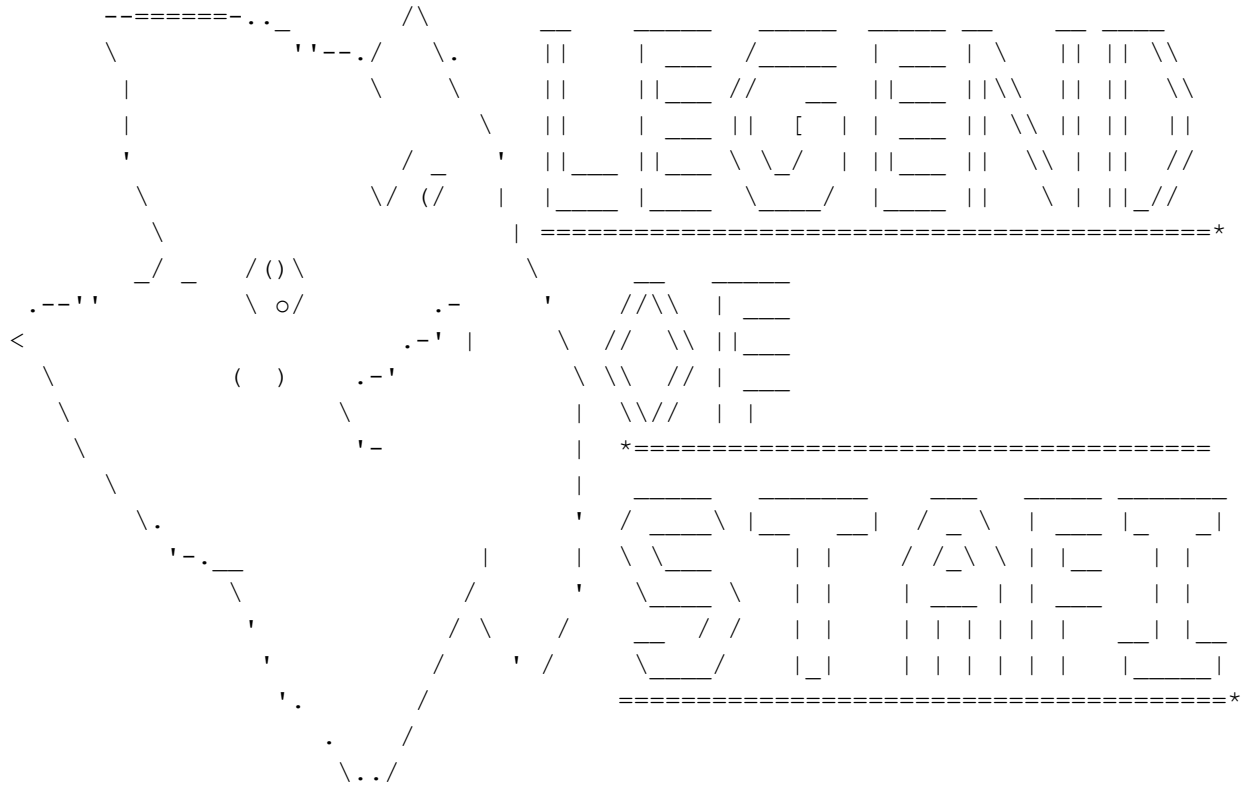


# The Legend of Starfy (Import) FAQ/Walkthrough

by EntropicLobo

Updated to v1.01 on Jan 22, 2008

This guide is for my brothers, Brian and Michael - the former introduced me to Stafi and the later encouraged the Guide. To Troy, whom I converted into a big fan of the righteous Starfish, and to everyone who was disappointed in Stafi's non-release.



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Legend of Stafi/Densetsu No Stafi

Version 1.0 (09/18/2005)

Version History:

- 23/01/2008
- 3/27/2006, added lup as a host.
- 1.0: Basic Guide Complete - (09/18/2005)

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Legality:

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To contact me: entropiclobo(at)yahoo(dot)ca or chaos(dot)wolf(at)gmail(dot)com

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www.GameFAQS.com

www.neoseeker.com  
 faqs.IGN.com  
 www.lup.com  
<http://www.saltwaterstafi.com/>

Game by TOSE/Nintendo.

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|                                     LOS1: Intro                                     |
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 ___/  \___ < An Intro to Stafi!!
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Stafi, Stafy, Starfi, whatever his name... he's one awesome starfish. The Densetsu no Stafi series is my favourite GBA series not to come out of Japan.

And that's the real tragedy of Stafi - he probably could have done moderately well. If the failure to release Stafi outside of Japan was based on his looks, well how is he much different than Kirby? Indeed, he is as simple and cute as Kirby is, and this game would likely appeal to fans of that pink puffball. I recall seeing previews of Stafi, then hearing he wasn't leaving Japan, then much later finding out that he stars in no less than three Legends of Stafi which makes me lament even further.

The game itself is fun if lacking in challenge. I usually frown upon a difficulty deficiency, but this game is fun enough that I don't really care. Maybe I have some soft spot for endearing characters? Perhaps, but I can't deny a good game no matter how big the character's eyes are. Again, that's like a Kirby game. Generally easy but very fun.

The bottom line is: if you have the opportunity to play this game, then take it! You may just be pleasantly surprised.

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|                               LOS2: Gameplay                               |
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LOSG1: Basics
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Generally, a stage plays out by having Stafi trying to help someone he meets in the sea. For most of the levels, the core problem is a boss enemy. For some others, you have to get them an item.

Stafi has five health hearts. He never gets any more, but he can replenish what he has with five pearls. The pearls are dark spheres with stars in the centre. A big pearl is worth five pearls. Pearls are important for purposes after the game is beaten once, so stock up.

Stafi plays out largely in the water, but has many areas on Land as well. As such, you will be required to master Stafi in two different play styles.

Along the way, you will meet a Mermaid. When you see her shell, she will fill your health meter. She also acts as a checkpoint. There is also Stafi's pal the yellow clam, he will give Stafi advice and generally help Stafi along the way.

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LOSG2: Moves
*****
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      /\
____/  \____ < These moves are making me thirsty, er dizzy! |
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 '        '
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Move: What the move is.  
Where: Where to learn the move.  
How: How to use the move.

What: What the move does.

Moves are listed chronologically (as you learn them).

Move: Underwater Movement.

Where: From the start.

How: Control Pad underwater.

What: Swim and walk underwater.

Move: Quick swim.

Where: From the Start.

How: Hold A while swimming.

What: Stafi swims faster.

Move: Jump out of Water

Where: From the start.

How: Quick swim out past the surface of water.

What: Stafi leaps out of the water.

Move: Air Float

Where: From the start.

How: Hold A in the air.

What: Stafi flaps his arms and floats down gently.

Move: Walk

Where: From the start.

How: Control Pad Left/Right

What: Move Stafi along dry land.

Move: Run

Where: From the start.

How: Hold B while walking.

What: Stafi runs. Use to travel faster and jump farther.

Move: Jump

Where: From the start.

How: Press A on the ground.

What: Stafi jumps.

Move: Enter

Where: From the start.

How: Up on control pad in front of entrances.

What: Stafi enters doors, etc.

Move: Spin

Where: World 1, give the Hermit Crab the horn shell.

How: Press B

What: Stafi's main attack, a spin. Don't spin too many times in a row or Stafi will get dizzy.

Move: Improved Spin

Where: World 2, spin the octopus' pot.

How: Hold the control pad and Press B (Underwater only)

What: Improved spin that is larger and carries some momentum.

Move: Water Spin Jump

Where: World 2, spin the octopus' pot.

How: Improved spin out of the water.

What: High, spinning jump.

\*\*\*\*\*  
 LOSG3: Tactics  
 \*\*\*\*\*

\*Loop Back Jump: For platforms immediatley above you with no intermediate platform or extended floor to get up on to the higher platform. For example:

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  _____
  
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And that's all you have to work with. Run forward jump, and hold back. You should make it up to the next platform.

\*Running Note: Remember Super Mario Bros. and block set ups like this?

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|  |  |  |  |  |  |  |
+---+  +---+  +---+  +---+
  
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Running will let you pass over the holes without falling.

\*Pearls from enemies: Defeat five enemies in quick succession. The third and forth will leave a pearl, the fifth leaves a big pearl. If you continue to quickly defeat more enemies, more big pearls will be dropped.

\*Dashing note: When performing improved spins, space them so that you don't dizzy Stafi. If you do this, it is the fastest way to travel along straight paths.

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|                                     LOS3: Options                                     |
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    /  \  \  < I can't read this!!
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Given that Stafi is a Japanese game, there may be some difficulty navigating the options.

On the main screen, you can choose one of two save files to play. Or, if you press select, you will go into file erase mode.

Most questions asked in the game are yes/no. Yes is usually the top choice.

Pause screen:

```

+-----+ 1 2 3 4 5 refer to the vehicles Stafi has unlocked.
|1 2 3 4 5      |
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|                |
|                |
|                |
|                |
|                +-----+
|                |  | <-- This shows any items you currently hold.
|                +-----+
  
```

+-----+

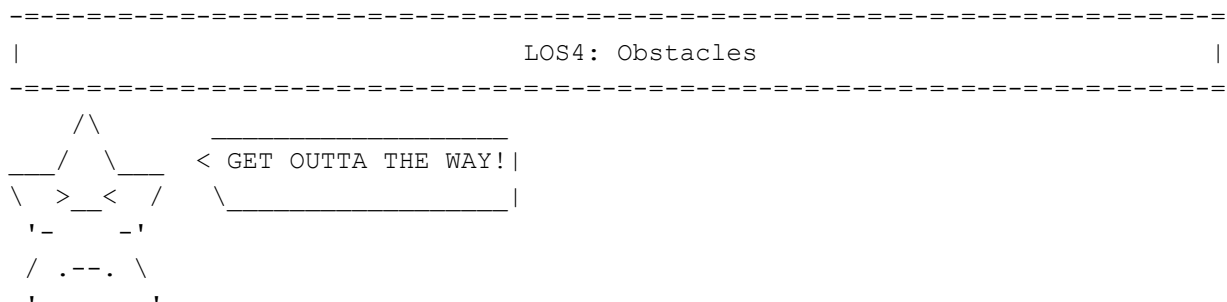
\*\*After completing the game once:

There will be a stage select screen, just movie Stafi to the stage you want to enter.

Press select on the stage select screen to access the extended options:

- Option 1: Picture Book
- Option 2: Treasure List
- Option 3: Play Minigames
- Option 4: Group Photo
- Option 5: Unlockables

Minigames remixed: When you talk to sea creatures in the collection quest that give you minigames, you can choose between three difficulties: easy, medium, and hard. Press B in this case to cancel.



Barrel: A barrel you can push and climb on. You can push it from the bottom horizontally, not just the sides.

Blue Circle Blocks:

Stafi can push these if he is swimming quickly. Push them to move them out of the way, they will go back into place afterwards.



Bumper: A circular object that bounces Stafi away.

Buzzsaw: Damaging trap.

Crumbled Blocks:

Stafi can destroy these with a spin.



Types:

Brown, Grey, Ice, and more. basically any regular spin, one hit block.

Earth: Spin into this light coloured earth to dig.

Hard Block: Requires two shots of your improved spin.

Plus Block: Push it.

Rotational Spike Ball: Revolves around a point.

Spike Ball: Slams up and down. Just time your movement.

Spike Trap: Ball that only moves when Stafi is near.

Whirlpool: Dizzies Stafi

```

=====
|                                  LOS5: Walkthrough                                  |
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  ___/  \___ < Stages... what a bother. |
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                                LOSW0: World 0
-----

```

Ah, let us begin Stafi's hallowed journey! Watch the opening scenes, and you shall find yourself in an underwater cave. This area is merely here so you can learn the basics. The signs you come to display their instructions in automatic fashion, and in spite of the Japanese they do show some controller functions so you should comprehend what is being said on a universal level. Move Stafi forward, the first sign tells you how to swim quickly underwater. Get used to it because it is very useful. You'll pick up a sense of "Ecco the Dolphin" right now, but Stafi quickly changes and gets more of a unique identity by the second world.

Swim around to the right, there are these blue blocks with circles on them in your way. Use the aforementioned quick swim to move blocks out of the way. Blue Circle Blocks will move back into place once you stop moving them. The next block can be pushed to enter a tunnel leading to four pearls. Take these pearls and return the way you came. As mentioned above, pearls are pretty important, so if you can get them easily like this - do so. Push through the Blue Blocks above and head to the left.

The vertical tunnel leads to four pearls. To reach them, use the quick swim as you approach the water's surface and keep using it as you pass it. Stafi will jump out of the water. Now, grab the pearls while you are airborne. There are two on the ground to the left and above the water here - six. Talk to the lobster and he will give you a barrel. You can push the barrel from below and use it to reach the pearls and the ledge to the left. On the ledge, press up to enter the door.

Head left then drop down. You'll notice some Red Face Blocks and Brown Crumbled Blocks. You can't dent either at the moment, so keep on heading down. Talk to hermit crab. He wants a shell of some sorts.

```

*****
Hermit Crab Part 1
*****

```

Head right, and then down:

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|##|

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When going down push the left block down then duck under the right block. You can pass when the left block resumes its position. Going up, push the right block up and go above the left. Grab the teapot and return it to the crab.

\*\*\*\*\*

Hermit Crab Part 2

\*\*\*\*\*

Give the Crab the teapot. You can now pass through that locked block to the northeast. Enter the door. See that horn shell? We're going to get that for our crabby friend. Swim right, you'll meet the mermaid whom restores your hearts.

Get on the barrel. You probably can't make it to the ledge. So hold B and take a running leap at it. Get the six pearls and head left. Now you'll come to the gap. Take a leap and hold A. Stafi will flap his arms and you can float across. Get the pearls in the process. Get the horn shell, and return to the crab.

\*\*\*\*\*

Hermit Crab Part 3

\*\*\*\*\*

Give the crab the shell. I guess it wasn't good enough. Stafi will be equipped now with a Spin Attack. Press B to use it but remember that Stafi will get dizzy if he spins too many times in a row. Before heading to the next goal, go back down and collect the pearls. The spin destroys the brown crumbled blocks.

Head back to the hermit crab and enter the tunnel protected by two blocks. Make your way through the tunnel destroying every block, so you can collect any pearls in hiding. Great, now you'll find your first enemy. An Orange Fish. Spin it to defeat it. Head north, defeat the Turtle. You can jump here for some pearls, but not all of them. Head down through the single block to reach the big shell.

Bust through the righthand wall, you'll see the Hermit Crab. He's the only option for now, give him the big shell to enter the next area.

-----  
LOS W1: World 1  
-----

You'll get your pearls tallied, you should get 50 or so. So you come to this scene of a clam being bullied by some... bully fish. Talk to the Crab to start the area. You'll see which path the bully fish takes. There are also some grey and red fish here. Before chasing after the bully, look around this area for some pearls. For now, there is only one door you can enter. When you find all of the pearls, enter it. You'll see the bully enter another door.

Swim north, mind the Red and Greys. You jump out onto land and see some waterfalls to the right. The real path is the fourth waterfall. Take it and make sure you get the pearls to the right, and wake the mermaid on your way while you are at it. Enter the door.

You'll notice the bully when down. Well, you don't! At least not yet.



When you enter these doors, you MUST defeat the enemies to exit.

Left door: Four sea turtles and a few pearls.

Top door: Three big sea turtles and a few pearls.

Right Door: Six Red and Grey Fish and a few pearls.

After you've gotten all of the pearls in the area, enter the bottom door.

Be prepared to spin very soon as the bullies swim after you. The clam will be rescued but he has a sad tale to tell: a shellfish has stolen his girlfriend and sicked the two bullies on him.

Enter the door the clam enters, then talk to the hermitcrab again. If you check your file on the select screen, you'll notice you have one 'camera' out of twenty. As we don't precisely know how to get these, follow the guide or at least if you play without the guide try to get into as many areas as possible before progressing. Anyways, this place is somewhat long.

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Note, the room doesn't look like this but rather this is the relative position of the seven doors.

**\*\*Door 1:**

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```

There are two crabs in this room, and also two eyes beneath the ground. Do a spin attack to these eyes and the Clam will talk to you briefly.

**\*\*Door 2:**

Seahorse Minigame. Get the baby seahorses, you have an infinite time limit and need to get twenty of them.

**\*\*Door 3:**

Clouds and the outline of something? Come back here later. The clam's there if you wish as well.

**\*\*Door 4:**

A room with some flies, and a door you cannot reach.

**\*\*Door 5:**

A bunch of Red and Grey fish and a few pearls.

**\*\*Door 7:**

Some flies and no where to go.

Make your way to the unmentioned Door 6. Make sure you get as many pearls on your way as you can!

**\*\*Door 6:**

Alright, a twisty area with some urchins. Swima round those urchins. Hey, what is that big bouncy fish all about? We'll find out eventually. For now check out what's down below: the teapot and the horn shell. I guess the hermit crab really didn't like Stafi's gifts? Yeah, that's fine but in his selfishness he's clogged the flow of water. Use your spin attack on the gifts to restore the flow, and the water level will rise in a few of the areas you were previously limited in. After destroying the items, you will be taken into door 5.

In doors 3 and 4 you can now play a hot air balloon minigame, but you will need to go to door 7 before you can progress. Door 3 has a balloon monster and some spikes in its minigame. Door 4 has a shell missile. Both have plenty of pearls. By the way, the mechanic in Door 3 activates the balloons, and when you pause, you will see the balloon at the top of the screen, in those [?] blocks.

\*\*Door 7: Defeat the Jellyfish as you go. Enter the door at the far right. Okay now you're beyond the wall past door 7. Activate the mermaid, talk to the clam, then head for the door. What's this? There's a skull over the door? Boss-Time baby! Make your way past the Red and greys. The mermaid would have filled your hearts but if you lose one here, the six pearls en route to the boss guarantee that you will get at least one back.

\*\*\*\*\*  
Boss 1  
\*\*\*\*\*

The spiral bully. He will taunt you a bit, then the fight begins. He will move around the bottom of the screen. Notice his lifebar? Well, it is time to decrease it. Come at him from above and use a spin attack. After a few hits the bully goes to the surface of the water, he is a little harder to hit here - you have to jump and spin him. However, he's still largely a pushover, so just keep on punding him. He takes five hits. Afterwards, Stafi does a funky dance then winks at us. Radical. Anyways, you reunite the clam with his girl.

Your pearls are tallied. I hope you had around 170 at least, if you did you're doing fine.

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 ___/  \___ < I took him for a "spin," but he broke down|
 \  V  V  /  \_____|
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LOS2: World 2  
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Stafi's the man, he's relaxin' with some shades. Far out. Anyways, World 2 begins now. Head left, destroying the fuzzy guys and the blue dudes that look like Scottsman with hats and moustaches/beards. Collect the pearls en route and jump up besides the whale. Talk to the clam, there is something wrong with the whale and Stafi needs to help.

--Note that you have a coral in your inventory, probably from the clam's girl--

Head back down the way you came. There are now grey crumbling blocks here with which to destroy. There are also urchins and some bubbles. The bubbles are no problem but of course the urchins are. The bubbles are no problem, that is, if you are not above them. They will push Stafi towards the urchins.

As you make your way through, you'll see a brown naval hanging down. Spin this to hear a chime. Get the pearls to the right before returning to the whale. Upon your return, talk to the clam. The whale will open its eye. There will be a cutscene of the whale gorging himself, and he eats an undesirable foe. The whale then eats Stafi and the clam!

Okay, this place is automatically scrolling forwards. Spin attack the ice blocks ahead. Keep an eye on the blocks as if they have a blue circle within then they are a bumper in disguise. There are some green urchins here, simple somewhat circular pattern and defeatible unlike urchins. There are also these creatures that look like flames. Spin them as they approach you. Collect as many pearls as you can and don't get crushed.

Entering the door at the end, activate the mermaid. The door close to the bottom has something you will need to find a mechanic to activate. So swim all the way up. A note about the Whale's gut lining: it will drag you down so stay out of it as much as possible. Enter the door, enter the unlocked door in this room.

In this big room, you will find someone trapped by some spikey dudes. You will have to destroy these, but you can't hurt them right now. In this room, there is a door to the right and a door to the left.

**\*\*Right Door:** A rad looking coelacanth will let you play his sunglasses minigame. You have three chances to find the right can and bust it.

**\*\*Left Door:**

There are a number of pearls here, some are behind obstacles you can't yet breach. You can get some by heading to the corners, however.

Start by heading right, enter the gut lining from the bottom and it will take you to a door. Enter this door. Head to the right and spin that pot. The octopus who jumps out teaches you a new spin! This spin has some momentum to it and can carry you past the gut lining!

Right, head left. Take out the spinner enemy with your new spin. There are also some blue, lethargic fish around. They are no problem whatsoever. Collect the pearls around this area and get accustomed to the new spin technique. Head for the door, but activate the mermaid en route - the new spin can bust those hard blocks with two shots. Return to the previous room.

The left Door has a sad crab, the bottom some sad cells. You want to take the top door. Destroy the blocks as you move past them in the gut lining. Alright, now head into your newly formed passage.

There you will talk to this fish with snazzy hair. He takes the coral you've been holding on to and gives you a teddy bear! Take the teddy to the crabs. They will cheer up and give you a cake! Take the cake to the cells. They will turn different colours but what's this? They don't give you anything? Do not fret! Remember the spikey dudes that were teasing that blue shellfish? The cells will kill them for Stafi, freeing the hapless shellfish! A locked door a few rooms back will also open...

After the clam and shell have a conversation, head to the bottom left door of this room. To your left in this next room is the door you saw become unlocked. Enter it. Activate the mermaid and - uh oh, a boss door!

Defeat the fuzzies and collect the pearls. Head on up and enter the boss fight in the chamber with spikey walls.



again. Spin through the left and enter the door. Go right, up, up, right, up, left, left, up. Take out the skeleton fish then head to the right side of the ceiling. Talk to the orange fish, grey fish makes a reappearance. After the talk a passage will be revealed - take it. There's a mermaid, then another fish with an ice crystal. You will get that crystal and be taken back to the room of the first crystal. Head to the right door.

**\*\*Right Door:**

This area can get pretty dangerous, so do not rush it. Talk to the pink fish. You will get her in your inventory. If you want the most pearls break through the ice cubes. When you have to pass morays, use your improved spin as a dash. The eels will come out of their holes, but you can send them back in temporarily with a spin. Do not rush this however, as the morays can drain your life quite quickly. There's a few skeleton fish and four big pearls. There is a mermaid before the door, and after activating her enter it.

In this next room, wait for the morays to retract before passing them. When you reach the top of the "stairs" you will meet a blue fish like the pink one we met earlier. Well, they will be reunited and you can pass. There is a mermaid and then a door. Enter the door, dash up past the morays and talk to the fish to get the third ice crystal.

Now that you have them all, go to the upper right of the room with the first crystal. Talk to that fish again and you will be allowed to pass since you have all three ice crystals.

Enter the door and float down to guarantee you get every pearl. You must now climb this corridor with dropping platforms and icicles. If you make it to the top: pearls and a mermaid. Other than that, two doors.

**\*\*Bottom Door: Seal pong, with 60 seconds.**

**\*\*Top Door: Look out for the icicles and climb the platforms until you reach the top. Enter the door at the top. How will you reach the that platform? It is much to high to jump to... use your improved jump from that pool of water to get there. Make sure to attack the penguin as well. Get the mermaid then keep up the spin jumping until you reach the top with the three monkeys. Monkeys? Yes! When you talk to them, the door beneath them unlocks. Proceed!**

Again, look out for icicles. Talk to those green dudes and they will light on fire, so the monkeys can have a nice bath. Dive into the water and head left. Pasta few morays are two more greens. Do the same for the water to the right. You'll be taken out of this room, and the monkeys will be enjoying a nice bath! This bath is so warm that it even melts the ice crystals you were carrying, freeing the little guys who were fighting the swordfish earlier.

Drop down the left passage collecting pearls. You'll land in some green water with squids and pearls in the top right. When you're ready, activate the mermaid and head through the door. The yellow clam will speak to you and you'll notice something about the ceiling: it is spiked and it is coming down. What you do is swim as fast as you can to the right and duck in a pit before the ceiling can crush you. When the spaces become very small with respect to height get ready to make a break for it. After a long swim duck down. There is the clam and a boss door.

Through the door, get the mermaid then head right past the ice snails. There are two big orange fish and the boss comes in from the background.

\*\*\*\*\*

\*\*\*\*\*

After talking with Stafi, the fight begins. Defeat the orange fish until you hear a tone. The Swordfish will come onscreen, hit him in the orange, unprotected area with your improved spin. He's easy to hit, you just have to hit him before he leaves the screen or you will have to fight more orange fish. You fight orange fish until you hear a tone between each time the swordfish appears. The last time he appears he is angry and will be harder to hit. But he is overall easy so just smash him in the back when he passes. With five hits, he's a goner. Stafi does his funky dance.

A mysterious evil enemy names ??? arrives and creates a current that blows Stafi and yellow clam away.

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     /  \
    /    \ < Well, he wasn't the sharpest knife!|
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-----  
LOS4: World 4  
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This is kind of a prehistoric looking level. There's plenty of brown earth around you, not to mention dino bones. Well, you see that brown earth that is lighter coloured than the rest? Spin into this to dig away at it, uncovering pearls. Head down, there'll be urchins and bubbles. Wait until you can get under a bubble then swim quickly down. Alright, so if you keep going down you'll get into a conversation with a fish with what looks like a musical note for hair. The scene shows its instrument being taken by a group of anglerfish. You may as well keep heading this way, there's nothing you can do above for the time being. Indeed, no Barrel Squid will give you a break so just trudge on.

As you head down, it is getting darker. The Lantern Squids aren't really a threat, they just stay in place. The Yellow Anglers are pretty simple too. They are fast, however, so be ready with a spin. Enter the door at the bottom. There is a rather mean looking barrel in here. Spin it and it will be revealed as a squid. You will be on the other side after the talk, so go in the next door.

Okay, this area is very dark. If you're playing backlit it shouldn't be a big issue but especially on a regular GBA you should spin attack those glowing bubbles. This will illuminate the area for a short time. The area has few pearls to collect so you'll be heading for the door in the middle soon, get to it from the right. Inside is a stomping urchin, when it calms down, the yellow clam appears and you all have a talk.

Okay, you're taken back to the dark area. Hit a bubble, and head to the north-west area of the room. You'll find a barrel. Push this back to the urchin. If it is on the ground and you need to push it up, move Stafi towards it while swimming up and it should rise as well. Keep the place illuminated to see where you are going. When you bring the barrel back, the urchin will jump into it. It will be delighted, the big squid satisfied, and you'll cut back to the left of the big squid. Now, head back to the first room. All barrel squids are removed.

The first door you come to, the lowest door, has a mermaid nearby. Get the mermaid. Inside, there are some blocks you can't break yet. But you can fight against the current, down leads to some pearls and a strobing lobster. Time

your spins if you head up, or else you will tire out. Get to this door and enter it. It leads to the top door in Room 1! So go down to the next door, and enter it.

There's a strobe lobster and lantern squid, defeat them. However, you're back to that area where you can't break the blocks again. Break the block that you can, however. Head back to Room 1. Go down and enter the next door. In here there are some large urchins. Now it is time to reveal the secret of the plus blocks. They are push blocks. In this room, move up and break the block. Then, push this block out of the way and try to get into the door.

In this next room, there's a mermaid waiting for you. There's some glow face fish, they have a horizontal path but also abrupt changes in speed. Get past them with your trusty spin, you'll meet up with music fish again. Nevermind the waterfall, you can't get past pufferfish yet.

Okay, in the next room, the screen is scrolling, this is a very straightforward part. Just remember to spin attack those arrow switches to change the direction of the scroll. At the bottom of this room is the instrument. After getting it, head right and enter the first door you see. This is a room with a mole. He will let you play the digging minigame. Find the mole to win, and the mole machine will be listed beside the hot air balloon on the subscreen.

After the mole, head up and into the next door. This takes you out of the room. Give music fish the instrument. In return music fish will play a song. check out Stafi and the clam's reaction! The song will also drive away the puffers. Time to progress young star!

Okay, up here you'll meet a fish I will call a spike fin. It stops now and then to point its sharp fins out. Spin it when it isn't pointing out. Get our old friend the mermaid. Here's something: That current above you? It is too strong for Stafi to swim against. Head to the right. The area with bubbles, urchins and spike fins: the crumble block leads to a horde of pearls. To your right you'll fight a small shark. Head right.

Push past the plus blocks to fins a door with an anenome. The anenome will challenge you to a minigame. Try to collect more bags than the anenome.

Go back through the pushblocks, down and right. There is a molemachine here. Hop on in, dig through the ground to find numerous pearls including a few big ones. Look out for the shockshells and spikes. After you have reaped all of the spoils, return past the anenome door and talk to the green, transparent angler. After the talk, move that golden statue out of the way. You can unlock the door by pushing from the right OR fall through the ground by pushing it from the left. If you push from the left, hold left on the pad so you can get into a door with an old blue frog.

So, push from the left. The frog will give you 90 seconds to get through his challenge. In the first challenge, destroy all the crumbly blocks, get through the door. Definitely use an improved spin here. In the next room, destroy all of the hard blocks, the timer does NOT reset. Try to get in the corner formed by two blocks.

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| | ie attack here
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  | |
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Strike two blocks instead of one, plus any damage from rebound. In the next

room, push a plus block up then destroy all of the blocks above it. For the hard blocks, you may want to attack from the middle of the group. In the next room, there are two lines of current and six puffers. Go to the bottom, dash right, go to the top dash right. Now that you are near the hard blocks, break away the two top blocks. Then go down the right hand side of them, spinning. Be careful, you \_can't afford to get dizzy\_. As you travel down the right hand side, try to damage as many of the left blocks as you can as well. Then, after right column is destroyed, take out the left column. Get back past the puffers the same way you got in, in reverse, and get to the door. You win and get a potion.

Head back to the golden statue and push it from the right. Great, enter the unlocked door. There's this weird brown pufferfish here. Hit it when it rests. Head through doors until you come to an area with pluses, bouncers, and crumble blocks. Okay, what you do is smash the crumbled blocks you can, then push the pluses. Keep on pushing and destroying and you will get to the end of the room. In the next room, destroy the crumbles and keep under the bubbles. The two blocks above the bouncer? There's nothing there so don't sacrifice your hp.

Through the next door, a mermaid and another deal with the golden statue. If you push from the left, you fall. Back to where the frog is. So if you've done that challenge already, push the statue from the right. Okay so you wind up in this large room of currents. Make your way to the door and enter it. Another situation with the fish statue. Again, push from the right unless you want to visit the frog. Get the mermaid here and note that there is a boss door down below. To reach the boss past the glow faces, you're best charging by.

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Boss 4

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The big, transparent angler lets his minions offscreen and it becomes dark. When he begins to talk to Stafi, indeed you cannot see him. You must wait for three little anglers to appear onscreen. Otherwise you cannot hurt the boss. He often uses them as a shield, so make sure your aim is true. The boss is not too hard, mor eor less it is hard to \_hit\_ him because you will probably end up hitting some of the little anglers at some point. He can only be hit when the room is fully illuminated and only once at each time. Watch where he appears and ready your attack. He does move more on the last hit, and uses a shield of little anglers. Five hits and he's a goner, and Stafi does his ultra dance.

The clam is mean to an angler, then the pearls are tallied.

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LOS5: World 5  
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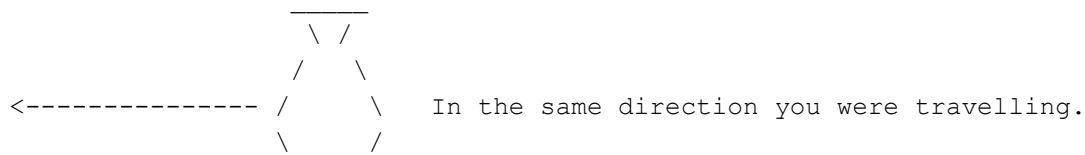
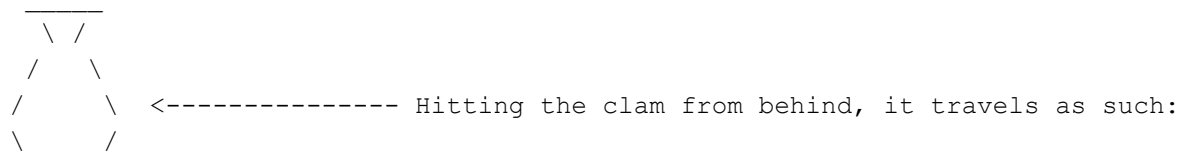
Oh, a wrecked ship! Yummy. Just start to the right and destroy the ghost lanterns. They just have a horizontal path. Talk to the clam, he's scared off by a ghost dolphin, follow him. Be careful as you approach the seaweed here, it will become a long blade and jump up at Stafi. Hit them while they are at rest.

When you meet back up with the clam, he will again be scared and float away



following a conversation with the dolphin. Head back down. Be careful! The Blade weeds are back and if you don't take note of them, they will strike you. You would do well to hit them while they're in mid-jump. Make your way back down the tunnel until you find the clam, stunned. You need to take him back to the wrecked ship where the dolphin was. While you can push the clam, this is more cumbersome than say, pushing the barrel in World 4. What you do is hit him with an improved spin.

For Example:



So knock the shell the direction you want to go and take care to eliminate any enemies along the way. If the shell gets "stuck" against a wall, push it up a bit, get under it, and spin attack. So once you get the shell where you want it you will begin to talk to the dolphin. By the way, hit the clam behind the dolphin, then talk to the dolphin.

The scene that ensues again shows the trouble in the say, an Octopus has locked up two other dolphins in a cage. Well, if they can't pass the corporeal bars, maybe they aren't ghosts afterall. Anyways, the cage has four locks, and the Octopus has dropped the keys. It even dropped the heart key next to the cage! So, leave the room and begin to look for the keys.

You are in a room as such now:



Where those are doors. Okay,

**\*\*Door 1:**

Locked, you will need the rest of the keys before you can return to this room.

**\*\*Door 2:**

Bomb Minigame

**\*\*Door 3:**

Move to the left. Defeat the saturn ghost and activate the mermaid. Head down, look in the portholes and you will see eyes. The long enemy that comes out of the portholes is still easy to defeat, however. The walking skull must be hit once to reveal the monster withing, then hit again to be destroyed. Smash down through the blocks in the floor and fight two more portholers. Take the door to the next area.

The Jellyfish in here, I'll call them ghost jellies for convenience, are able to move through walls and generally pursue Stafi. They are slow moving, so you will be able to defeat them without worry. To the left you'll pass these little ghost fires that behave as sparks do. Keep heading to the left but don't rush or you may be damaged by the Spike Ball. Wait for it to get out of the way then

swim into the far left indent. Get to the bottom of the indent and swim right as the ball flies up.

Go right past the fires and wait for the next spike ball to fly up past you. Quickly swim down and left, out of the way. Smash through the blocks to your right for some pearls. Left past the ghost fires you'll find a switch. Press it to turn the current off temporarily. As it stands, you can fight this current with your improved spin so use your own discretion. There are spiral shells in here, but beside sporadic speed ups, they are no problem.

So there are more switches down here, and search the floor and ceiling of each currented area for evidence of openings or crumbleable blocks. In the bottom right corner you will find a spade key, then watch a scene of the Octopus as he comes looking for the key and realizes it is missing.

**\*\*Door 4:**

Make your way back to the hub and enter Door 4. There is a mermaid as usual and after you busted through the blocks you can enter the door to the left. This takes you to a puzzle sequence.

Rule for all puzzles: Spin the blocks that are changing appearance to make them stop on that appearance. Match these blocks to the blocks that do not show a change of appearance.

The rotating order is: X, Triangle, Square, Circle (yeah...)

The first room is circles with no interference.

The second is X's with one fire. Mimic its path around the block until it is an X.

The third is triangles with two ghost fires. You have enough room to just wait for clean shots.

The fourth is squares with three fires. You can wait for a shot but be mindful that everything is a bit faster.

Take the diamond key, leave, watch the octopus scene, then head for Door 5.

**\*\*Door 5:**

Head left breaking through blocks then down to get the mermaid. Break through the blocks in the floor and enter the door. There's the club key! What luck! Well, a spikey fish comes and eats it. Chase it and hit it a few times in the underbelly to get the key. You can tell where it is going by the arrow that appears on the perimeter of the screen. Just watch out for those white orbs, or pulse urchins as I call them. They're smooth one minute and spikey the next.

Before leaving, take a minute to swim around and collect the pearls. Also take a look at the texturous rendering of that pirate sail. Gorgeous. Okay, head back out and see the usual Octopus scene. You'll be taken to the prison. The door back to the hub is locked and the Octopus is pounding on it, trying to get in. You're taken now to a room with red face blocks and a mermaid. Activate her and continue on.

In this next room, head up and take the door directly above. Talk to that Platypus. If you complete this Eel minigame you will earn the right to ride the eel wherever you find it (it is added next to the balloon and mole). This is a very simple course, so don't sweat it. When you see the electric enemy, jump forward over them. If you don't get all of the pearls on your first go, then try again.

Okay, exit and swim down to the switch. Hit it and head right to a door. This is another eel minigame. There's a lot of jumping and you will need to keep an eye on those flying insects. There are tons of pearls here, so make sure you manage to get most of them. Afterwards, head right via improved spin and collect all of these pearls. Now, hit the switch and continue right. Past the brown rocks there will be a cave in separating you from your yellow chum. Okay, head into the door to the right.

Head down, move past the currents with an improved spin and any blade weeds in the way should be taken care of as well. You will find a shovel, take it and leave. It will not work on the rockslide. Return to where you found the shovel and the floor will give away. Travel past the ghost lanterns, on the floor above bottom is a block which you can break for some pearls. There is a pick axe at the bottom. Grab it, jump into the water column but break into a chamber en route with some pearls. The pick axe doesn't wok on the rockslide either, so return to where you found it, the floor gives away. Take care of those three ghost jellies before entering the next area. This area is a checkerboard of currents, make sure to use your improved spin to get all of the pearls.

Get through the bottom, activate the mermaid, then take the bomb. Return to the rockslide and the bomb will remove it. The octopus drags you immediately into the boss fight after you blow up the wall!

\*\*\*\*\*  
 Boss 5  
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The Octopus puts on this awesome pirate hat and then the talking. He will float to the right hand side and go up. Hit him in the tentacles with an improved spin. Don't let him squirt ink on you. It will stun Stafi and the Octopus will charge you. When he lands, he will go up again. Use your improved spin once more. This time when he lands he will shoot a few ink balls into the air. Dodge them and get ready to hit those tentacles. It's the same deal for the next hit. When he has one life pellet left, he will fire many balls into the air and once they pass he will move to the middle of the screen and go up. So wait for him to shoot his first ball then head down and under him, and Finish Him! To show how awesome he is, Stafi will do his dance.

So Stafi and the yellow clam come upon these ruins...

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 LOSW6: World 6  
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You come to a temple-like area. Jump up and see that Angel Snail (or nautilus perhaps...) and it will attack the clam. It will track Stafi and periodically spit a spinning, spiked, shell. Drop down into that pool of water, spin that light blue fish. Keep smacking them. Eventually you'll be surrounded by three shells. Smack them as they approach. Keep that Angel Snail in mind, it is still firing shots.

Alright, the waterfalls. Don't fall into Waterfalls with buzzsaws, they can be hard to escape and you'll take damage from the saws + spiral shells.

First: Saws  
Second: Saws  
Third: Saws  
Fourth: Pearls  
Fifth: Saws

In the pool after the falls, there are these fish that float around on their backs and then puff out to look like frogs before charging at Stafi. Just hit them as they approach. After the pool, the Angel Snail hits a wall and falls, stunned. Stafi and the Yellow Clam approach.

It seems our old friend "???" has been causing trouble with an evil clone of Stafi. That's why the snail was attacking you.

You're taken to a new area. There are plenty of bumpers and also some flying pigs. The first door you come to has a flying animal in it, I'm not sure what species but it does look like an octopus... or elephant. This is the sky pool minigame, and you must sink three balls.

Okay, use the bumpers as stairs. I suggest holding A in for the float, it will give you greater control. When you reach the snail, do NOT jump into it yet. Take a run from that platform and jump to the middle bumper of the three-part formation to the left. Use this to get on the third and then to that door.

In here is... a witch with talons. She leaves her broom and hat. Stafi can jump on these. By the way, recognize the outline of the gear from a previous World? Mmmhmm... The broomstick minigame isn't that tough, beat it to unlock the broomstick. Fire your stars often and you should do fine.

Alright, now go talk to the Angel Snail. You are dropped off where the snail crash landed. Take the right. Activate the mermaid and drop down the hole. If you return to the door you leave you'll do the broomstick challenge. It should go smooth if you use the charged shot.

Take the right hand path, the spike balls here only move when Stafi is near, like a trap. Make your way down, past the spike traps and you'll see a glowing square. Spin attack this. Next, make your way back to the left, you may have to fight the green shells again. At the bottom, hit the other glowing square and the current will subside. Go up into this area, you'll meet your old friend the lobster.

He takes you to a tunnel, head left. Make your way down, seahorses and frog fish are no problem. Explore each nook and cranny and get every pearl. You will find a mermaid as well. When you come to the end, take the left door first and this would be the solution: (you start in the blue fish room)

Outside refers to the little pits to the left of the first door.  
Mix has Three green shells, one seahorse, two blue fish.

Room: Blue Fish  
Top Door: Seahorses  
Left: Blue Fish  
Right: Outside (Middle)  
Bottom: Blue Fish

Room: Seahorses  
Top Door: Blue Fish  
Left: Blue Fish  
Right: Green Shells  
Bottom: Outside (Middle)

Room: Green Shells  
Top Door: Blue Fish  
Left: Outside (Middle)  
Right: Outside (Right)  
Bottom: Mix

Room: Mix  
Top Door: Outside (Right)  
Left: Sparkly Book Room (With Mermaid)  
Right: Outside (Right)  
Bottom: Outside (Middle)

So what about outside left? Try to take the sparkly book and ??? will blow you there.

When all is said and done, take the right door. Swim past the sharks, use your dash to stun them. At the end, you'll meet a green shark with plenty of damage. He'll open a locked door for you, and inside you will need to get him some medicine. When you enter the room, you'll have to jump from pool to pool. Now, up until the four stacked bumpers this can be done with a diagonal dash out of the water. To clear this, you will need to dash straight up then float over the bumpers.

Head to the right, duck under the urchins using the little indents. Jump into the pool and head down. Swim past the urchins to the left and grab the meds. Go up from here and take them to the shark.

Give the shark the medicine and you'll gain access to a new door. Lo and behold another shiny book. Get the mermaid and then go and try to take the book. ??? shows up and blows you away, all the way back to the room with the two doors. Ok, head back to the lobster. ??? will show up and blow the two of you away.

In this next room, rocket out of the water and onto a platform. Next, jump and float onto the nearest bumper. There should be bumpers arranged around a platform in the middle? Well, aim Stafi so he hits the side of the closest bumper with the side facing the platform. Great. Now use two of the bumpers as a staircase. Do the same for the next set of two.

Alright, see how those pearls are arranged? That's the path you take. Use the pools of water to make diagonal dashes up to each level. Boost up to the bumpers and climb them like a set of stairs. You should now use those two bumpers to reach that mermaid. Get to those platforms on the right wall and float over to the door from the top platform.

You meet up again with the lobster. Jump out of the pool and head left. You can swim around and fight the Nautili and some walking octopi I will refer to as... walktopi... The first door you come to has a beaver residing. He wants you to gather him some food. Visit the three deep pools in this area and speak to the clams until you find your friend the yellow clam. Go back to the ebaver and you will see that he is trying to eat him. The book makes an appearance, it cuts to the Lobster and Clam (whom is very angry) then the lobster begins to read from the book. ??? shows up and blows you away.

You can see ??? to the right, and a mermaid to the left. Get the mermaid and then confront your tormentor. He runs away and you get to fight... EVIL STAFI!

\*\*\*\*\*  
Boss 6  
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Evil Stafi does the usual talk thing, then curls up and spins after you. Keep spin attacking him and he'll spin faster and faster. Until, that is, he stops. This is the time to hit him - while he is dizzy, but watch out for the released Stafi-Sized Evil Stafis that fly offscreen. After you hit him once, he moves around the perimeter. Okay, use the same strategy. After you hit him twice, he digs into the ground. Watch for him to resurface, and do the same thing. You will do this for hits three and four. For the last hit, he's just sitting there but when you go to attack, he teleports. Try to evade the dash he makes and hit him until he's stunned. Dash him for the win. Stafi does his awesome dance because you just can't beat the real thing.

??? runs away and you get the book and a jar of some kind. You and clam meet up with lobster. The book reading begins anew. A flying jellyfish begins to take our heroes to a palace in the clouds. Your pearls are tallied. You should have over 1000 total by now.

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< To advertise, he probably put up im-posters!|

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LOS7: World 7  
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Jump up into the sky puddle you see above you. You can leap out of these with ease with the dash. There are some bunnies along the perimeter if these sky puddles. They patrol the puddles and aren't a hard enemy except for the fact that they can hit you as you try to span different puddles. Begin your climb.

Float over to the first door you see. Enter it for a hot air ballon. The tornado enemies will spin then launch forward. Tempt them to leave before you pass. There are lots of pearls here, but also a lot of spikes. Keep your wits about you.

Continue your climb, you may have better luck dashing straight up and floating, whatever works for you. When you reach the cloud platforms, you will see that there are some moving at different angles. Begin your ascent, be careful of the urchins. The patterns are relatively simple, but if you have trouble you can use a running jump and floating to help. At the top, you meet the Jellyfish that carried you here. Talk to it to learn that ??? has let loose three bosses, and then jump on top of it for use as an elevator.

Up here, activate the mermaid and then look out for the cloud! Dodge the shot then jump and spin it. Head up and take the right door, inside is a bird with a barrel shaped beak. It lets you play the fruit catching minigame, with a target score of 10.

Enter the boss door. Jump to the ground initially if you want the pearls. If you want to use them to restore life if you mess up, then just jump on the Jellyfish. As the jellyfish moves left, stand on it and jump over obstacles that come your way. Floating really helps but can slow you down so that the Jellyfish passes you. Major bummer; Thummer Down! On the second Jelly, make sure you float if you miss a jump because there's plenty of bottomless pits down there. If you go down there, there are a few pearls to be had.

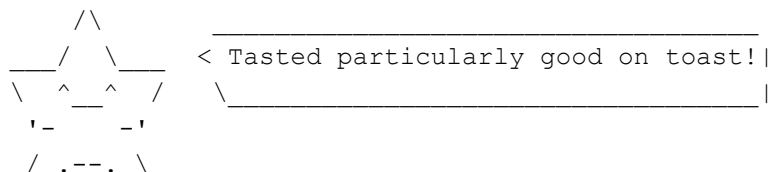
Activate the mermaid and head into the boss room.

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    Boss 7

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Evil Stafi was kind of a challenge, this guy's around the same difficulty. It is also the largest boss yet, taking up almost the entire background. The big guy's eyes even look your way. Try to stay to one side and near the middle of the screen. If the jelly grabs you with a tentacle, it will drag you into the ground and damage you. Avoid the tentacles and hit the glowing red orb three times to damage the boss. So just look for the white puffs, this is where the tentacles arrive from. They sway more as he takes damage, and they take more hits. Just don't touch the ends!



Awww, Stafi didn't get to dance? Oh well, activate this next mermaid. When you leave this little room, the boss door will be destroyed and a stair of clouds will be built. Take it. Enter the boss door.

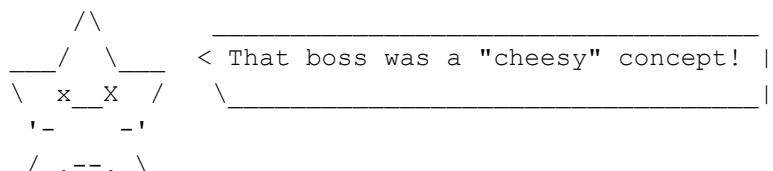
There is an arrow here. Ever play Super Mario Brothers Three? This is exactly like the directional platforms found in such places as World 7. Jump on the cloud to change direction. This arrow goes East, West, North, South. The second platform goes Northeast, Northwest, Southeast, Southwest. The next goes N,E,W,S as well. And the one following this goes NE,NW,SE,SW. And that's it. The planes can be handled by staying in the middle of the platform and spinning. Make short jumps on the platform. After this you'll get a mermaid and the boss chamber just a bit after.

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    Boss 8

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To say the least, it's new. A mouse driving a cloud with a cannon. The cannon shoots little clouds, avoid these or even go between them. For the first hit, rocket up and land on the mouse spinning. For the next two hits, it is to the side of the sky puddle, so you can get over it more easily. In fact, until he has one hp left you can strike him before he starts shooting. When he's down to his last, he begins to curve round the puddle. He launches bombs that explode in a four-way cloud burst. This can be frustrating, but you're best to hit him when he's curving back up. Jump out and finish him.



Still no dance? No dice? What a drag. Activate the Mermaid and then head on out that door. The same staircase deal happens again. Climb Stafi, Climb!

Alright, through the third boss door you'll find a very dark room. Use your normal swim here folks! The walls are lined with spikes and especially if you are playing on a regular GBA they will be hard to see. When there is a flash of lightning, it should illuminate the room enough for you to see. If you take the time to do this properly you will find the mermaid unharmed and be able to

enter the boss door.

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Boss 9

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A lightning crab. It occasionally shoots a lighting shot at you, dodge it. Do not worry, it doesn't change in the water. Launch Stafi out of the water at the Crab's claws. It does a radial spread of lightning when you break a claw so look out. Break both claws then rocket up at the crab. Get to one side to dodge the falling lightning. The crab is moving now, so attack the claws and do it when it isn't charging. Keep this up, he only gets a smidge faster as the hits wear on. The cloud, however will teleport when he has three life left, return to moving when he has four, and shoot its own lightning when it has one. An easy boss, and you may be able to damage it even after removing only one claw, but do two to be safe.

\*Note! You can defeat the lightning bolts with a spin!\*

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Still no dance, get to the mermaid and keep on going. You will need to run and jump to reach the bottom stair. Go up, the city from the background is there in ruins. That's it, the pearls are tallied.

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LOS8: World 8

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Alright, you're in the wrecked palace. That door up and left is for the only vehicle you haven't unlocked and so you can't do anything there yet. Head left. A starfish will explain the problems they have had with your now nemesis and that he was beat up and some kids were lost. Enter through the door to the left to enter the Beholder room. In order to avoid being damage by a Beholder, hide behind a green brick wall until they close their eyes. Let's start with the left door.

Free that bone fish with a simple spin. Whne it swims over the X, attack it and it should flip the switch. Hurry through the door. In the next room, push the barrel onto the right switch and drop the fish onto the left. In the next room, free the fish and lead it to the switch. When you drop it, hurry back to the door using a dash or two in the mix. Alright, the next room. It is best to take that barrel to the switch above you. Look out for the fish if you accidentally release it. Lead it to the bottom switch, drop it and leave the room. In the next room you'll have rescued some babies and you get a mermaid. You'll be taken back to the Beholder room, I'd recommend getting the pearls of the room then going intot he right door.

This room is ripe with rotational spike balls. After the ball passes swim over in front of the bottom step of the staircase. Swim straight up, the second ball will not hit you. Wait for the next ball to pass, swim down the wall, wait for an opening then swim to the right wall. Stand to the right of the axis of the ball at the bottom here, it will pass over you. When it does, swim up past the current. You will be next to a ball, when it is going offscreen swim to the righthand wall and dash up, Wait for the ball to the left to pass, dash up. When heading down the stairs, wait for the ball midway down to be out of the



way then make your way down and stand to the left of the bottom. Swim to the left wall. Swim straight up then make it to the left. Break through the floor here to earn some pearls. Go straight up the left wall then right through the current. Stick along the top, move to the right when you get a chance. Head on up through the ceiling then all the way left to the door. You'll get more kids then a mermaid.

Now, the last door we will visit from the beholder room is the bottom door. Go on and push the red blocks out of the way but look out for dogfish. The spike balls are very easy to pass. Get to the end for some children and a mermaid.

Exiting, you come to an area like this:

2

1 E 3

Where E stands for EVIL BOSS! But you have to unlock the door.

\*\*Door 1:

Laser eyes! Yikes! Just take it slow, wait for the beams to stop. If you have patience this part is very, very easy. Get to the end, get the mermaid and flip the switch. Exit.

\*\*Door 2:

Sky Puddles abound! That wavy hair coral monster is the same as the bunnies. Jump from sky puddle to sky puddle all the way to the right. The Meteors can be taken out with a dash (well placed that is) and mind the Space Octoroks (well, that's taking some liberties with the naming!) You can void most foes but always have the float ready. Get to the end, get the mermaid, flip the switch, and exit.

\*\*Door 3:

Autoscrolling. Be sure to hold A so you can push red blocks. When the path splits first, go up. Same for the second split. Go into the door before you are crushed. Alright, mermaid, switch, exit.

Now enter the middle door. Door E! The \_evil\_ door. There's a mermaid, get her. Now swim up...

\*\*\*\*\*  
Final Boss  
\*\*\*\*\*

He's like Kool-Aid Man, he busted through that brick wall! A short talk and it is on! This isn't a terribly hard fight but you \_have\_ to be accurate. He makes this purple vortex which damages you if you fall in. What you do is dash attack him towards the vortex so that he falls in. Of course, he'll try to bump you as well. The suction on the portal is very good when it comes to sucking him in, so this should be no real trouble.

He runs into the hole he made, Stafi follows. Get the mermaid in pearls in the next room but watch out for the space Octos. Head up.

\*\*\*\*\*  
Phase 2  
\*\*\*\*\*

Hey, it is the final boss afterall. He becomes rather spikey. Again, this is an easy fight. He will shoot a cannon ball at Stafi. Now, Stafi can dash this back at him and try to lodge the ball in his mouth. When this happens, strike the mouth to damage the boss. He follows you after two hits but cannot hit you if you are on the bottom. Just lead him into getting the balls caught in his mouth and you'll win in no time. He runs away at any rate.

Get the mermaid and defeat one side pf the enemies. Take it cool, you don't want to get hit right now. The Electrojellies can be hit at any time, but I recommend when they are uncharged.

\*\*\*\*\*  
Phase 3  
\*\*\*\*\*

Yeah! The final lap! This is a fun fight. You need to dash him in the eyes (when they are white with black pupils) to damage him. You can squeeze off a hit before the fight starts, but when his flame hands appear, wait them out. Dash out fo the way when they come for you. When his white hand appears, swim over it. It will knock you dizzy if it slams you. When hiss eyes turn orangish red, he releases a radial swath of eye lasers. Dodge them from the edge of the screen. His other attack is intiated when he looks really angry, gritting his teeth on top of the red eyes. He dives into the background and begins shooting fireballs. Look for the sparkle in the background - that is him. Get to one side of the screen and lead the shots as they come. He takes ten hits but once you get his attacks down he's not so bad. Still, the most awesome boss.

Yellow Clam traps him in that jar you were carrying. It's funny because the vs meters fill again, then his life bar goes \*poof!\* Watch the ending... Stafi goes into his treasure room and stumbles, knocking his treasures away! He also knocks something else over... but you can find that out yourself. For tips on getting treasures, please go to the Collection section, LOS7.

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| LOS6: Enemies |

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\*\*\*\*\*  
Introduced in World 0/1:  
\*\*\*\*\*

Crab: Crab that jumps up and down, looks like the crabs from the original Mario Brothers. Just spin them.

Bully Fish: Swim straight at Stafi.

Big Sea Turtle: Hit it when it is not in its shell.

Fly: Insect that flies in the sky, otherwise simple.

Jellyfish: Move in circles, big guys but easy to bust.

Orange Fish: Simple enemy that swims at Stafi. Your first enemy encountered.

Red and Grey Fish: Swim quickly when they see Stafi.

Sea Turtle: Lives underwater. Simple enemy, horizontal path.

Spike Snail: Attack when it tosses its shell up.

Turtle: Simple enemy that persists in a place until it notices Stafi. Then it dives. It will need to return to the surface for air.

Urchin: Stationary enemy. Avoid.

\*\*\*\*\*  
Introduced in World 2:  
\*\*\*\*\*

Flame: Approaches Stafi. Spin as they come.

Fuzzy: Looks like a hairy sphere. Simple horizontal paths.

Green Urchin: Simple pattern and easily defeated with a spin.

Lethargic: Blue fish that meanders around. Looks lethargic.

"Scott": With it's hat it kind of looks Scottish. Simple enemy, floats more or less in place, staying on level with Stafi.

Spinner: Large, blue edges. Spins around, use your spin.

\*\*\*\*\*  
Introduced in World 3:  
\*\*\*\*\*

Ice Snail: Behaves like a spike snail, can be attacked even when shell is on.

Moray: Long eels that come out to snap Stafi. They can be stunned.

Penguin: Jumps at Stafi when he nears.

Skeleton Fish: Throws bones at Stafi. Priority target, you don't want to leave them around if you can help it.

Spark: Moves around a platform.

Squid: Move up and down in a group.

\*\*\*\*\*  
Introduced in World 4:  
\*\*\*\*\*

Blue/Purple Urchin: Same size as Green, moves in circles and are easy to beat.

Brown Puffer: It has spikes when it moves so hit it when it rests.

Glow Face: Green fish with a glowing face. Changes speed abruptly.

Lantern Squid: Moves only slightly, has a light on it's forehead like a miner. When it knows Stafi is around, tries to stay level with him.

Small Shark: Has a fast, curvy path. But it isn't much a threat in spite of this.

Spike Fin: Stops to spread its sharp fins. Hit it when it is on the move.

Strobe Lobster: A weird crustacean with big lights on it. Moves toward you when it notices you.

Yellow Angler: Anglerfish that charges quickly at Stafi.

\*\*\*\*\*

Introduced in World 5:

\*\*\*\*\*

Blade Weed: Looks like seaweed but becomes a sharp blade when Stafi approaches. Hit when it rests.

Ghost Fire: The same as spark.

Ghost Jelly: Jellyfish that pursues Stafi even through walls.

Ghost Lantern: Horizontal path, none too hard.

Portholer: Long enemy that comes out of portholes after Stafi.

Pulse Urchin: The same as urchin in that it cannot be defeated. It changes from smooth to spikey to smooth.

Robber Fish: Steals a key item, hit a few times for it to drop.

Saturn Ghost: Roundish ghost with a ring. Behaves the same as a lantern squid.

Skull: An enemy with armour. Hit it once to remove the skull, again to defeat.

Spike Floaters: Pulsing posterior, spiked anterior.

Spiral Shell: Spinning enemy with sporadic speed-ups.

\*\*\*\*\*

Introduced in World 6:

\*\*\*\*\*

Blue Fish: The same as lantern octopi.

Brown Shark: Hit them to stun, then pass.

Flying Pig: Flies away from Stafi.

Frog Fish: Inflates and swims after Stafi when he nears.

Green Shell: They appear around Stafi then fly in on him while circling. Lool like turtle shells with eyes.

Nautilus: Chases Stafi when it sees him.

Seahorse: Slowly moves toward Stafi.

Walktopus: Walks around.

\*\*\*\*\*

Introduced in World 7:

\*\*\*\*\*

Blue Plane: Simple, horizontal movement. One direction.

Bunny: Walks along the edges of sky puddles.

Cloud: Shoots a blast at Stafi after flashing.

\*\*\*\*\*

Introduced in World 8:

\*\*\*\*\*

Beholder: Hide when they open their eye...

Bone Fish: Attack them to reduce to a pile of bones. They get back up.

Coral: See bunny.

Dogfish: Chompy enemy that chases Stafi.

Electrojelly: Shoots an electrical ball.

Meteor: Stops in place.

Space Octorok: Same movement as Lantern Octopi but they shoot rocks.

\*\*\*\*\*

Introduced in World 0 Return:

\*\*\*\*\*

Chick: Flies back and forth.

Spike Blob: Sticks needles at Stafi. Get him when he retracts.

\*\*\*\*\*

Introduced in World 1 Return:

\*\*\*\*\*

Air Boarder: Drops through the air.

Balloon Snob: A big fish bouncing around.

Red Spot Fish: Rare, Pink fish with simple movement.

Spike Turtle: Has a large spike on the anterior end. Hit it when it is not retracted into the shell.

\*\*\*\*\*

Introduced in World 2 Return:

\*\*\*\*\*

Green Blade Urchin: Displays huge blades when Stafi trys to attack. Get it when it retracts.

Porcupine Fish: Displays spikes when Stafi is near.

Rock Sun: Chases after Stafi.

\*\*\*\*\*

Introduced in World 3 Return:

\*\*\*\*\*

Baby Seal: Slips back and forth.

Green Flapper: Flies across screen.

Spear Crow: Increases speed when it notices Stafi. Horizontal movement.

Trampoline: Bounce on top of him.

\*\*\*\*\*

Introduced in World 4 Return:

\*\*\*\*\*

Bee Bat: Flies while thrusting stinger if Stafi gets close.

Current Fighter: Swims against the current.

Green Plant: Stationary, but can open to launch an assault.

Green Spinner: Spins and bounce off others and the walls.

Jumping Flame: Jumps in and out of the lava. Can be beaten with a spin.

Skull Dino: Knock his skull off with the first hit, defeat with the second.

\*\*\*\*\*

Introduced in World 5 Return:

\*\*\*\*\*

Eye Pop Fish: Swims after you.

Flying Beetle: Flies up and away.

Ghost: Moves towards Stafi.

Rock Shooting Squid: Same as space octorok.

Spark Circle: Attack them when uncharged.

\*\*\*\*\*

Introduced in World 6 Return:

\*\*\*\*\*

Black Whisp: Flyes back and forth with abrupt changes in speed.

Bounce Blob: Bounces up at you.

Divebomb Pterodactyl: Divebombs you.

Pink Chomper: If on the same level as Stafi, it sprouts spikes and charges.

Pink Flying Bug: Flies around the ceiling.

Spike Kicker: Wait until it kicks the spike ball, then go defeat it.

Spike Shield: Vulnerable only from Behind. Best part? They're Monkeys!

\*\*\*\*\*  
Introduced in World 7 Return:  
\*\*\*\*\*

Circling Buzzsaw: Fly at you as saws when a brethern falls.

Curl Tail Bird: Flies around.

Dragon Head: Flies across the screen.

Flying Dog: Flies back and forth.

Fox: Cycles around the sky puddles like Bunny.

Legless Flying Cat: Behaves the same as a flying pig.

Pink Bird: Flys back and Forth

Purple Frog: Moves back and forth and looks exceptionally strange.

Red Flower: Tosses pearls and spikes. Hit three times while it is closed.

Skull Spring: Bounces up when you near.

Space Fish: Movement like lantern octopus and tosses a rod.

\*\*\*\*\*  
Introduced in World 8 Return:  
\*\*\*\*\*

Blue Crawler: Crawls along the ground.

Circling Skulls: Circle around Stafi then move in. Spin as they arrive.

Evil Rooster: Moves back and forth, jumps when Stafi nears.

Rock Shell Octopus: Tosses his shell in the air the same way the snails do.

Skull Fish II: Same as the other skull fish of world 8, but smaller/faster.

Spike Spring: Bounces when you near.

-----  
LOS7: Collection

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This is something you will start after defeating the final boss. Alright, take a look at your file now, the Picture Book and Treasure Tallies have been opened up. If you have been thorough, your numbers should look like this:

Photo: 8/20  
Treasure: 0/45  
Picture Book: 119/202

We have a lot of work to do! The most important thing to note right now as far as going back and collecting is concerned is that you now get a stage select.

7	1	8
3	0	2
6	4	5

That's how I've laid the stages out. I \_guess\_ World 0 is world 1, but there is no real trouble there, no boss, and it's the tutorial level so I've given it the name '0.'

\*\*\*\*\*  
LOS7.1: Camera  
\*\*\*\*\*

The Camera refers to the group photo you see at the end of each stage, it follows the tally of pearls. The more pearls Stafi has - the more characters in his group photo. He will have them all by 9999 pearls, and the characters at 9999 are in the game but not in the game play.

9999 seems teep? Well, when you go for treasure try to get at as many pearls as possible each time. When there's little to no more treasure to collect, try playing the different stages. Try to mix it up, the same stage again and again will get boring.

Worlds 1 and 3 are great for pearls if you want to give them a shot, however. Make sure to string enemies together for extra big pearls.

So one might say: Why not just max out your score stringing enemies together for the duration of the stage? Well my friend, you can string to your heart's content but it is going to be boring.

\*\*\*\*\*  
LOS7.2: Picture Book  
\*\*\*\*\*

The Picture Book has 202 entries, and in order to complete it you must defeat every enemy (that can be beaten), speak to every character, and confront each enemy in the vehicle levels. Note that in levels like the mole merely seeing the enemy is sufficient.

In the collection walkthrough below, hard to find picture book enemies are covered.

It would be useless to list the picture book's contents, let me just say that each World has its own page so you will know if you're missing anything.

\*\*\*\*\*  
LOS7.3: Treasure  
\*\*\*\*\*

Stafi's lost all of his treasure. Find the treasures in the stage. You know a treasure is in a room or that the room leads to a treasure when Stafi gets an exclamation point above his head.



Treasure:

1. Poop Swirl - World 8
2. Alarm Clock - World 2
3. Red Shoes - World 5
4. Light Blue Ring - World 3
5. Blue Umbrella - World 7
6. Crystal Ball - World 4
7. Toy Car - World 8
8. Doghouse - World 6
9. Bag of Money - World 3
  
10. Red Scroll - World 5
11. Green Luggage - World 3
12. Lollipop - World 8
13. Blue Bow and Arrow - World 0
14. Apple - World 5
15. Tea Pot - World 5
16. Letter with Red Seal - World 1
17. Symbol Piece - World 7
18. Cane - World 5
  
19. Teddy Head - World 6
20. Yellow Game Boy - World 7
21. Sledge Hammer - World 1
22. Telephone - World 6
23. Crown - World 8
24. Yellow Key - World 2
25. Egg - World 4
26. Pink Snake - World 2
27. Mushroom - World 8
  
28. Blue Potion - World 4
29. Glasses - World 7
30. Magnifying Glass - World 3
31. Spade - World 4
32. Yummy Cake - World 7
33. Officer Hat - World 8
34. Green Book - World 5
35. Dice - World 0
36. Donut - World 6
  
37. Blue Tea Cup - World 7
38. Bell - World 1
39. Glove - World 4
40. Potted Plant - World 6
41. Blue Feather - World 0
42. Light Bulb - World 3
43. Rubber Duck: World 6
44. Change Purse - World 2
45. Sword - World 4

\*\*\*\*\*  
LOS7.4: Collection Walkthrough  
\*\*\*\*\*

This deals heavily with Treasure, though if you follow it you will come across enemies needed for your picture book.

Keep in mind:

-Red Blocks can now be destroyed, they lead to new areas most of the time.

-You can access new areas in the earliest levels with your improved moves.

-On the pause screen, press Select+Start to exit the level.

-Finding a treasure counts as beating a stage.

-Touching an opened treasure chest works the same way.

-Bosses are remixed.

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LOSC0: World 0

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\*\*\*THREE TREASURES\*\*\*

Hmm. Pretty neat in that there's some whirlpools that dizzy Stafi now. Anyways, start on down as you did many stages ago. When you make it into the second room jump over to the left edge and get through the red face blocks with a spin, and go in to find a mole. There are purple worms in here. And loads of pearls.

Jump on down, there's a thick wall of the reds in the cavern to the east. In the door, Stafi gets an exclamation point. Treasure? Yum. That blob on the ground is like a Needle Kirby, it sticks spines out at you. Climb up and get the mermaid.

Climb to the body of water, there's a chick up here. Use the water to rocket at a diagonal up/left and continue your climb. Use the pools to launch you up, climb, then go left and drop. Get the treasure. It is some dice. Pearls will be tallied.

Head back in. Play the Mole game again for extra pearls, and also the previous treasure chamber. Head into the water and left. Then with all of those pearls in the air? Dash jump out of the water, get the pearls and then enter the door.

Stafi gets the exclamation point. Get that mermaid, then head right. Just get around the urchins but when you reach the bottom of dry land, watch out. The whirlpools will come after you this time. Make your way through the water and find the treasure at the end of this simple cave - blue bow and arrow.

Reenter the stage and get to room 2. Get every pearl the stage has to offer, including rooms for treasure. Now head through the underwater righthand door. Get all of the pearls in this room then go underwater and bust through the reds to reach the door. An exclamation and a hot air balloon. Joy!

There's a lot of spikes in this level, take the sloping areas slow enough that you don't get your balloon popped. At the top is a large shaking rock. This is a character, go next to him hugging the ceiling and he will fall without harm. Go up into the door. Get the treasure: blue feather.

Complete!

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LOSC1: World 1

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\*\*\*THREE TREASURES\*\*\*

Go to the top left of Room 1. Break the reds and enter the door.

Collect as many pearls as possible and make your way to the righthand side of Room 1. Drop down the first waterfall here and break the reds. Inside, Stafi has an exclamation and an arrow points right. Well, head right collecting all of the pearls. Look out for the spike turtles, they are handled the same way as a big sea turtle. There's really not much to do here except press on right and defeat turtles. Well, you can always get pearls because that's always a good idea. Get to the far right and you'll get a sledge hammer.

Re-enter the stage and collect all of the pearls that you can. Back into the waterfall room and reach the bottom-most door. Remember - it is the right door which you enter to progress through the level so visit the others first. Break up through the reds. Jump up and play the witch game. By the way, if you do this when you return, die near the end so you can actually leave. But I'd say it is not worth it.

If you shoot the cowboy fish with charged shots and steer clear of the spikes, this is easy. Get to the end for the treasure. Make sure to enter the door so you aren't crushed, and get the chest: bell.

Now, get back to the witch entrance and head right. The left most door has some red blocks, ignore it for now and get all of the pearls to the right. Make sure to play the upgraded Seahorse game! You will be taken to a secret area if you complete it. Make your way instead to the boss door, but use your dash to get to that door up in the sky. Float down, collecting pearls, but stay near the right. Watch out for the air boarders, but they seem more like they just want to have fun. Inside you'll be able to pop that big fish we've seen but never could get.

Head to the bottom of the boarder area. Yes, the exit is the ignored red blocks from earlier. Head to the boss.

\*\*\*\*\*

#### Rematch 1

\*\*\*\*\*

This guy isn't very different from what you're used to, in fact your dash will make him much easier. For his last few hits, he will fly into the sky. Stay in one place then make a 180 loop from under him to over him and attack him before he gets a chance to fly away. Treasure: letter with red seal.

#### -----Picture Book Notes-----

I've covered the large fish, there are two you may not have yet:

Red Spot Fish: The treasure room you went down the waterfall for? Up and far left.

Green Puffer: Complete the Seahorse minigame on hard and when taken to the new area head up and left quickly. Get it before it escapes. They do respwan.

Fun fact: Air Boarders can't stand the water, they thrash when they land.

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#### LOSC2: World 2

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\*\*\*FOUR TREASURES\*\*\*

Back to the whale. Seems it is sick again, make your way to the face of the whale and get sucked in again. In the scrolling area, look for reds at the top in an alcove. Get in this door and you'll ride the eel. The course is more or less flat and the buzzsaw cats aren't too hard to jump over. Head up from here, that sun coming after you is made of rock. It tracks Stafi but is easy to take out. At the top of the area, you will get treasure: yellow key.

Head back in through the wail, bypassing the eel area. Get into the door at the end and then head into the first door you see in the new room. This is the broom minigame. Remember, we saw this way back when as an outline? Then you activated the broom later on... well, hop on. Use your stars and not charge here, the rays don't shoot back and you'll want to teleport through some of the spikes anyways. The exit takes you back to where you just came from. Head up.

You will see some reds on the way up, break through and you'll come to the digging game. Get the mermaid and hop on. There's no pearls here, just crabs that charge their claws with electricity. If you have to attack one, wait for it to be uncharged. The big challenge is navigating the spikes while the mole speeds up. When you have finished, you enter a left scrolling area. Attack the Porcupine Fish when they are flat, not inflated. Reach the end for the treasure chest: Alarm Clock.

Keep going, bypass the two area but do the broomstick challenge if you wish. When you get into old Blue Shell's area, go to the Coelacanth game and win on the hard difficulty. The cans just move really fast - but it is still easy once you know what can has the glasses.

Anyways, doing the Coelacanth challenge at this level takes Stafi to a new room and he gets an exclamation mark. Radical. However you can't get the treasure from here. Bummer. That green blade urchin is a new enemy, however, and you can only get it from this room. Head out back past the Blue Shell and into the room with whale guts and four directions for the doors. You know, the Octopus pot is here. Anyways, in the bottom right is a door behind some reds. You can go into this and you'll be in a different part of the green blade urchin room. There's lots of pearls to collect here. BAcK in the four-way room another way will be revealed if you bust through the reds in the upper left corner. You're taken back to the green blade urchin room but this time you can reach the treasure. Take the tunnel going straight up to find the... pink snake?

Return again to the whale. Collect pearls from around the stage then talk to Blue Shell. He causes the locked door to open. Go in the unlocked door, get the mermaid, and head into the boss door.

\*\*\*\*\*  
Rematch 2  
\*\*\*\*\*

Again, the boss is easy. He will go across the screen this time, however, and I should give fair warning that he doesn't awlays stay stuck to the wall after losing his blades. Defeat him for the change purse.

-----Picture Book Notes-----

The only tough guy to find is that Green Blade Urchin. Incase you missed it: beat the Coelacanth's sunglasses game ont he hardest difficulty.

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\*\*\*FIVE TREASURES\*\*\*

Back to the ice berg. There's more penguins this time, remember that they jump when you approach so jump in with a spin. Jump into the first area of water and head down and left. Through that tunnel of Ice Blocks you'll see some reds. Break them and enter the door. Start by heading up. Rocket up to the stairs and when climbing them, wait until the urchins are heading up before jumping under them. Head to the top for now, hit the flying enemies if you get a chance. Get to the top and run and jump to the left. Get in the door, head to the top and use that floating fish as a trampoline to get the big pearls. From the top, jump over right and get the pearls on the falling platforms, then jump and float left and get some more on the way down. Make sure you get one of those green flappers before leaving.

If you leave the room through either of the bottom doors, you are in room 1. You can always re-enter that room on each subsequent visit for lots of pearls. Take the top path of Room 1, and get the mermaid when you enter the door. Go into the water and make your way to the leftmost door. The Spark room, well right before the body of water is an area are two reds. Break them and enter the door.

Here is a fish in a Tiger costume. This is the last vehicle, a teddy bear suit. Press A to jump and B to roar. Make your way to the end to earn the suit! The ice flakes retract their spines when you roar and you can jump on them. Now head on to the right when you exit. You'll come to the room you were chasing that small fish through. The shaking in this room I figure is caused by the big grey fish. Proceed until you find some reds and break them. In here is a Teddy suit and Stafi gets an exclamation. Make your way right, roar at the clam and use it to get to the next level. Let the clam chase you to the next ledge and jump and roar at it. Get to the left of it, if you can't reach the next ledge by using that clam as a step then jump and roar as it wakes. Then get up to the next ledge and through the door.

In the next room, get the mermaid. Make sure to defeat one of the spear crows and head to the right. Climb up to the top on the fall-away platforms. Hold B! Jump across to the left and run when you hit the four adjacent fallaways. This is why you hold B, if you spin you will likely fall. So jump up to the treasure chest: Bag of Money.

Head back to the top door of Room 1 and enter it (after getting pearls, of course). enter the bottom right door, the Moray room. Make your way around and you will come to some red near the exit door. Bust through these, go past the morays to a new door. This is a broomstick game. Just keep shooting charged shots and you'll come out on top, the enemies really are no challenge and the spikes aren't too bad. Enter the door at the end to find a treasure chest: Light Bulb.

Head back to the Moray room and take the regular exit this time. Head through this area and make your way to the body of water. There are two reds up and to the right. Use a diagonal dash and get them. Head into the door. It is a hot air balloon and Stafi gets an exclamation. Head all the way up then into the chamber with the spikes. The Icicle Blobs on the ceiling fall when Stafi is near. Make your way down and you'll come to the door, enter it to find the treasure chest: Light Blue Ring.

Next, get back to that long room again and take the upper right door. Climb the platforms and enter the first door you see, to play the seal game and challenge him to the hardest match. It could be blow for blow here, but the first to three wins. The seal is hard to predict when it serves. So you're

taken to this new area. Fall down the left and make running jumps up the right hand side. There are baby seals here, defeat them as you go. After you loop the area, return to the door and exit.

Head into the door above the seal game climb to the top. Drop down the left side and break the red. Enter the door. There's not much to do here but you can get a few big pearls by defeating penguins. Exit then take the top door. Enter the door directly below the relaxing monkeys. There are reds in the left wall, and the door leads to a mole game. The beetles should be no problem, make your way to the top left corner for the treasure: Magnifying Glass.

Get back to the relaxing monkeys and drop down the left end. You can talk to the little dudes if you want but then go into the room with the falling ceiling and begin your swim to the right.

\*\*\*\*\*  
Rematch 3  
\*\*\*\*\*

Again, hit the orange fish. They have speech bubbles with numbers, hit the fish in order and then hit the swordfish when he arrives. It is tedious, but when it is done you will get the treasure: Green Luggage.

-----Picture Book Notes-----

That room under the monkeys? There's another Teddy Bear challenge in the door on the right wall. Roar at the sparkling snow for an angel platform

That trampoline fish? Hit it with a spin from underneath a few times to earn it in your picture book.

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LOSC4: World 4  
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\*\*\*SIX TREASURES\*\*\*

Head straight down to the bottom of this chamber. Enter the bottom door, then enter the door on the other side of the room. You're in the dark room. Find the door to barrel storage and enter it. Stafi will get an exclamation. Go over and activate the Big Squid. He will ask you a question, say yes and you'll be taken to a new area. Dig into the ground on the right, get the instrument down below. Make your way down, you can get a new enemy: Green Spinner en route. At the bottom of this chamber is a treasure chest: Sword.

Head now to the second door in the main chamber. Smash the block. Go to third door and smash a block. Push on into the door. I'll refer to this room as music fish room, as it is where you gave that fish its instrument. Go into the door right of music fish. Find the green angler in this area (the guy who wanted you to push the statues) and you'll be taken to a new area. Climb up, when the lava stream is bright orange, it will damage you. There's one point that has two platforms aligned one above the other. You have to make a running jump off the bottom and float back to the top. There are two platforms like this right after this arrangement, but just run and jump onto the top platform, don't try to do the loop back. Above, attack the Skull Dino. He takes two hits. Those bats will only attack you when you near, but they reveal stingers when they fly so watch them. Float down the left to the bottom. Make your way up the left wall with the loop back jumps and then float over to the right for the treasure chest: Crystal Ball.

Head back to music fish room. Now head up the current. Push your way past the

yellow blocks and talk the the anenome. Playhis game on the hard difficulty. You must be aggressive in order to win this one. Attack the anenome directly and break the blocks. Anyways, you are taken to a new area. There is just a green plant here, strike it to add it to your picture book.

Head right, past the door and into the current. Get ready to fight the current and into that door suspended in the current. This is a broomstick challenge. Charged shots helped, and when you get to the thin lava streams vanish through them but shoot a charged shot or two priot to take care of any of the Glows that could ruin your day. There are two treasure chests in the next room, but you can only reach one. It is the Spade.

Get to music fish's room, then up the current. Push past the yellow blocks, down the current, then swim up past the door the last treasure was in. You can even defeat a new enemy that is fighting the current on your way up. Enter the top door, it is an eel game and Stafi gets his exclamation. After the first green zombie fish, there will soon be a long jump. Try to stay centred on the thin platforms and when you reach the end, enter the room. This is the room with two chests, you can reach the chest you couldn't before. It contains the Egg.

Go past music fish's room again, push past the yellow blocks and enter the door. Keep going again, past all of these rooms until you have a choice between the door and the current again. Take the door. In this area of many different currents, find the yellow clam. Talk to him and answer yes. This will take you to a new area. Those jumping flames? You can spin them. Make your way to the right, running and jumping where necessary. You even see the Green Flower above. It could shoot at you but you should pass it fast enough. At the end is a treasure chest: Blue Potion.

Alright, head back to the multi currents area. We have to find the boss now. In the multi area make your way to the door, enter it then enter the next door. Go down and enter the boss door.

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#### Rematch 4

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Ah the angler, remember that all of the little anglers must be onscreen to hit the big guy. For the first four hits he alternates by sending his little angler fish after you and using them as a shield. When he's down to his last, you will need to use the dash without hitting the little anglers. Using the dash will make them change direction... and they leave the screen if you don't keep them around using it. So just keep it up until three are around and strike the Big Angler to finish him. You will get a treasure: Glove.

-----Picture Book Notes-----

There shouldn't be anything you've missed. The hardest to get is the Green Plant, get it from the anenome game: hard mode.

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#### LOSC5: World 5

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\*\*\*SIX TREASURES\*\*\*

head into the ghost ship and talk to the dolphin. Choose the first option. Get past the reds and into that door. Head to the left, into the door then into the next. In the next room, be sure to hit a Flying Beetle on your way. Jump across the green spots of the floor and get to the pool on the far side of the room.

Go into the door here. Get into the next door. Make jumps across this area and you'll find the treasure chest at the end: Green Book.

Re-Enter the Ghost Ship, now take the top left door to the right of the Dolphin and head down into the next room. Stafi will get his exclamation point. Get to the very bottom, those spike balls in the current will cause some trouble, so do not get dizzy. In the bottom right is an ord, attack it to open a portal. Swim into the portal and head up. This is an autoscrolling area. Run during the dry parts, dash when you can during the wet. You must dash out of the water for each dry part. Watch out for Rock Shooting Squids, they are the same as the Space Octoroks of World 8. At the end is the treasure: Tea Pot.

Get back into the Ghost Ship and take the bottom left corner this time. It's the bomb game, play and win on the hardest difficulty. It's not really that much different, there is just a load of bombs onscreen at once. Winning takes you to a new area. Beat some of those spark circles and leave, you can't reach that chest from here.

Take the top right door. There's a portal here, that fish grabs it so chase him to get it back. Smack him a couple of times and he'll turn into the portal. Go through to get to a Hot Air Balloon. Head to the right, the spike balloon will not be much of a threat to pass above and the stage is laid out simple. Enter the door at the end. Take your time with the spike ball traps and use the sky puddles to make your way up the room. There's a fish with really big eyes here, his eyes must be popping out from fright or something. Attack them as they come for you. Make it to the top for the treasure: Cane.

Take now the bottom right door in the first room of the ghost ship. This is the switch puzzle where they alternate between X, circle, square and triangle. It's no different, just solve it as you did earlier. Solving the fourth room reveals a portal. Activate it and enter. It's a Teddy suit challenge. The balloon urchin retracts its spikes when you roar, use it as a platform. For the second ledge, get it close and roar. Get on top of it and jump as the spikes come back out. Roar, it should retract and be a little farther up. Do this until you make it over the ledge. When on the ledge make a far jump to clear the spikes, then enter the door.

In this next room, a ghost will fly at you, just attack it with a dash. Get the mermaid. Head right past the spike ball traps then up to the top of the screen. Left past some more traps and then take the current down. The second tunnel leads you to the treasure chest: Red Scroll.

Take now the path you took for the first treasure, by talking to the Dolphin in the ship. Head right this time rather than through the reds. Head all the way right, stop for the eel game if you want the pearls, but head right to the cave where you found the shovel, pick, and bomb. Head down until you see the red blocks. Jump into the current under them and break through them as you go up. Enter the door, Stafi gets an exclamation, and you've found the broomstick game of the ghost ship. Use homing shots on the Angel Ghost Fish and when the rocks come crashing down mix it up: launch a homing shot or two then use stars. At the end, enter the door and get the treasure: Apple.

Choose the Dolphin's first option again, and head right to the boss room.

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Rematch 5  
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This guy has changed sufficiently. He has all of his old attacks, but when he fires ink into the air, he also fires it across the ground! Remember that he



will head into the centre to do his vertical path on his last hit point. Beat him and you will get a treasure: Red Shoes.

-----Picture Book Notes-----

Just remember to do the bomb minigame on hard.

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LOSC6: World 6  
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\*\*\*SIX TREASURES\*\*\*

Head right and talk to the angel snail. Along the way, you'll encounter many of the stage's standard enemies. If you haven't gotten a flying pig yet - take the time to do so. Head up and play the Pink Elephant's game on hard.

For this set up

B

B

Hit the right ball on the right so that Stafi bounces back and hits the left ball into the hole. For this:

B B

Hit the right ball on the side so that it bounces back into the other and both wind up in the hole.

For this:

B

B

B

Aim about halfway between the top right portal and the middle of the playing field, about a quarter of the way to the bottom right portal.

If you can do it, you'll be taken to a room with bumpers and a pink flying bug. Kill it, leave, then go see the Angel Snail. You'll be taken back. Go to the right.

Head down the left hand side and enter the reds you come to. Inside, head up past the traps. Kill that pink chomper by dashing from above. Collect the big pearls and leave. Head to the Lobster and talk to him. Head on down to the two doors and take the left to enter the maze. Exclamation! Go: Up, right, down, left. You'll find a portal, activate it and go in. Head to the right, fighting currents and dodging spike ball traps. At the end is a treasure: Rubber Duck.

Get to the Lobster again. Take the right door then find the room you got the medicine for Green Shark in. In the ceiling there is a door with a red block. Break the block and enter the door. The pearl bumpers are here, jump up on them and use them to reach doors. The left door takes you back, and the second leads to the rare divebomb pterodactyl enemy. Get them for your Pokedex... er Picture Book. The far right door takes you to an area you've been to, with the jumping puddles close by.

In the next room, the Beaver will take you to the boss, but we'll handle that last as usual. Instead, swim around accumulating pearls and then break through the red blocks. It is an Eel game. The spinning Fish travel in an arc down then up. Not too hard to predict. When it ends, get into the door then get that mermaid. Drop down, watch out for the Walktopi and the Spike Kickers. After reaching the bottom, climb up the waterfall, defeat the walktopi and use the pool to dash and float to the treasure: Teddy Head.

Go back to the shark room. Now, go to where there are red blocks and bust them. Beyond the door is a mole game. The larvae are the same as beetles you've

battled earlier. The lava should provide you with paths to take, just follow the dirt down and you'll find the door. Through the door, a large wall of current can be spied. Get the mermaid then head to the right. Those Spike Shields are vulnerable only from behind. Get the treasure at the far right end of the room: Telephone.

Head now to the room above the green shark. Open and enter the portal, Stafi has an exclamation and he can't be kept waiting. Head to the left using the pearl bumpers. Those Bounce Blobs can be defeated by spinning from above. The low ceiling with thinly spaced blocks? Run across it. You will need to make a running jump across blocks spaced like this to reach the treasure chest: Doghouse.

Head back to the maze. Take the following: Up, Right, Right. Great, a red block should be right in front of you. Break on in and enter the door. Take out that black whisp, get the mermaid, and head right. Jump and float over the first two pearl bumpers. Next, make your way right until you are on the red and yellow blocks. Spin to break a passage. Below, run across the blocks with single spaces between, jumping at the end. Destroy the Black Whisp. Head across the pearls, if you keep moving the green shells should not get you. Land on the ground, run across the single spaced blocks. Wait for the trap spike to move and jump on up. Jump over and float into that door. Activate the Mermaid. You can either float down the right passage or swim down the left (easier with a harder end). If you just dash down the left passage, then the blade spreads should not get you before you get them. At the bottom, either float to the chest if you took the right way, or rocket up and float right, using the spikes for extra air if you took the left way. Get the treasure: Potted Plant.

Head now to the Beaver. An alternate route to that room is to talk to the Lobster a second time. Irregardles, get to the beaver. Select yes.

\*\*\*\*\*  
Rematch 6  
\*\*\*\*\*

Eeeeevil Staaafi! He recovers more quickly from being stunned, but it's the only way to hurt him. He will dive into the ground on the second hit. The mini evils also fly at you rather quickly. He will begin his teleporting business when he has two pellets left. Be on guard! He's sufficiently more difficult, but you can take him. Get the treasure: Donut.

-----Picture Book Notes-----

The flying pigs! Yes, common, but they are difficult to hit. Hit em'!

One enemy that may elude you, find it by taking the door past the Angel Snail's crash point, then jumping back into it. This is a broomstick game. The fish are like chameleons, they can vanish all but their outline and eyes.

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LOSC7: World 7  
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\*\*\*SIX TREASURES\*\*\*

Make your way up to the Jellyfish, ride it. Play the bird's game on hard. If you can get a melon it'll be a nice 1/4 of the points you need. Inside is a red flower, a nymph lives inside and tosses pearls and spikes when the flower is hit. Hit it three times to defeat it. Leave and go left into the boss door. Ride the jellyfish left and go through the red blocks when you see them. This

is a Hot Air Balloon challenge.

There are enemies like the Rock Mollusc here, except without the rocks so let us just call them molluscs. Watch out for these molluscs and follow the paths through the spikes. Enter the door. There's a legless flying cat here. They behave the same way as the old flying pigs. Ride the jellyfish a while then float down and spin them from above. When you've done this, ride the jellyfish up, jumping off and on as need be. There will be one area where you'll need to do a loop back jump. You must keep ahead of the jellyfish or you'll be left in the dust! Shortly after is the treasure: Yellow Game Boy.

Head back to Boss door 1, and go all the way to the left. Challenge the giant Jellyfish again.

\*\*\*\*\*  
Rematch 7  
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More or less the same, the last hit on the tentacles, however, he moves them across the screen. He has no treasure? Well rest assured, there's some red blocks shortly after him.

Bust through the red blocks and recharge with the mermaid. Ride the Jellyfish until you see a door. Follow this and a series of doors until you find a Curl Tail Bird. Defeat it then go back. Get back on the Jellyfish and ride it all the way. At one point, you'll need to take a running leap over a wall. When you get to the stop, there's a Pink Bird. Jump on over to the blocks on the right and float back at the bird. When it's near the left ledge spin on top of it and use the slight rebound to land back on the ledge. Otherwise, you will have to go back and ride the Jelly again. After getting the bird, jump over to those blocks. Jump and float across these blocks until you are three from the door. Use these to run and jump to the door. This is an autoscrolling section. Jump between the sky puddles while dealing with the foxes that walk their rims. At the end is the treasure chest: Blue Tea Cup.

Make your way back to the boss doors and enter the second. After the first cloud platform section there's some red blocks. Get the mermaid to the right then enter to the left. It's our old friend broomstick. Jump on. The laser eyes can be taken out with a charged shot, the elctro beaks shouldn't even get a chance to attack you. Alright, there's a flying dog. Drop on it spinning and float down through this area. When the path diverges into three, take the right and enter the door. The circling enemies become buzzsaws when you provoke them. Beat one, dodge the rest, take the chest: Yummy Cake.

Now, head back to the boss door one and use the cloud platforms to reach the top.

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Rematch 8  
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Quite a bit more difficult actually. The cloud moves a lot faster and it will spit a bomb between hits. In spite of this, the old techniques work just as well, except you need to wait a bit between hits so as not to leave yourself with low life for the last hit. Which again, is him flying around the sky puddle releasing bombs.

Get the mermaid and head through the reds. Into the door with you young Stafi! Ah, another cloud platform area. Well, kill a dragon head before going on the platform. Ride three platforms east and enter the door. It's a dreaded auto-

scrolling area. Stick to the top platforms but if you fall land in a sky puddle so you can get back up if need be. Get a Space Fish, which is the same as a Space Octorok only it throws rods. At the end is a treasure: Symbol Piece.

Alrighty mac, head now for the third boss door. Navigate the lightning flash maze until you see the red blocks. Go on through to a teddy suit area. The Green Spike Platforms here retract when you roar. Roar as you're jumping at the platforms that lead to the door. Jump so that you don't connect with the platform above you and roar so you can land on the one you're approaching. Enter the door at top.

Now, begin to climb the cloud platforms. Kill the purple frog... well, it's close enough to a frog. They're a few en route to the treasure. It's quite simple to reach the top, and get the chest: Blue Umbrella.

Make your way now to the third boss.

\*\*\*\*\*  
Rematch 9  
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Ol' Electro eh? Take note that the cloud shoots electricty from the get go. After two hits, three clouds appear, all shooting lightning. You must use these to get up to him and use your normal spin. Remember: You can block the attacks with a spin. After the third, only one cloud appears at a time, but it will lift you up to the boss. For the final hit, the boss keep its distance from you. Ride the cloud up then jump down on top of him. It would be prudent to taske this one hit at a time. Consecutive hits could get you zapped. He will shoot a radial burst of lightning this time as well.

Activate the mermaid and get through those reds. This is an area with flashing lightning and Skull Springs. Just spin as you drop on them to defeat them. Just make your way to the far right with jumps and floats and you'll do fine. Get the treasure chest: Glasses.

-----Picture Book Notes-----

Apparently, the Red Buzzsaw and Blue Buzzsaw are the same enemy. Saves a world of work, yes? =)

-----Group Photo Notes-----

Take the time now to go back and complete your group photo, so we're on the same page going into the final zone for collection. Well, it is a 9999 pearl item so at least do a few on the side, and maybe get it before the final boss for a sense of completeness? =)

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LOSC8: World 8  
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\*\*\*SIX TREASURES\*\*\*

Let's get this started. Down and to the right fromt he get go are two reds and beyond them is an eel game. There are jumping skull fish which jump from the lava and a spark ball at the end. There's a few long jumps, but nothing very difficult. Anyways, through the next door Stafi sports another exclamation mark but that's a different treasure. Get the mermaid and head on through the door. Just our luck, a beholder room. When you get to the surface, dash jump from the water into that left chamber and get the blue crawler. Afterwards, follow the path right taking the appropriate stops. In the water, many pearls in the

bottom right. Head left and up for the chest. You will need to dash jump from the water to reach it. It contains: Toy Car.

Head left, that Starfish guard is out cold, I guess there's trouble in paeadise eh? In the beholder room, take the left. The puzzle has the same solutions, there are a few new urchins floating around though. After the puzzle, get the mermaid then bust through the reds. Take the door. This is a Teddy Suit Challenge. As usual, your roar will turn that shocking jellyfish into a platform. Use it to assist you reaching the door at the top of the screen. There's the re-assembling skullfish in here. For the first room, lead it to the top left, drop on the switch, and hurry to the door. For the next room, I find it easiest to put the barrel on the top switch and the fish on the bottom. The next is pretty easy, just be careful of the spiked balls. Maybe hit the fish high and let it float down onto the switch? Worked for me. Or, lead it around and have it come at you from the left, eliminating much of the ball's threat for when you set up your attack.

Get the mermaid. Use the pools of water to span the spike wall. Those big fish turn themselves inside out, revealing spikes whne you near. Wait them out prior to attack. Take care with the spike balls on the bottom and the chest is at the end of the line: Officer Hat.

Let's take a break form the beholders. Head up to the topmost door in the first room. Enter it for a Teddy Suit challenge. Roar at the wispy floor to make a pixy platform rise. It's just like the angel platforms. Well, when crossing the big gap, activate one platform, ride it, jump over above the next and activate it as you fall. It's kind of tricky but you'll get the hang of it. After you get to the end, you'll be back in room 1. Head to those infernal Beholders.

Go through the right door and the whole rigmarole with the spike balls. Get to the end part with the mermaid, activate her, then blast through the reds. Now, ride the mole. Those inch snakes will probably run from you, just keep on heading right. Follow the spikes around until you find the exit, enter it and you'll be taken to a space area. Get the mermaid and head right, taking care with the spike balls. You'll find these purple chickens with red eyes. Defeat these Evil roosters and head to the right. Use a loop back jump to climb these platforms. Leap over to the sky puddle, time your jumps with the rotation of the spike balls but you're best to floar past most of them. The same goes for the next set of spike balls on platforms. Note that you should not stand on the axis of the ball's path of rotation or you will be knocked to your doom. At the far right awaits the chest: Lollipop.

Back to the beholders. This time, take the bottom door. In this path are some of those elctric jellyfish you fought right before the final boss. At the end, get the mermaid and break though the reds. That Rock Shell Octopus tosses his rock the same way the snail enemies toss their shells. Make your way through the eye laser gauntlet slowly. Up next, spike balls and platforms, just watch the rotation and keep heading right. There is an eye laser in the ceiling, watch out. For the spiked ceiling with single-spaced platforms part, run across them and jump at the end. Hit the mermaid and head down. In this area, the skulls will circle you and close in. Head to last door and enter it. Now here's the trick to get that chest, since pressing up will take you back to the start of the skull area: Dasha t the ground and Stafi should float up beyond the top row of doors. Get the chest: Mushroom.

Two treasures left. Head to the Beholder room once more, this time don't go anywhere. Talk to the clam and answer yes. Right, you can either go up and open the way to the final boss, or head left through the reds. Take the reds for the time being. Ah great, a moving spiked ceiling! Head right, there are spike springs in the safety alcoves. Destroy them and hide out. After a long

stretch, you'll find the door. Activate the mermaid and head into the next door. Another spiked ceiling area, but on land. Hold b at all times except to spin those spike springs. After this area, the chest: Poop Swirl.

\*\*\*Take the opportunity now to finish your group photo. If you've been thorough up to this point, your picture book should also be finished. When you're ready, get set for the Final Battle.

Head back to the beholder room, talk to the clam, then go through the three doors above you in order to unlock the boss door.

\*\*\*\*\*  
Final Rematch  
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Note that there are no mermaids between phases this time.

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Phase 1  
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Here we go! This is largely the same, he a bit faster and more aggressive. Fight him as you did before.

\*\*\*\*\*  
Phase 2  
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Again, everything's a bit faster. Try to stay level with his face so you can knock the ball straight back into his mouth.

\*\*\*\*\*  
Phase 3  
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Wow, he takes a lot of punishment this time. New attacks include slapping you between his hands and crushing you with both hands clenched. If he gets you between two hands, rapidly press A and B to escape so that you don't get all of your life drained. When you see two hands appear, make sure you're ready to dodge them. When his fist slams a few times in a row, spiked balls will rain from the ceiling. Dodge these and squeeze a hit or two off on him. Other than the new attacks, he executes all of his old attacks with much more speed. He will throw a punch immediately after forming the fire hands, for example. Keep at it and he'll go down eventually.

When all's said and done he gets sucked into the jar again and the treasure chest pops out. It is a Crown.

Now watch the real ending. You even get to see why the clam started out on a journey as well. And you'll see how his mission turns out. It's a pretty sweet story.

Well, we're all done:  
9999 Pearls  
20/20 Group Photo  
202/202 Picture book  
45/45 Treasure

\_\_\_\_/ \\_\_\_\_ < YUM!!!

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|                               LOS8: Minigames                               |
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____/  \____ < Ah, Good for a break!|
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--For the games using the clam as a flipper, hold B to move more quickly.

Air Pool: Aim Stafi and press A to shoot him. Try to get the ball in a "pocket." Sink the ball, not Stafi. You can rebound off walls.

Anenome: Use the clam as a bumper to hit stafi into the bags. Try to collect more than the anenome. The aneneome has free movement, so it's no slouch, but you can stun it if Stafi hits hit.

--Press A to hit Stafi back more quickly. You can temporarily remove blocks or the anenome from the playing field.

Bomb: This can be difficult. Bombs will drop to one side or the other. You can send that bomb over to the other side with the A button. The bombs count down, and when they reach 0 they explode, doing damage to a character. You should send a bomb across shortly after it becomes 2. It should become 1 as it crosses and may blow up when it reaches the other side. The winner either totally depletes the foe's life or has more hits remaining when the game ends.

Broomstick: Control pad to move, A to disappear, B to shoot stars. Make it to the end. Hold B for a charged homing shot.

-Rock Fish: Shoots a short shot.

-Cowboy fish: Same as Rock Fish.

-Ray: Just flies forward.

-Crystal Fish: Shoots a crystal.

-Glows: Chase Stafi.

-Angel Ghost Fish: Fire Halos at Stafi.

-Rock: Falling rocks that you can break.

-Chameleon Fish: Can vanish.

-Laser Eyes: Shoot lasers.

-Electro Beaks: Charged with electricty, move towards you.

Digging: Use the mole machine to burrow through the ground. Keep an eye on the radius of your light to see any obstacles/enemies in your way. Your drill can defeat enemies that touch it.

-Shock Shell: Changes direction and creates a charge in its shell.

-Moles: dig through the ground, pinking moles that you probably won't have anywhere near you.

-Purple Worm: In and out of hole, probably won't be near you.

-Beetle: Bounces around.

-Larva: Same as Beetle.

-Inch Snake: See purple worm.

-Spikes: Damaging

-Magma: Damaging

Eel: Press A to jump. Make your way from point A to point B.

- Electric: Cause a static charge.
- Insect: Flies at you.
- Buzzsaws: Cat with a buzzsaw body that tries to ram you.
- Spin Fish: Go in a sweeping down arc.
- Zombie Fish: Jumps out of the water...
- Jumping Skull Fish: Same as Zombie Fish
- Electro ball: Moves back and forth.

Fruit Catching: Use Stafi to knock fruit out of the tree and catch it. Do not let Stafi fall on the spikes and remember that Stafi defeats crows. Choose how you will fire Stafi wisely at the start.

- Grapes: 1 point
- Strawberry: 2 points
- Apple: 3 points
- Chestnut: Stuns clam.
- Melon: 5 points

Hot air Balloon:

Help Stafi reach the top. Press A multiple times then release to make Stafi increase altitude, and steer with the control pad.

- Shell Missile: A shellfish that launches like a missile.
- Balloon Monster: A pink balloon that chases Stafi, but vanishes after a while.
- Spikes: Obstacles for Stafi to steer around.
- Tornado Shell: Spins forward.
- Rock Mollusc: Drops from the ceiling. Go next to it to tempt it.
- Icicle Blob: Falls when Stafi nears.
- Spike Balloon: Same behaviour as Balloon monster.
- Mollusc: Same as rock mollusc.

\*You must be holding a direction for Stafi to gain any height. Rapid pressing of A sometimes works better than the occasional boost you get from releasing.

Seahorse: Control the yellow clam and press the buttons to make him "bounce." Bump all of the falling seahorses, take care not to let them fall on the spikes. Reach the goal in purple (ie "20") to win.

Seal Pong: A pong match against a seal and the yellow clam. Aim Stafi and then launch him when it is your serve. Press A to hit him quickly, or just bump him. You need to get more goals than the seal.

Sun Glasses: Watch the can the glasses go into, and keep track of the can as they spin. When they begin to move around, bust the can with the shades and you win!

Teddy Bear: Make your way to the end of the stage. A to jump and B to roar.

- Ice Flake: Retracts spines when you roar.
- Lightning Clam: Chases Stafi, roar to scare.
- Angel Platform: Ride them up.
- Green Spike Platform: Retracts with a roar.
- Shock Jellyfish: Turn into a platform with a roar.
- Pixy Platform: It's the same as Angel Platform.

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|                                     LOS9: Unlock                                     |
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Stafi has a few things to unlock:

- Stage Select (Second Quest): Beat the Game Once
- Watch Ending: Beat the Game Once
- Watch Credits: Beat the Game Once



Watch Credits 2: Beat the game Again  
Watch Ending 2: Beat the game Again  
Watch Ending 3: Beat the game again with everything.

Freeplay of Minigames: Beat the game once. Includes medium and hard.  
Picture Book: Beat the game once.

Sound Test: complete the picture book.

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|                                     LOS10: Credits                               |
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Thanks to the hosts for letting you read this.

Thanks to everyone who loves Stafi, you make it worth it.

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Thanks to TOSE/Nintendo for Stafi. It's a shame he never made his way outside of Japan officially, but the games are great so thanks must still be given.

Thanks to Phylum Echinodermata for providing us with starfish, which formed the basis of Stafi.

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<http://www.saltwaterstafi.com/>

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