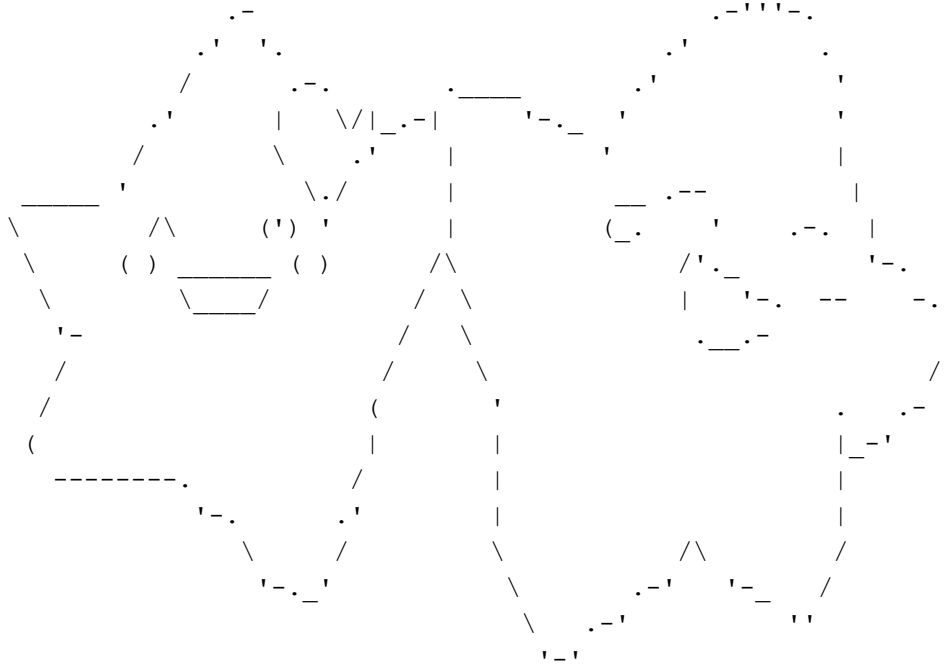


# The Legend of Starfy 3 (Import) FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Jan 22, 2008



## The Legend of Stafi 3

Version 1.0 (11/26/2005)

### Version History:

-23/01/2008, added Saltwater Stafi as a host.

-3/27/2006, added lup as a host.

1.0: Basic Guide Complete - (11/26/2005)

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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

\*\*Do NOT email me about the name not being Stafi - I KNOW it has been spelled Stafy, Starfy, and Starfi. This is the name I picked for my guides to be consistent with the majority of sites I submit to. Emails regarding the name will be ignored. Stappie included.

### Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

www.SuperCheats.com

Game by TOSE/Nintendo

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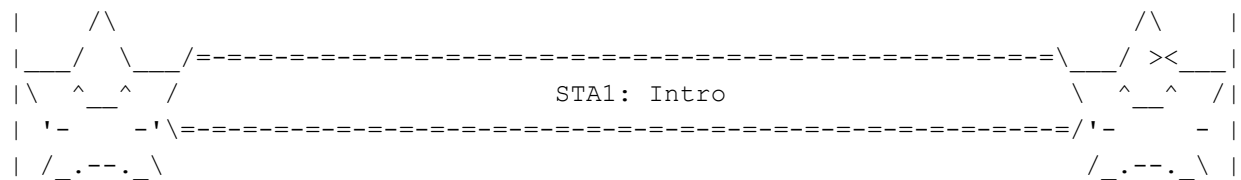
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\*To jump to a section, hold the Control Key and press F, then type in the section number as it appears (ie type STA1)

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The Legend of Stafi 3 is rated "S" for "Sea." It contains scenes of elderly lobsters and succulent fish. Player discretion is advised.



What surprised me the most when I went looking for information on Stafi this summer was that he had been in three games, it seems that from when I had first seen him four years ago his game had grown into a series. Well, over the past couple of months it has really grown on me, so being able to help people make their way through this game makes me feel like I'm possibly giving something back to the makers of this wonderful series and to those who have experienced and love Stafi.

Like his other games, this one hasn't made it outside of Japan. It's a shame, really. But Densetsu no Stafi 4 has been announced for the Nintendo DS so there is still a chance we'll see him yet.

This game is one that will keep you busy for quite some time. The stages are all beautifully themed in a way that each World is quite different. And when you beat the game the first time, it literally is only half over. Stafi is joined by his sister, Stappie, and each of them gains abilities along the way. Where they are quite similar at first, you will see them deviate as the main game progresses.

A lot of names and such in the walkthrough I took artistic license with, as I cannot read the names. Most enemy names as well are unofficial.

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#### STA2.1: Basics:

Guide Stafi or Stappie, whichever the game has you using, throughout the levels completing whatever task they have at the moment. This can range from merely finishing the level to finding something for someone. Tasks are usually given to you in the core levels, and you need to complete them to proceed.

You have five hearts - this is your health. When they run out, you get a game over.

Pearls are the main currency in Stafi 3, and can be collected all through the stages. Also, five of them will heal you one heart of damage. Small or Normal pearls are worth one pearl and the big ones are worth five.

They can be used to buy items in the store of the shark, which you can get to by pressing L on the screen that shows your current stage once you are able to.

Stages are usually finished in an exit portal. The pearls and star will flash in order - head into the exit when the light is closest to the top for more of a bonus (of pearls). Getting the star grants 50 pearls.

Now, the other way to finish a level is to defeat the boss.

\*\*\*\*\*

#### STA2.2: Moves:

- You can move Stafi with the control Pad.
- Hold B and move on land to run.
- Hold A and move underwater to swim quickly.

A: Jump

Run then jump to catch some extra air.

Press down to duck.

Run then duck to slide across the ground.

B:Spin

--Learned from the Hermit Crab in 1-2

--Used to attack enemies.

--Used too many times in a row will render you temporarily dizzy.

--Can break certain blocks.

--Used to disperse dense fog.

Float:

--Learned from the 'dog' in 1-3. Hold A when in the air to float down rather than drop. You can get extra horizontal distance in your jumps this way.

Crawl:

--Learned in 3-2

--Move left/right while crouched.

--Stappie only.

Dash:

--Learned in 4-3

--Use the D Pad and spin to dash forward in a spin, underwater.

--Dash out of the water for an extended jump.

--Stafi only.

Double Jump

--Learned in 5-3

--Press A again in the air for a double jump.

--Stafi only.

Wall Jump:

--Learned in 6-3

--Jump and hold towards a wall and press A to jump away from the wall.

--Can be performed from a float.

--Can be performed from jumping out of water.

--Can be linked into multiple wall jumps.

--Stappie only.

Improved Dash:

--Learned in 7-3

--More accurate move.

--Stafi only.

Slam:

--Learned in 8-3

--Press down and B after a double jump

--Gains penetrating power with distance

--If you kill an enemy with it, press A for a small jump. (Slam Jump)

\*\*\*\*\*

STA2.3: Vehicles:

During Extra mode, you can upgrade your vehicle.

~~~~Pogo:

Press the A button to spring it higher.

\*\*Upgrade: Press B to hover with jets.

The pogo is a fun vehicle with a high bounce. Be careful when jumping up that you don't hit an enemy and if you set one off, let it pass.

When you upgrade it, hold B to hover for a short time.

~~~~Ram:

Press the A button to jump, B to roar.

\*\*Upgrade: Hold B to run.

The ram can roar at enemies to scare them into - where you can jump on them. The jump is very short, but when you upgrade the run can give it some extra distance. You can't move briefly after dropping so be careful!

~~~~Horse

Press A to jump.

\*\*Upgrade: Tap A to stay in the air longer.

This is mainly a running and jumping exercise, don't get hit by enemies. Make sure to jump with enough height to make it across the gaps. It's easier to cross gaps once you upgrade.

~~~~Submarine:

Press A to briefly light up an area around you.

\*\*Upgrade: Shoot a torpedo with B.

Slow, easy stages as long as you are careful. If your light goes out, stop so that you don't keep going into unseen spikes. Light it up and continue.

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|\  ^__^ /                STA3: Walkthrough      \  ^__^ /|
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Select a file and begin your quest!

-----  
World 1  
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S3W1

\*\*Stage 1-1\*\*

Stappie comes out to greet you, the player. This is Stafi's sister and you will be using her at points throughout the game. After she explains a few things regarding the screen we're off to the game.

Starting into conversation with the old lobster immediately, Stafi soon finds himself alone in this simple training area. There are signs which you can read to give you a graphical demonstration of Stafi's basic moves. Press up to read a sign. You'll notice a few pearls to the right. Start collecting these with extreme prejudice now! Pearls will fill up a heart on Stafi's life bar when he collects five of them, and they will be of use later.

Swim through the cave. To exit the water you will need to swim quickly (hold the A button) and Stafi should jump out. Get the two pearls and then head to the right. There's a block making rounds here. There's a few way to get past this block but you can just press down to duck and it should pass you by.

Practice your running when you come to the two pits in the ground. Hold B and move. You should be able to run over these thin pits without falling in. Climb the stairs and run jump to the left. There's a big pearl here, which is worth five smaller pearls. Very hot.

Continuing to the right, you will need to run and jump across the pit. You can always climb back up if you fail. Up the platforms, then left. Run and slide (duck when you run) to slide into that low opening. Continue up. Go over to the door and press up to enter it.

Dive into the water, swim under the spikes. you can talk to Stappie and the Yellow Clam by pressing up. Swim upwards. Get the five pearls when you leave the water then head left. You will meet the Mermaid. She refills your hp and acts as a checkpoint in the stages. Head into the door.

Heading right you will need to run and jump to make it across the long gap. You will need to slide under that column. Okay, before entering the water and speaking to the old Lobster, head to the right and up for a Big Pearl. Tres bien, now go talk to our old friend. He will give you a treasure (Bonsai) for the dress up. That's 1/99! Enter the portal to progress to the next stage.

**\*\*Stage 1-2\*\***

In this underwater cave, you currently can't do very much. Just follow the path that has been set down for you and you will find a Hermit Crab. He will hide his shell and you will need to find it for him. After talking to him you will be able to spin! Press the B button but be careful - spinning too much will make Stafi/Stappie dizzy.

As you bust through rocks with your spin, you'll come across a grey striped fish. It's relatively non-threatening and a spin will take it out. Destroy all the blocks to look for pearls, but overall head left to the bottom left corner of the room. Enter the door.

Alright, head to the right, collecting the pearls as you go. Those turtles you will come across are a little more erratic than the stripe fish. But even at that, they hold a simple pattern. Find the next door to the right of the room, but make sure to explore every avenue as well - for there are plenty of blocks to bust and a big pearl in the bottom right.

In the next room, you'll notice that there's a mermaid as there was in many other rooms. As explained, the mermaid will serve as a checkpoint. They appear in many rooms like this, and you may as well activate them when you see them. Head up the left of the room to get the pearls, then break the blocks. Push into the chamber then head up. Get that big pearl as you arrive up, be careful of the diving turtle. They dive down at you when you near but must go back up air. It would be easy to dispatch as it is going up.

Exit the water and jump along the platforms to reach the door, then enter it. Grab all of the pearls above the water and then grab the hermit crab's shell. The door will open, and so you will enter it.

Swim around, you'll see the hermit crab. Make sure you explore beyond the rocks you couldn't pass earlier before talking to him. Talk to him and get a treasure (hermit shell, 2/99) and to open a door to the right. Enter this door.

The passageways in here are fairly obvious, just explore the avenues where rocks block the openings. There's plenty of turtles around, and a few stripes. There are a few Seahorses, and while they have minimal tracking ability they mostly travel in discrete diagonal paths. They are slow enough, however, that

they aren't threatening. When you've finished swimming around collecting pearls enter the exit at the far right of the room.

**\*\*Stage 1-3\*\***

Jump into the water and swim as far right as you can collecting pearls. Swim back to the left and jump to the platform. that crab will jump when it reaches the extremes of its path. Jump over as it heads right then spin it as it heads back left. You will need to run and jump to the next platform. There's a crab on it so wait until you see it jump at the left then jump over. Spin into it when you land.

Jump over to the next platform, then up to the next. Run across these short gaps. As you jump across the next few platforms you will come to a portion such as this:

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You will need to run and jump from the left platform to the right. Once on this you must run and jump to the cliff, on which there is a door. Enter it.

There's two doors in here. You'll notice that you can't run and jump to reach the higher door. Enter the bottom right door. Talk to the dog inside and it will ask you to get some items for it. You will also learn how to float, hold A when you jump and Stafi/Stappie will flap their arms and float downwards rather than drop.

Go back to the previous room, then jump and glide across the gap and enter the door. Activate the mermaid, then from here run and jump and glide to the left. Climb up here and collect the pearls then drop back down. Begin heading to the right and you'll encounter a spikeshell snail. It will toss its shell into the air now and then. It's a slow moving enemy and it isn't necessary to wait until it tosses its shell.

You will need to float glide to reach the right wall. There's a crab down below so be ready to spin it if you falter. Going up, you'll encounter a flying pig. Chase it into the lower right corner of this floor and spin attack it. Begin your ascent up the platforms. Defeat the crab then float glide over to the left near the next flying pig. Try to get beyond that pig or keep it far ahead of you as gliding across with it near you could be hazardous. Glide across and enter the door.

Dive into the water, mind the turtles, and collect the pearls. Had back out and float across the gap. Defeat the crab and float across again. Above the snail there is a small opening with a few pearls. Run and jump and glide into this and then drop down and defeat the snail.

Drop into the water and swim to the right. Swim past the shark and enter the chamber below the cliff. Afterwards, head back left. Jump onto the platform and run and jump and glide to the right. Talk to the green shark. He'll give you a cloak and staff, enter the door beyond him. Float down this room collect as many pearls as possible.

At the bottom, will be the dog. You give it the two items and it will give you

a treasure and the right to pass. The treasure is a costume (staff), 3/99.

Enter the door, begin the ascent. There's a snail here, but it is not placed too dangerously. As you climb up, there are a few flying pigs. Check out both sides of the room for pearls and just reach the top. Glide across to the top left door and enter it. Enter the room and you'll be confronted by an old enemy, the spiral shell boss from Stafi 1's coral reef! He is wearing a helmet and so we can't attack his head! He shows a taped up photograph of him and the yellow clam's girlfriend together. He then tackles the group and the clam and Stappie fly away!

Enter the next door. Run and jump to a platform at the low point of its path then jump between the moving platforms to gather pearls - there are two big pearls so you'll want to collect them. When you're finished, enter the exit portal.

**\*\*Stage 1-4\*\***

Jump onto the platform, then glide across to the moving platform. Jump and spin attack the crab, then drop to the moving platform and jump to the stationary platform. Glide across to the horizontally moving platform then onto the cliff. Drop into the water, some orange fish will chase you if you get too close. Defeat them and take the two big pearls.

Get back up onto the cliff. Reach the other side gliding between platforms and jump in the next pool. Get the big pearl then head right. It doesn't matter if you go high or low, dive into the next pool and enter the door. You'll talk to the yellow crab, then the game cuts to Stappie. She controls the same as Stafi at this point.

Dive into the water, you can't defeat that blowfish, it just bumps you away if you touch it as well. Explore the vertical passages without rock blocks in the way for a few pearls, then break down through the rocky passage. Head up the wide passage, there are five stripe fish in here. Defeat them then leap up and out of the passage. Head left. The tree will tell you about the Dark Eel fleeing through the clouds and that he may have been at the summons of some new enemy, a large villain on a throne.

Afterwards, break through the vertical passage on the left, then swim up and to the right. Climb the platforms above the water, glide to reach the big pearl. Glide over to the opening with a vertical passage attached. Break through the blocks here. Enter the door.

In this room, make sure to break every block. Swim to the far right to fight a spiral. They move in a curvy path back and forth, speeding up as they reach the end of their path. Still, they are vulnerable to a spin. Just have Stappie follow the obvious path, but make sure to break the blocks to the left of the door before entering!

Through the door, Spiral Shell will be doing some talking. There is a light shining on him, however, and so he is getting overheated with that spike helmet on. That should give Stappie an idea of what to do! Move back and forth to keep the light on him until the timer counts down from ten. If it runs out, you win and the helmet flies off him. If he gets away you will need to start again. He makes abrupt turns so be ready to follow him at any moment. When it's gone and Stappie catches it, Spiral Shell jumps up to confront her and it switches back to Stafi.

Enter the door - Stappie was in this room, right? Yes, if you broke the blocks as Stappie, Stafi can break some more, push blocks and reach pearls. The blocks



are all obviously placed so get to collecting! Enter the door in the bottom left when you have finished.

After a short scene where you rescue Stappie, enter the boss door. Activate the mermaid and swim out to meet the boss.

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Boss 1

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Your spiral shelled nemesis. Start by swimming above him and spinning at his head. He will take a hit and begin spinning, stay above him. When he comes out of his shell, hit him again. The next two times he may do a faster spin. If his cheeks turn red, just swim away. He'll be stunned long enough afterwards to get a hit. He should jump in and out of the water now, hit him when he's down, swim out of the way as he descends then loop back in at him. If he stays at the top of the water, jump out and spin his head. Easy boss. When you defeat him you get a costume treasure, (artist gear), 4/99.

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World 2

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S3W2

You should have enough pearls to buy most of what is in the shop at this time.

\*\*Stage 2-1\*\*

Get the pearls in the upwards direction, then break through to the left. That fish follows you vertically, just line yourself up and strike it. Follow the tunnel until you see the yellow clam, bust in. This is his girlfriend's house. After a short talk where you see her moving away with all of her possessions, you can progress left. Those coral may be busted by ringing all of the bells around them.

Bust the first coral, and take what I suppose is a bottle of perfume. Enter the door, there's a red/white striped fish in here but it should be no issue even with that curvy path.

Busting the top coral formation here lands you two pearls. Below this, two pearls and a big pearl. In the bottom right, three pearls. To the left, a mirror. From the two in the top left, a pearl.

Enter the bottom left door. The shelled mollusks in here are nautili. When a nautilus sees you, it will speed up. despite this, the path is quite simple and they can't leave it. Start heading right, nothing in the second one but a big pearl in the second. The large formation to the right, a heart-shaped formation of pearls. The next little one is a pocket mirror, and the larger formation up and right has three big pearls. There's nothing in the farthest right so head into the door.

Head straight up, the first you'll encounter has a big pearl. Above this, nothing. Head up towards the surface, the coral formation beneath the blue vert tracking fish will yield two pearls. Head down the right side from here. The first you come to has a big pearl. Now, go back to the left, but then right and this formation will yield four pearls. Head down. At the bottom is a necklace. Head back to the surface. There's a green crested enemy here, spin attack it as you jump out of the water. This bird will fly away otherwise.

Go through the door to meet up with the yellow clam's girlfriend. She is at her new house. Stafi and Stappie will give her the perfume, mirror, pocket mirror, and necklace. She will give them a treasure, costume (necklace).

enter the next door, and bust the coral to reveal the exit.

### \*\*Stage 2-2\*\*

A spiker comes swimming down the passage upon starting the level. It will become spikey when you near it - attack this type of enemy when it retracts its spikes. Head right, break through the rocks, then head up. Look out for a pair of eyes, this is a mostly invisible Eel. It reveals itself when you draw near and quickly disappears. Spin as you approach the eyes.

Head up and through the rocks, get the pearls to the left. Now, go back to some bell you passed. Begin breaking through the corals. Collect the pearls and look out for the eels and spikers. When you reach the bottom left corner, enter the door.

To the right is a jellyfish, defeat it and move on. Leap out of the water. The slimes - spin into them. They jump when you approach so spin as you walk in and they should land into your attack. Jump up the platforms then glide across to the right. Keep making gliding jumps to the right to reach a big pearl. Now, head down into the water. Mind the jellyfish, take the bottom left path first for a big pearl, then head down the bottom right. Ring the bells, collect the pearls, then head up. There is a purple flying pig here, it should be easy to trap. Kill it then enter the door.

Go across to the slope and collect the pearls, then bust through the rocks in the bottom left for some more. Alright, head beyond the red/white stripe fish. You may reach those pearls with a running glide. Head to the right afterwards. Jump into the water, get the big pearl to the left. Head right, there are some blue vertical tracking fish. It is possible to link the defeat of all five together, so try it for some extra pearls. Jump out of the water. You will need to run and jump for those two pearls. Afterwards, enter the door.

Grab the big pearl then head down to talk to the young crab. Go inside to ride the first vehicle, the pogo. Press A to spring it higher. Collect pearls, you can re-enter if you don't get em all. Bounce into the balloon the older crab mechanic is attached to win. The crabs give you a treasure, costume, (monocle). Enter the newly opened door. The exit is in here.

### \*\*Stage 2-3\*\*

The stage begins with a scene between the yellow clam and the coral fish. As of right now it's pretty open ended where to go. First, get beyond those blue fish and head left. Let's start with the bottom left door, reach it and enter it.

#### \*\*Bottom Left

Head left to begin with, take the path up at the split to get a few pearls, then follow the down path to reach a baby red clam. Now, return to the start and talk to the yellow clam. Watch those corals above him, they will tone and shake in a certain pattern. The few times I tested it, the patter was left, middle, right. Spin attack the corals in the pattern the yellow clam demonstrates to open the door. Head straight up to reach the next door.

#### \*\*Top Left

Head up to where you can see the surface. There are two places to leap out and

make sure you check out both for pearls. Jump out, defeat the slime, then head to the right. There are a few places to submerge here. Take the far right one first. Be wary of the big turtles here. Attack them, they retract into their shells. Wait until it comes out of the shell to spin into and defeat the big turtles. After getting the two big pearls here, return to the surface. Travel down the passage immediately left to find a pink baby clam. Break through the rocks to the left, and then again (the first two passages lead here), and keep heading left until you reach the door. Talk to the clam for the coral pattern. For me it seemed to always be left, right, middle, left. Repeat the pattern the clam gives you and then leave the room. Head to the top right door.

#### \*\*Top Right

Head to the right, defeat the nautilus, then surface. Defeat the green slime, jump around these platforms to collect some pearls. Talk to the baby green clam then return to the entrance. Talk to the clam for the coral pattern, mine was middle, right, left, middle, left. Get the pattern and repeat it by spin attacking the corals. Leave the room.

Now, return to the coral fish once you've found all of the little clams. She will be taking care of the clams, seems that crude picture the spiral shell made really isn't enough to come between love =). You get a treasure, costume, (facepaint) and Stafi and Stappie have to push the yellow clam away to progress =). Enter the door which just opened.

Defeat these blue fish then surface, be careful of the slime camouflaged by the grass. Alright, if you approach the exit from the left, you can get a big pearl and from the right there are a few smaller pearls. When you've collected everything, exit.

#### \*\*Stage 2-4\*\*

Starts with talking to the pink coral fish. It shows a scene of the Dark Eel spitting enemies into the sea. A bird like creature flies up and then swoops downwards. When it confronts you shortly, it is more like an electric lizard or salamander. It retreats into a door, meanwhile, Stappie swims into the other door. You, as Stafi, must take the top left door after the salamander.

Activate the yellow clam, then chase the salamander. Shatter the reefs with the bells. On the second, a large ball emerges. Push it as far right as possible. The salamander dashes into and locks a door. Go over to the speaker which is above you. Talk to it and the clam will use a mic to send you directions for the coral. For me, it kept being left, middle, right. Get your directions then use them to open the door. Enter it, the game switches to Stappie.

Use the bells, the salamander will be right there (go up and right for a big pearl first, however). Chase the salamander. Activate the next set of bells and collect the pearls, then head up and left after the salamander. Just keep following the path until you come across a speaker. The clam told me right, middle, left, middle. Get your instructions and open and enter the door.

You're Stafi again, head up. Push that ball, the salamander slips through. He will slip through the second as well. Head down the left side of the room prior to continuing your pursuit, then keep following the path to chase him. Head up the far right passage and collect the pearls. There'll be a speaker, I got the pattern middle, left, right, left, right. Get yours and enter the door after activating the mermaid.

You're Stappie and the salamander is right in front of you. Chase him through this area, it's very simple, but make sure to search out the pearls prior to

progress. Enter the door at the end. Stappie arrives through one door, Stafi through the other. You take over as Stafi as the Salamander retreats through the boss door. Enter it after activating the mermaid. Get the big pearl then enter the battlefield.

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#### Boss 1

\*\*\*\*\*

Electric Salamander. The bird-like wings were actually claws. When you try to spin him he teleports. Wait for him to shoot a ball of electricity at you. Dodge this and hit him while he's immobile. He will go into the centre of the screen, look where the energy courses because he will send out damaging lightning bolts along them. The next hit is a repeat of the first. Now, he will do the same, except you have to hit him faster. The next hit is the same, with the exception that he will fire his lightning six ways instead of three in the between lightning strike. The last hit is hard, you have to strike him almost immediately after he shoots. Stay close, let him shoot, swim out of the way and direct your spin into him. You will get a treasure, costume, (message bottle).

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#### World 3

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S3W3

\*\*Stage 3-1\*\*

A ghost town, nice. After a bit of talking, which includes a crow witch, we can begin our quest. The fog is heavy, you can spin to create a clear circle around yourself which will steadily shrink, subsequent spins make it larger.

Head up, grab the pearls to the left then head to the right. If you drop down, there is one pearl so collect it and head across the platform. If you fall down at the next area, you will encounter a ghost. It is slow enough that a spin as it approaches will suffice. If you fell down you will be required to run and jump back up onto the platform to the left. Jump across to the right. Enter the door.

Spin a few times, a ghost will be coming from below. Fall down, go to the lower left side and collect a few pearls. Run back and climb back to the entrance. Glide to the left, run and jump up to the right, get the big pearl then glide left again. Run and jump onto that floating table. Drop down to the left, the pearls are all in one straight line. Enter the door.

There's no fog here, get the mermaid and dive into the water. Swim up, those lantern squids can't move horizontally but track you vertically. Check out each alcove for pearls, but the second from the left leads to the next door. Enter this door.

You'll need to head right, spin and watch out for the ghost. There's a crow to the far right, it'll try to dive-bomb you. Just spin it as it tries this. Under here, there are a few branches. The bottom left branch leads to the door, but be sure to find the pearls and big pearls (on the right branch from the door's branch) first. Enter the door.

No fog here, dive into the water. Smash the lantern squid then get through the breakable corridor of blocks. There's a bladed spinner here, it will spin as you near and start moving. Spin attack it as you close in. Surface, watch out for the crow, then head left. Head up the far left corridor and gather the six pearls. Now, glide to the right to reach the door.

Again, give yourself a little visibility then jump into the room above you. Defeat the ghost and run and jump to gather the four pearls. Now, head to the left. Get onto that little ledge with a running jump if need be then onto the floating table. Jump off, and get onto that ledge to the right. Jump onto the floating table then left to the ledge. Glide to the next table. Next, get to the ledge on the right and jump onto that floating table moving vertically. You may need to run for this, watch out for any ghosts from below, and make certain the mermaid doesn't bounce you off when you reach the top! Head to the left, then glide right to reach the door.

Inside, it's a pogo challenge. Jump up the right wall. Now, jump at the two pearls at an angle to try and get both. Next, head left. Leap up to the big pearl then head right. Drop down, then get onto the floating table. Jump up from here then drop down the right side. The pearls are in a straight line, note the location before jumping. Enter the door.

The witch crow will appear and give you a treasure, costume, (voodoo doll). You can use the floating tables to reach the exit afterwards.

### \*\*Stage 3-2\*\*

You start out talking but a large knife falls down surprising the group. The level then begins, let's go! Run to the far right, a knife will appear. Jump before it hits you. It will stick in the wall and you will be on the handle. Another knife appears, however, and so you must jump again. Then there is another, from which you can jump and float over the ledge at the left. They will appear at the lefthand wall as well, my advice if you have a few at once flying after you is to duck. A fork is the last platform and it is a springboard which you use to get up and right.

A ghost will come after you up here, move to the right wall and a knife will fall down. You can use it as a step to reach the ledge and then the table. Climb up, glide to the left, then back again to pick up the big pearl. Glide to left and enter the door.

Run to the right, the knife appears, jump as it flies left. Jump onto it, build the staircase with two more knives then glide right. Run to the right, two knives will fall down. Take care of the ghost then jump onto the knives then onto the ledge and run to the left wall. Two more knives will fall down. Jump to the next ledge and run to the right wall. You can use the knives that fall to reach three pearls. Next, head right. Start running and don't stop - a knife will appear behind you, you should fall down to the next floor before it reaches you but run left after landing to avoid the second knife. Get down the slope, watch out for the ghost, then build the platforms until a fork sticks in which you use to spring to the door.

Stafi is covered in debris and you take control of Stappie. Head to the right, enter the door. There are a lot of 'slideable' areas that Stappie can't seem to fit through. Follow the path for now. The blue round fish will speed up if it sees you, but its path is so simple it should be of no concern. Attack from above or below. There is a big pearl you can run and jump for. The top right slide space is where Stappie must progress from. Enter the door.

Inside, a drill sergeant will talk to some others. They go through the door to the right, follow. They are scared of a bomb, so Stappie learns a new technique to help - Crawl - which is just left/right while crouching. Crawl through the crawl passage to the right.

Drop down, get the pearls in some of the passages, then head up to the bomb.

Stappie takes it, then drop to the passage below this and crawl through. Drop to the water. Collect the pearls in the bottom path before taking the top path. Swim along the path and get another bomb. Take out the Lantern Squid. take the left passage up and get some pearls, then take the passage to the right of this. It's essentially straight up. Get the next bomb.

Talk to the troops, you are given a treasure, costume (officer hat). Head out and left. If you crawl through left, you could get that big pearl if you skipped it. Be wary of the green frog fish, which quickly chases you when you near. Crawl through all of the crawl spaces possible in here.

When you return to Stafi you will use the bomb to blow the debris off him. You will notice that Stafi cannot crawl. Slide under to the left and use the knife and fork to reach and enter the door.

You will see a floating chair. They drop when you ride them, so jump again and again to raise it up until you can reach the ledge. You can run and jump and glide past the second chair, actually. Use the 'staircase' of chairs to reach the exit.

**\*\*Stage 3-3\*\***

You start out talking to a gremlin clown. He scares the group and then the area begins to autoscroll. Head up at a diagonal and when the path splits head down. Beat the lantern squid and zoom upwards. Head down when you can. After the round blue fish, there are some pearls up and down, if you're only confident enough to go after one batch go up. In the [ shaped area, there are pearls at the inside corners. Head up on a diagonal after the next lantern squid. After the next one, go down and bust through the block for the always yummy big pearl and then through the next block for the door.

Head right, surface at the second last passage and run past letting the knives fall. Jump up, then glide right to the big pearl. Continuing to the left, let the knives fall as you run under them, then go back up the far right passage and continue back to the point and use them as a platform. Continue left, running, and two more knives should fall. Climb them, provoke a knife to come for use as a stepping platform in the wall, then glide on over to the door.

Enter it... or not! After you get "eaten" and taken underwater, go over to the clam. From here, push the bowling ball left. Swim ahead of it so it doesn't stick in the bottom left corner. Push it right to break the teeth of your tormentor's toy. Continue to push it down. When you get to the long hallway, use it to break two more of the eaters. Swim up, get the bowling ball in the top path and use it to break the eater next to the door. Enter the door.

It's those floating chairs again, use them to climb up. Jump down and left, many knives will fly by. At the bottom, head right and get the pearls, then go left. Surface but be careful of the forks that come flying. Use them to reach the top. Head down the left wall and wait until the urchin retracts to kill it. Swim back up and use the forks to spring up farther in the passage. Watch out for the ghosts, Floating may help you avoid the forks. Head right and enter the door.

Climb up using the tables and jump right. In the multiple platform section, the first two pits have a few pearls. If you go into them, you'll need to run and jump to get out. Run, jump, and turn in midair to get the full arc. Head down the third pit to progress. Head left, get on the table then jump down the pit. Head right and jump on the table. Use the tables to get up, run and jump for best results. Glide over to the big pearl then make your way to the door. Enter it.

Alright, those platforms crumble under your weight. The easiest way to do this is to float. If you land on them floating they won't crumble until you move again so float between platforms. You can, however, walk after landing from a float. After the second set of these crumbling platforms you meet up with the Yellow Clam, Stappie, and the Gremlin Clown. You get a treasure, costume, (juggling balls), but the clown kidnaps Stafi! Get into that exit Stappie!

\*\*Stage 3-4\*\*

You're in a mansion, spooky. A lady mouse asks you to find her children. I'm going to explain the doors in my preferred order.

Head left and enter the first crawl space. Enter the door you come to. Get on the chair and jump left. Now, jump to the right platform. You can jump and glide right past that next chair. Drop down and to the right, get the pearls. You can either use the chairs as a bridge or just jump to the last one from the floor using a running jump. Either way, make it to the right wall and drop down. Spin attack as you approach the chest - it's a mimic. It has teeth so you shouldn't get any greedy ideas. Defeating it will free a mouse.

You're taken out and the door is locked. Crawl right then climb the platforms back to the mother mouse. Head all the way left forgoing the crawl space this time. Fall through the hole and navigate the passages until you come across two breakable floors. Break through the righthand side and enter the door. Drop down and enter the water. Swim down a diagonal left. Enter the passage immediately right when you exit it. Break through the blocks then push the ball down. Push it right enough to break the teeth of the eater. Grab the big pearl to the far right and then push the ball left. Follow the path the rest of the way and jump out of the water. Use the chair to get over the wall. Defeat the mimic and you'll release the second mouse.

Drop down and enter the next door. This is a very simple room. Climb up to the left and break through all of the blocks. You'll get a big pearl. Then climb to the top right and defeat the mimic. It holds nothing.

You should see a lantern squid. Make your way to it and defeat it, head down. To the far left of this door by an urchin is a big pearl. Now go enter the door to the right. The mimic in here is easily reached by following the swimming path. Extremely straight forward. The mimic holds nothing.

You'll need to surface back at the urchin. Head right. Use the platforms to get over the wall, fall down, and head right. Enter the door in the water. Defeat the two spinners, then destroy all blocks before taking out the mimic, which holds nothing.

Leave the water, mind the urchin. Crawl to the right, jump left to the door and enter it. Ah, lots of crumbling floors! Run and jump onto the curved ledge on the right wall. Float between the platforms to the left ledge. Float to the right. A crow will dive down - let him head back up before you float left. When you are on the wooden platforms, climb up. A running jump+glide will let you skip the next crumbling platform. Head right and defeat the mimic, releasing the final mouse.

Revisit the mother. She shows the trouble the dark eel has been causing and then lets you pass. Enter the door in the bottom right corner of the room.

In here, jump out of the water and spin to clear some fog. Jump to the table and then jump to the right ledge. Be ready for a crow that dives at you. The path down here is quite simple. Go as far right as possible, break through the

blocks and defeat the spinner. Grab the two big pearls then return to the three way fork. Take the left fork. Jump to the table then jump right over the wall. Use these three tables to make it to the far right, but beware of the crow lurking around here. From here, enter the water (after grabbing the two pearls) and follow the path. That mimic will release Stafi when defeated, and you take over control as him.

Swim up and enter the door. This is a pogo room. Use the pogo to reach the pearls above where you start, then head right. Jump to the table when you have gone right. Jump from the table towards the left so the balloon monster doesn't get you. Head far left, climb these platforms and grab the two big pearls. If the balloon monster is too close to avoid contact, let it disappear and then grab them. Drop back down, head to right passing under a wall. Jump up here and use the ledges and tables to make it to the open door. Enter it.  
//That locked door? If you reenter the room and the door will be open. It leads to the start of the room.

Activate the mermaid and run right. Get the pearls then head back left. Use the chair to get up and right. Run right to confront the witch and clown. Enter the boss door. Take the left path for a big pearl, then head to the right all the way up that path. Of course, get the pearls along the way!

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Boss 3  
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It appears that the gremlin clown was a bat. When the battle starts, knives will fall from the sky. Avoid them by stepping out of the way. When the bat is over you it will slam down, avoid this then jump in and spin attack him. Four knives fall this time, but handle him the same way. This time when you strike him, however, the witch will appear and the bat becomes a ghost. The ghost throws knives at you and the witch hovers in the air. Use these knives as platforms to reach and jump spin attack the witch. The ghost becomes the bat again. four knives fall and he repeats his earlier pattern. Hit him, and the ghost phase begins again. The witch is moving back and forth towards the top of the screen so you just have to build up a greater amount of knives to reach her and spin her. The knives will fall again and the bat is faster. But, you can get by with our tested strategy. For the final hit, everything moves faster, but it is handled the same as the previous. When you win you get a treasure, costume (bug mask).

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World 4  
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S3W4

\*\*Stage 4-1\*\*

The requisite snow world. Run forward, jump over the snowball and run and jump to those two ice platforms. Run and jump and glide right before they fall and grab the two pearls. Now, go back to the snowball. Push it down into the ice wall to shatter it. Dive into the water. Spin into the squid and head left. Keep left until you see some ice blocks, break them and continue through. Get the pearls in here then surface. Head left, spin into the penguin as you near it. Dive into the water, activate the mermaid. Swim on through to the door. Enter it.

Ok, see those currents? They push you in a certain direction, you can't fight them at the moment. The arctic jellyfish near the currents slowly approaches you. Take him out before attempting anything in the currents. First, enter the



currents as far right as possible and collect the pearls. Next, enter it from the far right and swim up quickly. Surface and run to the left quickly to avoid the icicles. Grab the big pearls at the far left. Now, dive back into the water and head right. You will need to fight that jelly again. When you see the squids, head down. Head into the upwards current and surface. Float across the spike pits to the left and grab the pearls. Get back in the water, enter the downwards current from the top. Surface and run right. Collect the pearls and enter the door.

Enter the current to the right of the pearls and hold up to collect them. Head up the right wall into the next current, grab the big pearl, then go back down. Swim far to the left, swim up, swim left, swim down, swim left, swim up, swim left, swim up. Concern yourself with exploring this room and collecting the pearls. They just require you to swim in at them from the currents. Afterwards, reach and enter the door.

Collect that mermaid and pearl, then defeat the ice snail for good measure. It is no different than the snails you've already fought, except it has an ice cube shell. Jump out and right to talk an old reindeer. The yellow clam and Stappie run offscreen. The door they apparently entered is locked so leap onto the ice platforms, then the right ledge, then the left platform. Glide to the left and open the door.

Run left and get the pearls. Use the snowball to jump up and spin attack a flying dog - they fly forward, not flee like the pigs. Push the snowball right or left, right is easiest. It'll break through the floor. The blue urchin down here lights up and pursues you when you near. head into the current to the left and collect each pearl, then go talk to Stappie and the yellow clam. Stappie gets mad and crawls away, the yellow clam collects that sac. Slide under the crawl space Stappie entered. Enter the current to the left and collect the pearls if you hadn't already. Then return to the door Stappie entered and go in yourself.

This is a pogo room. Hop on, hop up to the platforms. Be careful of the balloon monster around the left. Alright, head right. Drop down. Get the six pearls after the balloon monster vanishes and get out before it returns. Next, visit the bottom right corner. Get the four big pearls and escape before the balloon monster gets you. Head back up, and the door is in the top right.

Alright, return to the reindeer and talk. He'll take the sack and give a treasure, costume (Santa hat). Enter the door that opens.

The wind here is very strong. Run forward past the two penguins until you get the three pearls in the corner. Then, head back to the lowest of those platforms in the air. Run and jump and glide between them against the wind. Now this can be tricky, land beside the exit and run and jump to the left. Hit the ice platform and jump and start gliding left until you reach a big pearl surrounded by some pearls. Then go back and enter the exit portal.

**\*\*Stage 4-2\*\***

The yellow clam talks to you right away. Afterwards, run forward and defeat the ice snail. Dive into the water. Swim down and to the right, then up and left at a diagonal and enter the door. Talk to the guy in the tiger suit to get a flute. Exit.

Swim up and surface, enter the door. Give the polar bear the flute. he will let you pass. Run and jump around the room to find the six sheep. Spin attack each one to get their fleece. Exit.

Jump up and start heading up the platforms to the left. Enter the door in the top left. This is a pogo room. jump up the platforms. When the shell enemies on the front start glowing they are going to launch. Wait until a missile shell leaves the screen before going after the pearls again. Make sure to get the sun shaped arrangement of pearls in the top right, then enter the door. Give her the fleece for some... furnishing? Anyways, leave through the door then use the door that opened for quick access to the start of the pogo area. Leave.

Go to the top right door. If you run and jump and glide from where you were you can almost reach it. Enter it. This is a windy area, keep heading straight until you get the big pearl. Head back left then get past the platforms with running glides. Enter the door. Give the reindeer inside the furnishings for some reindeer antlers. Leave, use the new door to reach the start of the windy area, then leave this area. Go to the door in the bottom left of the first room and enter it. (it is actually diagonally right/up from the bottom left)

The green shells, wait until they close in on you to spin. Swim down and under the first current and straight up to get those pearls past the left extension of the current. Alright, hug the wall and swim down. Follow the path around the current. At the ice blocks, bust through the bottom and get the big pearl. Then bust through the top and enter the door. Give the little gels inside the antler headwear and they'll give you ram headwear and treasure, costume (small gels). Leave, enter the new door, it takes you to the start of this area. Leave the area and head to the Tiger suited guy again.

Choose yes. Walk right and jump into the Ram suit. A to jump, B to roar. Jump right up the 'stairs' and then drop down. Roar, to cause an angel platform to appear and lift you up into all those pearls. Drop again and head right. Roar at the glob of grey snow to reveal another angel platform and fly up. Get the pearls then jump to the right and talk to the tiger again. Leave, then head back to the door where the stage began. Enter.

This is a ram suit area. Run over and get into it. Walk and jump all the way to the right. When you are at the same level as that ice crystal, roar at it. With the spines temporarily retracted, jump onto it then jump to the ledge. Roar at the next then jump onto it and immediately off to the left. Roar at the grey snow to have an angel platform lift you up. Have the next lift you up and jump off to the left. Ride the next one then go left to get the pearls. Now, go back past that last angel and roar the next one. Jump off to the right. Roar the ice crystal to your right but jump down and right. Roar as you approach the ice crystals below it. Roar close to them. The spines should retract. Quickly roar and jump your way to the right and grab the three big pearls. Now, get back up using the angel platforms again. This time when you roar at the crystal jump onto it and then to the right. Enter the door.

A windy area. Run, jump, and glide to the left. Use the platforms, there's no pearls below. At the far left, jump right then glide to the exit.

//If you're wondering about that locked door in the previous room, it'll be opened but it leads to the beginning of that Ram Suit area.

**\*\*Stage 4-3\*\***

You're Stappie this time. She doesn't look pleased. Head right, get the pearls between the crawl spaces and then leap over and get the pearls on the slant. Leap down and talk to the Barrel Squid. Head right, crawl. Enter the door.

Make your way far right by gliding and crawling. Activate the mermaid then dive into the water. Grab the big pearl, right current left, get the pearls then swim to the right and enter the door.

Jump into the current and swim against it to slow yourself, giving time to pick up pearls along the way. Talk to the barrel squid when you come to it. Stappie will start crying, and the game switches to Stafi.

Stafi can't take the same path as Stappie, so when you reach the drop off, head left. Glide over the spikes then drop down left. There are pearls along the dry path so take it. Glide across the spikes and spin as you land to take care of the ice snail. Dive into the far right pool and enter the door.

Defeat the green shells then activate the mermaid. Keep heading left until you find a spike fish, it turns itself inside out to reveal spikes. Attack when it goes back to normal. Head into the bottom left corner, get all four big pearls. Bust through the ice, head up and surface. Take a running jump onto the first ice platform and keep running across them all. Defeat the penguin afterwards. Use the ice platforms to climb up and right, push the snowball to the left. Push it down and around and shatter the wall. Now, push it but get ahead of it to that slipper slope on the right. When it flies from the left here, be behind it and push it back up the slope and through those walls for two big pearls. Now, push it to the left. Push the ball along the path and when it finally hits the water use the two ice platforms to reach the door (run and jump). Enter.

After the clam talks to the big barrel squid, enter the door the clam entered. Oddly, that machine is powered by penguin abuse and slavery. Ride the bucket to the right, jumping over any obstacles. Run and jump to get the big pearl, then drop down to the next machine. The top path is safe, ride the machine and get up here, just be wary of the ice cube from the snail below. At the end, dive into the water. Swim to the right. With the section that has a C shaped passage and a current, ride along that current to pick up enough speed to pass the current to the right. In here, swim past the current and talk to the octopus, maybe twice. Stafi will cry and get a treasure, costume (rad glasses) when you have done it. You also get a new move, dash. This allows you to dash forward in a spin, and they can fight the currents. Press the d pad and spin to use it. Dash into the bottom left passage and enter the door.

Dash through the current to the far right and collect the big pearl. Find the passage up, head to the left, up, and right to get a big pearl. Then head left, down, right, up, and right from here until you find the door. Enter.

Ride the current to find Stappie. Fight against the current then go to the surface of the water. Dash out of the water to reach this area. You can not dash on land. Run to the right, activate the mermaid. Run to the right, slide, get the big pearl and enter the door.

There's a huge wall of snow chasing you! Run to the right. I suggest jumping up to the platforms and running across those with a single space gap. It's safer and you get pearls. Dive into the water, dash past the currents then dash out of the water. If you're feeling brave, land on the left. Dash left, get the three big pearls, then dash right. Dive into the water on the right. Dash down, get past the blue urchin then dash up and out. Enter the door.

There's another penguin powered machine =/. Explore the area around the four ice blocks for a few pearls. Head right when you are finished to reach the exit. If no more buckets are coming, you'll have to brave the spikes.

**\*\*Stage 4-4\*\***

You start talking to a walrus, who shows that the Dark Eel is maybe wary of the rage of the mysterious, throned villain. The little gels appear and take off as well. Walk right, beat the ice snail then jump and glide across the spikes. Leap onto a snow bucket and jump onto an ice platform. Jump up next to the next

snow machine. Use a bucket to leap on top of the machine and collect the two big pearls. Ride a bucket to the right, jump up onto the ledge and collect the big pearl at the end. Now, drop down and enter the door. There are four pearls to the left of the door, risk them if you want before entering.

Walk in and drop down. That strawberry can be destroyed again and again... what is it good for? Bust it over a bucket and it will flavour the snow! Ride the flavour snow to the right. A giant stone hand will pick you up and throw you to the right. Jump before you reach the head to get the big pearl. Head back to the machine. Flavour some more snow and feed the statue again, jump before it reaches him or you will take damage. In fact, jump on his head and go to the right wall and jump. Head left now, run and slide until you reach the end. Get the pearls then head back right. To the right of the next stone head is another penguin powered machine. Jump onto a bucket of snow. Use the strawberry to flavour it and soon you will be tossed left. Jump onto the head. Enter the door to the left.

Oh, it seems the little gels are frozen in a ball of ice. As Stappie, crawl left. Climb the passage until you reach the machine, spin as you jump out to defeat the penguin. Ride a bucket right. Jump on the platforms towards the end and head left. Run and jump onto the wall, head right. Go down, and when you are crawling towards the big pearl take it slowly. You should collect the big pearl without jumping out. Head back onto the wall. Jump up and onto the ice platforms to the left and run and jump onto the ledge. Attack the penguin as you jump. Jump to the right slope, run and jump to the two big pearls. Glide right. Crawl in the lower space and enter the door.

Break through the ice blocks and dive into the water. Look out for the spike fish and let the current carry you right. Surface, crawl to the left. Climb to the top and push the snowball down in to the ice wall. Dive into this left pool of water and collect the big pearl. Surface again, run and jump to the ice platforms then use them to reach the slope. Jump to the next set of ice platforms and continue your climb. When you reach the slope, use the crawl space to reach the big pearl, then return to the slope. Use the ice platforms to head right and up. Push the snowball. Use the ice platforms to enter the area it breaks open, talk to the green characters inside. They are collected and the game cuts to Stafi.

Dive into the water and head right. Dash up past the current. Use the dash to rocket out of the pools of water and climb this vertical passage. You can dash out of water at diagonals to reach other pools, and also glide after dashing. Enter the door when you reach the top.

Another flavoured snow assembly? Jump onto the bucket of snow but don't add the strawberry. Instead, let the bucket take you under the head and add the next strawberry. Jump to the ice platforms as you are flung left, then for safety, onto the head. Run and jump from the head to the right, glide. Use the second set of ice platforms to leap farther right. Collect all of the pearls on this slope then run, jump, glide to the left. Land on the ice platforms nearest the head then leap back onto it. Head down the slope to the left, collect the big pearl then go back up. Head upwards on the left slope, dive into the water. Dash to the bottom and enter the door. Talk to the green guys inside and you will be taken back to the walrus.

Dive into the right pool again, then dash left and enter the door. The little gels are frozen solid. You can push this around, and actually your dash will sent them farther. It is actually easier to get them off the ground by dashing the ice. Get the big pearl in the bottom left corner. Now, push the block steadily up and left through the room. Dash it out of the water, and into the green, hot water. They will be freed from their icy prison, head into the door

to the right.

A wall of snow will chase you, run right and jump across the ice platforms. Glide across the spike pit dive into the water for the big pearl and then dash out. Run right, run across the single spaced blocks and jump and glide to the next body of water. Head into the current, swim up to collect the big pearl, enter the top current and fight it to the right. Surface, and run right. Jump to the platform then jump to the far right body of water. Swim down and enter the door.

Leap from the water, get the big pearl in the right pool. Head to the left. This room is pretty obvious, use the dash to go from pool to pool, the pool with two different areas to surface: use the righthand. Enter the boss door at the end.

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#### Boss 4

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Heh, this is more than imposing. This boss spins around like a buzzsaw and has a large ice shield. He stays in the middle and spins around launching ice. His ice shield can have three colours per portion: Red, Blue, Green. Make them all the same colour and the shield shatters. You should try and pick whatever is in the greatest quantity as the unifying colour. After you've hit him once he will start shooting spikes that grow into large ice crystals. Wait until they've grown and vanished, but hurry up because he shoots more as time goes on. After the second hit, he spins the shield. Stay towards the bottom and dodge or spin the ice chunks that arrive, taking dashes at the ice crystals until you break the shield. After the third hit, you will need to move around again. He shoots seeking icicles, so let them lose you as you swim around, taking dashes at the shield. Try to break the shield as they leave so you can hit him without much opposition. On the final hit, it will spin shortly then dash at you. Wait until it stops its dash and take a few shots at the shield. He's a huge opponent when you factor in the shield so take care. You will also earn treasure, costume (watermelon) for beating the boss.

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#### World 5

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S3W5

\*\*Stage 5-1\*\*

After speaking with a ray, the stage starts scrolling. Dash out of the water and reach the big pearl, get the pearls in the little alcove if you can risk it. Climb up the platforms, then into the right pool. There's some pearls on the slope to the right if you want to get them before diving into the water.

Head to the right and dash through the blocks. That enemy, a spikey organism on a spring, is basically another version of the green slimes from earlier. Dash into it, then dash upwards out of the water. Jump right, then into the water. There are more pearls down below through the rocks, but if you're quick you can get them on both paths. Swim right and go up through the opening, dash left to the big pearl then right back to the hole. Head right and dash out of the water to reach a few pearls. Break through the blocks and jump down. You may want to glide because of the four spike springs, but regardless head right and break all three of those blocks to get a few big pearls. Enter the door.

The spike enemies in the water apparently cannot be defeated, but head to the bottom right anyways to get a big pearl. the spike chasers will chase you so

hurry up! You can distract them however, see the arrow made of pearls? Dash that tree and some meat will fall into the water - this'll keep them busy for a few seconds. Head right, hit the next tree for good measure and then jump to the ledge. Climb the platforms.

Glide to the left, run and jump, and spin the tree ahead. Jump into the pool then climb the platforms at the left side. Glide to the right. Enter the door.

Move to the right, hit the tree then dive into the water. Go through the blocks and then dash out to the next tree. Grab the big pearl then head back out to the left. Use the bumpers to bounce to the right, glide to the door (or dash from the water) and enter it.

//Are you having trouble with the bumpers? Then float, it lets you more easily control your bouncing.

Head right, hit the tree on the way down. Swim left, there is a monkey with a spiked shield. You have to go behind it to strike it. Watch out for the bat bee as you move over it, it's on the ceiling and will attack when you near. At the left of the room, jump out of the water and use the bumpers to bounce right. Use the upper bumper to get a big pearl, then head left to the door and enter. It is a Ram Suit challenge.

Jump over the spikes and roar to have a butterfly platform lift you up to some big pearls, drop and jump left. Jump up to the next ledge and roar to activate the next platform. Jump over the wall, and go next to the spikes. When that electric jellyfish is around the middle, roar at it and then use it to cross over. Now, let it come after you again and make it a platform when it is below the platform above you. Jump up here. Jump down, getting the pearls. Roar the butterfly platform and get the big pearls in the air. Enter the door to return to the previous room.

Keep heading up and right, knock some meat into the water for the spike chaser and swim down and up to reach some pearls. Use them to bounce left, and defeat the skull. It takes two hits. The flying gators fly back and forth, they won't be an issue in this room. The door is to the left, you need to run and jump to reach the pearls up and to the left of it. Afterwards, enter the door.

Jump into the water and activate the mermaid. Head left, those dog-like fish just travel straight forward. Bust through to the big pearls when you see them and then dash up at the left hand side of the body of water. Run right, be careful of the bat bee near the next pool. Dive in and get the big pearl. Dash up, then head left. Glide left, enter the water. Get the pearls, dash up and head right. Use the staircase formation of platforms to reach the right wall, then head left and up. Jump and glide to the door and enter it.

Inside is the ray, and another fish. They give you treasure, costume (shades). Head right, dash upwards to defeat that fish fighting the waterfall, then exit.

\*\*Stage 5-2\*\*

You start out talking to the ray and the fish with the snazzy hair, it seems you need to find an object for them. Head right, jump out of the water. You can head left and beat three spike springs and get three big pearls. After this, go to the righthand wall and enter the door.

Talk to the shelled chap to get a book or paper of some sort, then continue to the right. When you go up you will realize this is a huge waterfall. The more dense areas of the waterfall can not be fought against. Head to the left until you can jump out to the next waterfall. The waterfall fish may hit you just by

virtue of the strength of the water but overall shouldn't be much of an issue if you are directing your dashes into them.

When you've jumped out to the left waterfall, head up. Jump across to the right fall but that palm tree will try to grab you so be careful. Head right across the waterfall close to the denser area below you. Jump out right to the door. Enter.

Jump down and right, get the pearls then head back. Jump onto the snapping palm and then right. Jump from the platform to the palm then glide to the pearls. Bound on over to the right. Drop down, head right. After beating the skull, proceed carefully. There will be a kicking dinosaur. Wait until it kicks the spike ball at you and then jump, run in and defeat it. If you try jumping prior to the ball being kicked, it will be kicked at a diagonal. Get the big pearl then head back to the left. Make a running jump to the snapping palm, then run and jump again to reach the big pearl and the next palm, then run, jump, glide to the platform (land on the right side). A spiked ball will be kicked through the left side. Glide right through the pearls and land on the palm. Enter the opening and then the door. Head down and talk to the big fish, exchange the book for a shovel. take the door to the right to the start of the previous room and then exit to the waterfall room.

Jump into the waterfall and then head up and right. Jump out and climb the platforms. Glide left over platforms and palms, after getting the big pearl of course. Reach and enter the top left door.

Swim to the right, take out the dogfish with a dash and keep going. Climb up the waterfall then head left to the next. Head up then jump out right from the fall and jump back into the right waterfall. Head up and right to the platforms and climb them. Glide left to the palm and then to the ledge, enter the water. Get the big pearl in the top left, then use the waterfall to get up and right. Glide to the palm, then to the door.

Inside, take out the skull for safety then jump onto the palm then over the wall. Head down, land on the palm and jump left. Head down, land on the palm and head right. Follow the path to the ribbon fish and they will take the shovel in exchange for the teddy bear. Leave through the door. It takes you to the previous area, so exit it.

Head to the bottom right of the waterfall and then climb it to reach the lower right door. Give it the teddy and the ray will come by, a note flashes on the screen. The hippo gives you treasure, costume (teddy purse) and you can continue to the right.

Use the waterfalls and palms to reach the top. Those blue planes only fly straight. At the end, if you want to get those six pearls to the right of the exit, let the palm capture you then run and jump and glide into them. It's tricky. When you're finished, exit.

**\*\*Stage 5-3\*\***

You start out on a beach. Talk to our two friends then dive into the water and go in the door. In here, swim under the central land mass. Catch the lion above in a cage by dashing the cage from below when the lion passes over. You can only catch or feed a lion, capture is the easier alternative. Jump up the falls on either side to get all of the room's pearls. Enter the door on the central land mass.

Jump into the water and head left. Capture the lion, then get the pearls on the left waterfall. Run and jump between the platforms above the lion's territory

collecting pearls. Then head right and upwards. Jump to the snapping palm and then right onto the ledge. Head into the door.

In here is a ninja cat. He will tell you how to double jump. Basically, press A again in the air for a little extra air. Follow him around until you get him at the platform in the middle on the bottom. Dive into the water and collect the pearls. Now, attack that fish. It'll be stunned and you can move it around. Get it up on the left side of the ground and push it far to the left. Go to the right side of the pool entrance and jump left at the ninja cat. It should land on the fish. If you can manage to do this, he'll give you treasure, costume (cat face). Exit.

//Capture the lion down below again, it is necessary.

In the lion room again, go to the snapping palm near a ledge you couldn't before reach. Run and double jump up onto the ledge from the palm. Use the two palms up here to reach a big pearl in the top left, then head right over the wall. You will need to distract this lion and grab the big pearls in the cages before using it to capture the lion. When it is secured, jump up to the midair land mass and enter the door which opens only when both lions are caged.

A dogfish will be coming at a diagonal, wait for it and take it out. In the water to the left, the currents are too strong, so climb the waterfall. Get the pearls above it then use the palms to the left to reach the left waterfall. Collect the pearls in this waterfall. Climb to the top then jump off right and enter the water. Head around, climb up the palms and enter the door.

The ray and snazzy hair fish are here. Drop down to the right of them, use the palm to get over the wall to the left. Float down, collecting the pearls. Keep going down even if you see the exit. There are two big pearls in the water. OK, now climb back up and exit.

**\*\*Stage 5-4\*\***

A snake talks to you from the get go. It seems the Dark Eel smashed all of his jars. I guess he's angry about being trapped in the jar all these years. Take a running double jump up onto the ledge and get all the pearls here before you enter the cave.

In this room, jump on the record then double jump between snakes. There's a player midway through if you run out of time (10 seconds). Enter the door, in here activate the mermaid then jump on the record player. You've got 10 sec, double jump between snakes and make your way up and right. Talk to the yellow clam and Stappie. Stappie falls down a hole, follow and get the pearls but the door at the end is locked. Get back up and enter the door up here.

You're Stappie. Use running jumps to get the pearls before jumping on the record player. use the snakes to reach the next record player, and then start that one if you need it. Get to the far right door and go in.

Activate the mermaid, then the record. Jump on the snake, get in the water and swim the path quickly. Jump out onto the snake and activate the next player. Use the snakes as a staircase left. When you reach the ledge, run and jump and glide right. Get the three big pearls and then float left to get another among the snake holes. Activate the record again and head left up the snakecase. Activate the record here, crawl through he left, then use the snakes as stairs leading to the pool. Jump into the pool. Chase that old green clam through the door.

You're Stafi. Knock some meat out of the tree then swim down and all the way



right. Dash up into the tree and also get the big pearls. Go down as the fish gorges and then go left and up. Use the palms as stairs. Distract the lion up here and go through the door to the right.

Jump up above the lion and knock some meat out of the tree. Head right and jump up. When you make it to the next lion, use the palms as stairs up to the next orange tree. Knock some meat down and float down until you know the lion is feeding. Then, run to the right and jump into the waterfall. Get the pearls at the top of the waterfall and then knock some meat down. The spike chasers below will feast and you can swim left. Fight the currents and enter the door.

Inside, the yellow clam is with some young pirates. After talking and Stappie showing up, you will have to defeat all of the pirates in a row by dashing through them. They recover after a second. Enter the top door when you finish. Do the same in the next room, get the big pearls of course. One more room of this. Alright, when you exit you'll be talking with the ray and an old red fish. You see a pile of treasures and the green clam goes into the boss room.

Enter the boss door. Swim in, activate the mermaid and collect the pearls en route.

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#### Boss 5

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A large golden lobster. It begins by pointing its claw out and charging. The mouth is open. Go over the first dash, but when he dashes with space underneath him, dash him in the jaw to damage him. He will send some currents thrashing your way next. Fight against them. He then sets whirlpools up in front of himself, while firing some at Stafi. Dodge them and eventually he will charge him again. Hit him in the jaw like last time. He will do virtually the same thing next time. The next time, he sends two at once. They start out slow so you can arrange yourself so they don't hit you. Get him when he dashes above you again. For his last bar, he will create three whirlpools. He also launches these groups faster than the two, so pay attention to your opening. One more dash in the chin and he's taken down. You will get a treasure, costume (monkey) and be taken to World 6.

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#### World 6

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S3W6

\*\*Stage 6-1\*\*

After a brief convo with Stappie and the clam, we're off. Head along to the right, that hole in the ground is a geyser and will propel you into the air. From the ledge the geyser shoots you to, head left. Those flashing fish are best dashed because, while their path is simple, their direction changes very abruptly. Collect the big pearl in the little passage, then head up the bigger vertical passage. Jump out and head right.

The octopus to the right wearing the headband will walk back and forth. Defeat it and ride the geyser up then head right. When you come to the door, enter it.

Inside, talk to the three kissing fish, they won't let you into that relaxing area so head into the door Stappie and the yellow clam enter.

//In this room, it may be wise to do the ram suit area first, to save time backtracking.

Jump over the geysers and ride the third. Get the pearls then go back and ride the first. Climb up until you reach a door. Run and jump to the left and enter the water. Underwater, you'll see some rapidfire geysers. Alright, I suggest dashing past the geysers, so they don't set you back. Just follow the path, making sure to pick up and pearls you see, and enter the door at the end.

Get the pearls in the bottom right corner then talk to the volcano turtle. Follow the path back out and talk to Stappie and the yellow clam. The crab will give a treasure, costume (feather cap). Now, head back to the door to the left. You can progress to the right, but this is for good measure.

Go beyond the door we went in last time, head right. Drop down and enter the door below the geyser. This is a Ram Suit challenge. Head left and roar at that spiked platform, grab the big pearl then use the retracted platform to quickly jump left. The next spiked platform has two uses: make it a platform and jump to either side to collect the pearls. Now, head left and stop at the wall. Roar to activate the butterfly platform and then disembark left. Use the two spikes platforms to progress farther left. If you miss jumping for that high left big pearl, there is a butterfly platform where you should land. to get that last big pearl, jump up and roar adjacent to the spike platform. Enter the door to leave the area. Find all of the pearls, and if you've already were in the first door head back to the 'resort' area.

Enter the far right door. Jump up and activate the mermaid, then begin your journey to the right. The skull dino takes two hits, and the flying beetle will take one. When the volcano in back moves, it shoots a ball of lava. Move out of the shadow to avoid being singed. Get the pearls and exit through the door on the right.

In this room, avoid the geysers or you'll lose control. Jump between different ledges. The two big pearls above a horizontal and vertical geyser can be reached with a running double jump. When you finish, the exit is at the top.

**\*\*Stage 6-2\*\***

After a brief talk with the three kissing fish and an umbrella fish, head to the right. From the large rolling rock, run and double jump left. Beat all of the headband octopi and grab the pearls at the end before returning to the rock. The flying beetles should be noted - as you are trying to complete your tasks their buzzing around can become a problem. You don't really need the rock to finish the room. Run and doublejump to reach the door at the end.

In the next room, head left and ride the geyser up. Activate the mermaid then jump down close to the leftmost wall to get some pearls. To the right is a skull dino, defeat it and look out for the stone sun coming from below. It has tracking capabilities so spin attack it when it nears. Head to the right. Enter the door.

Drop down, talk to the Platypus. It seems you'll be getting a new vehicle but not quite yet - dive into the pool and enter the door. Watch out for the stone suns and when you come to the geysers, dash through them. Enter the first door you come to. The red spike turtles in here retract when you try to attack them. Wait for them to come out of their shell to defeat them. Essentially, swim around the chamber to collect pearls, the door is in the top right corner. You will reach it by finding the rightmost vertical passage - there are a few in a row so just dash to it.

In here's head right and jump in the water. Swim around and up and jump over to the left. head to the left wall, run and double jump to the ledge to the right.

After two skull dinos enter the door.

There isn't much that can be said about this room. It's a background volcano like before. Basically, keep moving and use the platforms at cover. There are also tunnels at the end for cover and to get pearls. In one of the tunnels, you will find a horse and be taken back to the Platypus. He gives you treasure, costume (cowboy hat) and let's you ride that horse. Jump on.

The horse challenge. Steer the horse with left and right and jump with A. Jump over the buzzsaw cat when you see it, then jump over the hole. Up and down the slope, then talk to the platypus. Now that you have the right to ride horses, head back into the door in the pool. Head past the door that lead to the area in which you found the horse, ride the geysers up to another door.

Activate the mermaid and jump on the horse. Stay towards the middle of the screen, jumping to get pearls when you need. There are two buzzsaw cats in here and they're why you should stay in the middle, so you can react to them when they appear. Enter the door at the end.

That purple water hurts if you touch it, and the jumping fires dive in and out of it. This isn't so bad if you're patient though. Jump across the platforms, and wait until the fires are on their descent. You can defeat them but you risk falling into the drink. Defeat one maybe by standing near the edge and moving into it with a spin when it nears. Climb up to the next floor when you reach the right end. Those large green platforms are propelled into the air by large purple geysers. Use them to make it across the purple water, and get into the door at the far left. If you were trying for pearls and find you're landing in the water, float until the platforms are below you and then land.

In this final room, to get the pearls beyond the rock, push it up the slope and let it roll down. It should be moved out enough for you to go in and clean up. Jump to the exit afterwards.

**\*\*Stage 6-3\*\***

It's the four fish from the previous stage. Head on right. The lava, of course, damages. Just head to the right jumping over lava and jumping flames. To reach the five pearls near then end, float down to them. Enter the door to the right.

Head right until you see the large green platforms. That big pearl in the middle? Use your first jump to reach it then your second jump (double jump) to stay away from the lava. Ride a platform up. Head to the left, use the green platform to reach the pearls in the upper left corner, then jump across to the right. Use these green platforms to make it across the lava and then enter the door.

Talk to the pirate cat that Stappie and the yellow clam are around. You will now be using Stappie. You can get a mermaid to the left, and when you're ready head right. Follow the path down, left, and up. Climb the ledges and crawl to the door.

Inside, the yellow clam gives you a sac. Jump into the water and head left and up. Crawl to the right, getting the big pearls, and head down, back to the yellow clam. Enter the pool again, head right. Ride the geyser up. Climb all the way up and crawl left into the little room. Spin attack the left area of the room to reveal the pirate.

You're taken out. Glide to the right, crawl under and climb up and left. Enter the door the pirate cat entered. The yellow clam puts a bulrush on your head. Crawl left, glide down and right to the ground. Run and jump for the pearls

then use the green platform to head right to the clam again.

Wait until you see the green platform before jumping right. Jump to it when you do. Get the pearls to the right of it then ride it up and jump right. Ride the next platform up, jump off and crawl right. Get the pearls then head back to the platform. Head left until you see the vertical drop. Land on the ledge on the left wall and spin attack to reveal the pirate.

You're taken out. Jump down and enter the newly opened door. Use your new wall jumping ability! Jump and hold towards a wall and press A. You will wall jump. Now, Stappie can float before she wall jumps. Use your wall jumps to climb this chamber. Use the long vertical passage with pearls to practice chaining jumps together. When you reach the pirate cat at the top he gives Stappie a treasure, costume (eyepatch).

Enter the door. Wall jump in that first hole in the ceiling and you can reach some pearls. Use the jumps in the next two openings as well to make sure you have all of the pearls. Easiest way to do it is to go up the longer passage first as it takes you to the second passage anyways. Jump into the pool, head right and surface. Wall jump up the right side. Wall jump farther up the right side to collect a few more big pearls. Wall jump starting to the left of the next pool. Dive into the pool to the left when you reach it. Take the leftmost passage as there is nothing in the blocks. Wall jump up, get sent to the right by the geyser, and enter the door to the right.

Activate the mermaid and then head down the slope and left. When the slope starts heading up, run and jump and float. Wall jump off the wall up to the next ledge. Get the pearls to the right and return to the upwards slope. Jump and glide to the left to collect the pearls, then glide to the right over the lava. Make your way into the water. There is nothing left, head right. You will see an opening as you swim right. Jump from the right of this opening and use wall jumps to enter it and get the big pearl. Continue right then jump into the exit.

**\*\*Stage 6-4\*\***

Yep, it's those four fish again! After the talk swim to the right. All of the branching tunnels will lead you the same way. So take the time to swim around them gathering pearls. Enter the door to the right when you're ready.

Swim right, and up the through the passage at the far right. Get the pearls and head down and left. You come across what looks like a newt or salamander and he tells you the trouble the Dark Eel has been causing. It shows others of his kind pelting the eel with rocks, then a flashback type scene with the Eel and what looks like numerous young eels. Then, cutting back to the rock fight, he blows them all away. Climb up and enter the door to the right of the newt.

Activate the mermaid. Take the left path up and around before heading right. Head right to the green platform and pass it. Jump down to the door. This is a Horse challenge. It is pretty straight forward. Let the flying orange spinner dive before you jump over it. Try to start your jumps with the pearls and follow the arc. When a pit is coming up, tap back until you get a look at how long it is. Enter the door at the end.

Alright, back in this room, head back to the green platform on the left (using the one to the right). Ride it up and jump off to the right. There will be two paths to the left. Explore both for all of the pearls. Enter the door to the left. Drop down, talk to the newt. Jump over the bell, get the two big pearls. Go back and ring the bell to start using Stappie.

Head left, use wall jumps to reach the top and get the pearls at the top. Dive down into the water. Enter the door.

Swim left, use wall jumps to exit the water. Jump onto the green platform. You can either ride it and jump off to the left, or wall jump past the skull dinos by going right. From above the second skull dino, head left. Wall jump up here, jump over onto the green platform. Run and jump to the left ledge. Head to the left and collect the pearls in the room with the green platform by floating. Ride the platform up and jump to the left wall of the vertical passage. Wall jump off the wall and head right. Jump out over the lava at the right wall and wall jump. Enter that door.

Drop down, talk to the newt and then float left for the pearls. Drop down and ring the bell. Have Stafi jump up and push the block which is pointing out and right to the left. You can push them with a spin attack on their right side and you can stand next to them when they're pushed in. Climb up and get the big pearl, then ring the bell. As Stappie, run and jump onto the bottom platform. Use running wall jumps from these platforms to climb up and get the big pearls. Once Stappie has collected them all, push all of the platforms to the right. Ring the bell. As Stafi, using running double jumps to climb the platforms and reach the final newt.

You're taken back to the larger newt. Now that they are reunited you can take the middle passage. Do so and enter the door. The lava rises from the bottom so you have to start running. Use double jumps to climb to ledges and platforms. When you come to an area that has pearls left and a big pearl right, if you want them all get the pearls first and the big pearl second so when you jump up you will get another three. Get into the first pool of water fast as you need to swim down in it and then back up. In both bodies of water dash up. Enter the door at the end.

There's a wall of lava to your left. Run, jump, and glide over pits of lava to the right. Enter the water and dash right when you reach it (be careful not to dizzy yourself). Dash up and out at the end then head right. Enter the water when you come to it, dash through the pearls. Grab the three big pearls to the far right then come back and jump out of the water. Enter the door.

Activate the mermaid, the volcano spitting at you is in the back again. Run to the right, spinning or evading the octopi and suns as you go. Enter the water at the end, swim to the left and enter the door.

Jump up out of the water, run to the right and get the pearls. Return to the water and dash all the way right. Go up. Use the geysers to get up and left. Skip past the geysers, head all the way left, up, then right. Its those four fish, the yellow clam, and Stappie. They are talking to a shrimp which jumps to the right and down. Follow it. Float down the passage to get all of the pearls and enter the boss door. The shrimp jumps into the volcano turtle...

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Boss 6  
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The volcano turtle starts after you immediately. Hit him in the underbelly with a dash. He will come across the ground spouting flames. Dash past them after it has fired, between the flame and the next one. Hit him in the underbelly again when he comes back. He will now dash in at you in a wheel of fire, dash past him when he nears you. Dashing also helps absorb hits - if you bounce an attack off him flubbing an escape there's less chance of injury. Dash his underbelly when he returns. His next fire wheel seems only to travel in a straight line. Evade it again, then hit him in the underbelly. Next, he moves into the centre

and spews flaming rocks. Stay on the ground next to him and dodge left and right to avoid them. He will then come back spewing the flames upwards. Dash past them like last time. He will then use the flame wheel across the screen. Hit him in the underbelly one last time to finish the job. You will get a treasure, costume (fan).

//Having trouble getting to the underbelly? Well, stay near the top so when he comes onscreen he will be higher. Then swim beneath him and dash.

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World 7  
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S3W7

**\*\*Stage 7-1\*\***

After the brief talk, swim left and down the current. Fight against the currents and explore each passage. Watch out for the anglers, they charge at you when you near. Exit through an opening to the right of the rightmost current. Head down, left, and enter the door.

This room is pitch black. That snoozing ball in the upper right? Ram into it for some light. Swim left. Come down and around, that light crab just walks back and forth. Activate the light ball near it then swim around and get the pearls. Swim back and activate the light ball as it runs out, swim right and then down. Activate the light ball in the right corner, then head left. Straight left along the ground is the door.

Answer yes to that light cap fish's question and enter the door he opens. What's this, a submarine? Yes, Stafi needs a sub. You can move it with the control pad. It provides an area of light (which I gather is why you need it) and the gate to the right opens when you're in it. The light is generated when you press A. Just navigate this simple cave, collecting pearls. The light cap fish awaits at the end. He opens the next door for you and gives you a treasure, costume (hardhat). Go through the newly opened door.

Swim up to the light ball, hit it then travel down the current. Head to the next light ball, touch it then head to the leftmost current. Head up, grab the pearls, then head right when you see the anglers. There's another ball right and left of them, and plenty of pearls in that cyclical formation of currents. Head down the right wall, then to the left to find the door.

This is a submarine challenge. Activate your light, then head in. This is no more difficult than the last sub challenge. Whenever your light goes out, stop and activate it again. The door is towards the upper right of the area, but slowly search the cave for pearls. When you've found them all, exit through the door.

Head left. First, head up and right and get the pearls, then return. I suppose those are fins of some sort and they are moving up and down. They will crush Stafi if he gets caught under them. Wait for it to go up, then swim past. Get all of the pearls under the next one, let it go up and down a few times if you have to. Dash through the currents under the next one, get the two big pearls, and enter the door. The exit is next to that large robotic looking thing.

**\*\*Stage 7-2\*\***

In fact, it will talk to you at the beginning of this round, and suck you in. Talk to the yellow clam inside, then use the large orange circle up in the top left. This is actually a door. The fuzzy enemies in here only move back and

forth. Go through the next door.

Swim up, this room is strange. If you hit that red circle everything will spin around. Hit it and the door will be at the top. Enter the door. Head back through the fuzzy room and to the start. Everything is upside down and that blue weight that was blocking your way has sunk to where the ceiling once was. Head into the top left.

Explore the room getting some pearls. The lanterns just move back and forth. When you're ready, head to the top right. Enter.

The little sharks merely swim back and forth... like most enemies in this world thus far. Enter the door to the right. Hit the room spinner then exit.

Head all the way up, right, down to the blue object. Get the big pearls then head up again. Swim all the way right, then go down. Go past the door, follow the path down and enter the door. This is a Horse challenge. The electro ball near the start must be leapt over. It will move, try to time your jump for when it does. The jumps aren't anything too dire, do like the last stage and tap back until you're ready to jump.

Now, head back to the door you passed. The Green Urchins inside move in a circular path. Move to the next room, hit the room spinner and head to where the horse challenge was. Enter the door that is now cleared.

Head left then up. Dash out of the water at the right wall on the right path. Double jump left. Head right, dive into the pool and enter the orange door. Collect the pearls in here then enter the next room. Hit the room spinner then get back in the door. Head through the left.

Back in this room, head right. Head up. Dash out of the water as you head left to get some pearls. Dash up on to of the wall to the left. Double jump up to the left, get the pearls, then glide right. Enter the door at the far end. Head down and talk to the pink fish. She gets pretty angry and can thrust spikes out. Anyways, you're spit out and the big robotic guy gives you a treasure, costume (doll).

Enter the door. Swim to the right, then left though the currents. Hold up as you swim past the currents. Exit the stage.

**\*\*Stage 7-3\*\***

You start out talking to the big guy when a fish with a music note haircut arrives. You are taken elsewhere. Head left, surface somewhere up here and collect the pearls, then dive into the far left pool. Head down and collect the pearls and enter the door.

Head up, dash attack the long grey block from beneath. Now jump onto it and double jump to the right. Jump into the pool to the right and head down, hitting every block from the left as you go. Now, use double jumps to climb between the ledges and these blocks and enter the door at the top.

Talk to the old frog, Stafi's dash is improved. Head into the water (you have 60 seconds) and down the left side, collect the big pearls. There are various points you can big through in the large mass of land in the centre. Only one is worth entering however, head to the bottom right corner. Follow along the differently coloured ground with your dash. You will eventually find a pink guitar if you continue along the path and finish it before the time runs out. The frog talks to you and you will now take control of Stappie.

As Stappie, head up and wall jump out of the water. Head to the right and crawl under the wall. Talk to the red frog and head right. Wall jump to the next level, crawl to the left. Use wall jumps to head upwards. There are platforms in the middle and walls to either side. It is possible to wall jump from the walls-platform-wall-platform-etc on the right side (where the pearls are). Just make it to the top and wall jump through the opening. There are six pearls on the left, glide right afterwards. Crawl left, take the first opening as it is simpler and has pearls. Reach the top, jump right. Wall jump to the land mass in the centre. Break the ground on the left and right, then the central ground. You get a blue guitar. Stappie gives it to the red frog, exit the room.

Dive into the water and head down. The clam was previously blocking your way. No longer. Enter the door and you'll talk to a coelacanth. Head up, wall jump out of the water and crawl right. Head right, wall jump up, break through the different ground to the right. Head right and ring the bell.

As Stafi, head right. There is a small room at the far right. You can dig into part of the wall - do so. In the higher level, fight against the current and break through the rightmost floor. Then the leftmost, watchout for the electric jellyfish. Be aware that their electrical shots travel through walls. Finally, enter the middle chamber and bust through the top right corner. Hit that grey block upwards and ring the bell to resume control of Stappie.

Run and jump onto the block that Stafi pushed up. Run and jump to the right and enter the door. Ring the bell to the right. As Stafi, enter the door to the right. Swim up the right side of the room, knocking the blocks inward. Dash out of the water and grab the pearls at the end. Now, head up the left side, knock the blocks inward. Ring the bell at the end.

Again as Stappie, run and wall jump to reach each block. At the top, flip that lever with a spin and return to and ring the bell. As Stafi, take the newly opened passage and enter the door.

Spin the first difference in the floor for pearls, then use the second to travel throughout the ground. At the end is a set of drums. You're taken back to the coelacanth. You give him the drums and are taken back to the music fish, which gives you a treasure, costume (guitar). You then play a song for the robotic fish: Stafi and Stappie on strings, the music note fish with a sax, and the clam with drums! It's one of my favourite moments in the game. Afterwards, the big guy is asleep. Enter the door to the right.

Wait for his fin to raise then dash right to the pearls, stay here until the fin starts rising again and squeak out to the upper right as it does so. Let the next fin rise. Dash along it to the right and up to get some pearls. Head down and right afterwards. Wait at the next fin as it rises, when you have room dash right. Take your time with the next two tunnels under this fin if you want as there is plenty of room. Make your way to the door to the right.

Dash up, then right near the left side of the ceiling for pearls. Then, follow the path near the right side of the ceiling. Dash down into the room with pearls when you reach it, but also continue the upper path to another pearl room. In the right wall of the pearl room you had to dash down into, is a passage that leads to the exit.

**\*\*Stage 7-4\*\***

The fish with the camera shows some photos of the Dark Eel in what looks like the sky areas from Stafi 1. After the talk, head right. Enter either the second or third tunnel by digging. Explore each path for pearls, and enter the door when you've finished.



Swim right, up, left, up and connect with the light ball. Partway down the righthand wall below this ball (you have to enter the current) there is a breakable portion of the wall. Dash into this. Head up in this area, as down takes you to some electric jellyfish. Follow the path along and get swept into the next current. Let it carry you - watch out for the light crabs - and activate the light ball on the top current. Along the bottom current, there are four spots through which you can bust. The first two are fruitless. The fourth will net you some big pearls. Use the third to progress. Enter the door at the bottom of the third tunnel.

This is a submarine challenge. Follow the pearls down to the sub. Once inside, activate the lights. Right from the start you can head up and get a few big pearls in a little room. Head right afterwards, get the pearls far right. Follow the pearl path up and around, don't miss the big pearl below the terminus of the path of pearls. Get the two big pearls slowly (as the spikes are close) and then head straight up to the door.

Activate the mermaid. You're near our robotic friend again. Head left, then up and right to get two big pearls. Head back left, when the fin rises dash through the middle to get the pearls. Then use the bottom path to progress. Swim up and left and collect as many pearls as possible at the next fin. It may be best to retreat to the left when the fin just starts heading down. Collect the pearls and head left. Take the bottom path under the next fin. This is the easiest way to get the big pearls, which you can go up and snag from the left as the fin rises. Enter the door.

And look what situation we're up against again! You're swallowed. Head through the orange door, then the next. Flip the room and head back. Ring the bell.

Head to the bottom right room as Stappie, through the next door, and flip the room. Ring the bell. Now, Stafi will be beyond the blue block. Swim up. Enter the first orange door you come to, the next door and flip the room spinner. Return to two rooms ago, head left, down, and ring the bell. Flip the room as Stappie again and ring the bell.

As Stafi, head right, down, and right into the current. Fight against the current at the bottom to the right and up, then enter the door. Head down, beyond the strong current and talk to the clam. Stappie will also arrive. Now, you can head up. This was a boss door it seems. Activate the mermaid, get the pearls, then head up.

\*\*\*\*\*  
Boss 7  
\*\*\*\*\*

Ah! A remix of an old Stafi boss. This fight is actually pretty interesting. First of all, look at this diagram:

```
==[3]=[2]=[1]==  There is a room spinner in the middle of the battle field.
[1]              [3]  It is set at 45-degree turns. The spinner is marked with (s)
|                |   and is in the centre of the stage. The numbers represent
[2]   (S)        [2]  openings in the wall. The location of these numbers shows
|                |   where the opening will be after the 45 degree turn. The "1"
[3]              [1]  is towards the top on the left, for example, but when it is
==[1]=[2]=[3]==  flipped 45 degrees it will be where the "1" on the top line
                   is.
```

CLOCKWISE TURNS

Why do you spin the room? Well, notice that there will be a glow coming from

one opening. We need to have this glow face down so that a block will fall out onto the boss.

Now, predict where the block will fall, and let the boss charge at you. Move and he will be momentarily stunned, hit the room spinner and let the block fall onto him. This knocks the blades off of his back. Dash attack him immediately.

//A hint, he dashes when you are near him. Do not stand in the entrance or it is very possible you will be hit.

Repeat the process for the second hit. The third hit is no different. For the fourth, the glow begins on the bottom. Immediately hit the spinner, then set up the boss where the block will fall. For the fifth hit, the glow is on the right wall. Hit the spinner twice right away. Set him up for the drop then dash him when he loses his plates. He will be defeated and you will be awarded with a treasure, costume (Blue helmet).

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## World 8

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S3W8

Things are pretty interesting in this world, as the inclusion of a special guest sets it apart from other worlds.

**\*\*Stage 8-1\*\***

After some talking between the crew, our special guest star arrives. Wario. Yes, Wario! He laughs and teleports in. Head to the right and enter the door.

Jump into the pool, head down and left. That giant spike ball will move up and down when you near it. Dash to the left when it raises. You will probably hit a blade weed in the process. They look like normal sea flora but jump up and extend when you near. Anyways, head up and get the pearls, then jump out and head right and down again.

Head beyond the spike balls. When you emerge from the tunnel, dash straight up. Break into the left wall and get the pearls here. Dash from the water at the spear crow, then get the pearls at the bottom of the pool near the horizontal giant spike ball. Head to the right wall and dash up. Head down, provoke the ball to fly right if you want to get the pearls to the left. Wait for the bottom ball to fly left before progressing. Bust through the line of blocks, enter the door.

Take it easy here. Progress slowly so the giant spike balls don't take you unawares. Dash put at the end, bounce across the bumpers. Drop into the pool two away from the far wall, get the pearls and jump into the pool left of it. Take this part with just normal swimming so you don't bump all over the place. There are rock shooting squid and octopi at the left during the upward climb. The rocks shouldn't hurt you. Dash up at the end, head left and defeat the octo and squidoroks ( ; ). Head right, let the ball fly up. Swim down and right. Get the pearls, let the ball fly up again and get back to the left. Let it go down and travel up and right. Let the next ball go down, swim over to the pearls, then let it come back up and swim down to the door. Activate the mermaid and then enter.

Wario's in here. First head right and get a feeling for the enemy placement. The Moai (Easter Island) Head type enemy at the end will not move after you. Return to where Wario is. Hit the device behind him and he will light on fire. As he runs to the right, try to hit the logs under him. This will spring him

into the air. Travel along, hitting the logs when he's running right. Bring him to the rock with the flame on it and he will burst it revealing a door. Be sure to run all the way left and take a running double jump at the big pearls. Head back and enter the door afterwards.

To the left in this next room are plenty of blade weeds - you can link these together for a few extra pearls. The stone head in here is active, it will sprout spikes and chase you. Of course, hit it when they've retracted. Set Wario on fire and complete this as you did the last one - except he needs to be running left. When Wario busts the block, run right for some pearls then come back and enter the door.

Head right, that flame can float and seek you. However, it soon disappears. Dash up and use the bumpers to head left. It would help to reach the apex of the bounce before floating to the next bumpers. Avoid the spear crow at the end and dive into the far left pool defeating the flame. Get the pearls then dash back up and enter the pool to the right of the nearest bumpers. Take it cool, follow the path and explore each passage but watch out for the big spike balls. Enter the door near the bottom right.

Wario will take a large sapphire and laugh. He will give you a treasure, costume (W Hat) and then body check Stappie and the Clam away! He then runs off to the right. Enter the door to the right yourself. Use the bumpers to gather the pearls then exit.

**\*\*Stage 8-2\*\***

After a talk with Wario, head through the door. The rotating spike balls in here aren't too difficulty to avoid. Make sure to travel up the right wall when you reach it for a big pearl, then head down and left. Head up and enter the door.

//The spike balls are easier to pass if you swim behind them.

Wario is in here. He jumps into the water. There are pipes in here which release bubbles. Wario can get trapped in a bubble and be forced to float upwards. We want him to reach the door at the bottom so dash the bubbles when he gets trapped. When he reaches the door, he will unlock it. Enter it. Do the same in the next room, it's just a little longer. Let Wario open the door at the bottom and then enter it.

It is possible to pass both giant spike balls just with the normal swim. Let them move and then pass them. Dash at the Moai when the squidrok is clear, then at the squid itself. Through some more squid and octoroks and head up at the end. Left beyond a giant ball, then right and into the door when you pass the next.

This is a submarine challenge. Drive round the starting room to collect pearls. The seaslugs become spiny when the sub nears them. Head through the bottom left corner of the chamber. Swim around this larger chamber and then head through the door in the top right. It takes you to the previous room.

Don't be in a hurry! Remember, there's a giant spike ball immediately right of where you are standing. Get it to go down and then back up before moving on. Let the next ball go up before passing under it, and then dash down at the squidrok. Just after the next two horizontal giant spike balls is the door. Enter it.

Wario is here. There are many currents above you, and Wario gets trapped in a bubble. Push Wario's bubble out of the way of spikes and fight against the

current to keep up with him. More bubbles appear upon the way and if he's popped in still water he won't float back to the start. Never mind the pearls right now, get them after you deliver Wario to the surface. Once you do, he opens the door. Get the pearls you missed and then enter it. Wario gives you a treasure, costume (Game and Game Boy Advance). This is Warioware. (\*SGC2\*)

Jump over the spikes, break through the blocks, and enter the door. This room has multiple branches. Explore each one before taking the exit in the northeast passage. There is a new enemy in this room - bone fish. It will swim back and forth and toss a bone at you. When you have all of the pearls, exit.

\*\*Stage 8-3\*\*

From the start, Wario will slam through the blocks to the left in the floor. Jump over the hole and climb the platforms to the left. Glide into all of the pearls by jumping and floating from the top. Now, head into the hole Wario had made. Ah yes that hole was Made In Wario? \*rimshot\* No dice? What a drag.

Head right and Wario will take another sapphire. He will now teach you a new move, the slam. Jump into the air and press down and A to perform this move. Climb up the platforms to the right. The green bumpers up here are weak bumpers that can be defeated. That big pearl in the top left seems out of reach. Run and double jump above the most left green bumper and slam it. After it is defeated, try jumping again. You will perform a small jump which can reach the big pearl. Now, use the slam through the blocks to the left and you will bust through the large blocks next to Wario. Head to the left and enter the door.

Swim to the far right and climb up the platforms. Jump over to the left and get the big pearls. The rock shell octopi are really just larger snails, they toss their shells like the snails did. Head back to the gap and slam from up here. Head left up the staircase and jump to the left over the hole. Travel up the slopes. Defeat the spear crow and slam down along the pearls. You will break the strong blocks and meet back up with Wario. Enter the door.

Break the barrel free from the rocks and push/dash it along the path and place it on the [X] - X switch. This will become an [O] - O switch and the door down below will open. Enter it.

In this room, free the skull fish in the top right corner. Let it chase you to the X switch. Smash it when it is above the switch to crumple it and open the door. It gets back up so hurry to the door.

First swim to the door, push the barrel on top of the X switch here. now, free the fish and smash him on the X swish near the lower right. Hurry to and enter the door.

Activate the mermaid then jump out to see Wario. He grabs a blue sapphire and your attention is brought to the statue to your left. Pushing down on the frog statue's head seems to activate the fuse of a bomb. Wario gets scared and runs off, you should do the same.

This portion autoscrolls. Make occasional dashes out of the water for pearls, while dashing in and out of any underwater passages. After the bumper section, go under the landmass but after getting the pearls quickly head back and dash up on top of it as there are big pearls up here. You will need to slide to continue. You have to slide again after landing from up there actually. Head right, jump and spin the blade weed. Head down dash the blade weed, quickly hurry left and get the big pearl. Head right. Most of the pearls to the right are underwater. When you need to cross over the bumpers, dash out of the water over them. Towards the end, slam through the blocks and enter the door.

In here, a large spike ceiling is moving up and down. Make dashes right as it rises and duck into an alcove when it is lowering down onto you. enter the door at the far end.

Activate the mermaid and head up and around to find Wario. The game switches now to Stappie and the clam, whom is awfully mad. You are now in control of Stappie in this autoscrolling area.

Run to the left and slide under the crawl space. Crawl the left of the way. It is best when you are next faced with two crawl spaces to take the bottom. Try not to provoke the stone heads. Jump out at the left side of the pool, then jump right to get the big pearl. Now, just head left, it's straightforward. You may not be able to get every pearl but try to get most. Break the blocks you see in your search. At the far left, crawl to the door and enter it.

A vertically scrolling area. Basically run and jump between the platforms and crawl where you need to until the first big pearl. You'll need to start wall jumping afterwards. Jump off the left wall and run up the slope. Slide through most of the crawl space. Jump off the left wall and spin the rock shell. Jump to the left using the platforms and defeat the octopus and then jump right to get the pearl. Jump up then float left to get the other pearls, jump off the left wall to reach the two big pearls. Get through the opening, jump off the left wall and spin attack the rock shell octopus. Jump up to the ledge on the left, then jump and run in to the corridor to get the three big pearls, run back and jump off the left wall. Run up the slope and enter the door.

You arrive back at Wario and Stafi. The clam is quite irate. Wario gives you a treasure, costume (W Nose) and you all follow him through the door. Climb to the top of this room and use the slam in line with those pearls. After you reach the bottom, swim up and exit.

**\*\*Stage 4-4\*\***

You're in a golden palace-like area. The green clam runs by and Stappie, Wario, and the yellow clam give chase.

Let's start with the top left door. Double jump onto the slope and run up it. Enter the door across the gap. Inside, Wario gets hurt by spear crow. His jowls swell up and you can jump on him and float up. Get the pearls then take a left at the spikes. Let Wario pop on the spikes, jump over and get the big pearl. Head up beyond where you let him pop. Stay flush right and get the two big pearls. Steer Wario left then jump off and enter the door. In here, you will ride Wario again. Honestly, the easiest way to get the pearls here is to get some as you ride Wario to the top, jump of and float into the pearls you missed and then ride Wario back up. Activate the mermaid and enter the door at the top of the room. Wario will throw Stafi at the old green clam and reveal a sapphire inside. Head though the door.

Once back outside, dive and smash in the centre of that gap. Enter the door you reach. The two biggest threats in this are the bone fish and floating flames, they should be priority targets. Light Wario aflame and hit the log/spring things when he is running right. Dash upwards at the end and enter the door, as there is nothing left.

This is a Ram Suit challenge. Climb the platforms to the right, roar at the spike platform as usual. Roar at the cloudy area and ride the butterfly platform up and grab the three big pearls. Climb to the left making platforms, you will need to fall tot he start to collect the big pearl. When you make your way back, ride the next butterfly platform up, collect the pearls, fall

back down and ride it up again. Roar at the spike platform as you are coming up and jump to it. roar at the next and jump off to the right. Head right, watch out because there is an electro jelly guarding the door. Roar it, and enter the door. Inside, Wario is after the Green clam. After he gets the sapphire by throwing Stafi at him, head out the door.

Return up to the slope. Jump across to the bumpers. Take the bottom route and slam downwards. You will be carried to a door. You could reach this door elsewhere, but smashing opens up that small chamber with pearls so it is the move of choice. Enter the door.

You will have to help Wario to the top of the room again. Push him left at first, just left of the spikes. Head to the left wall and dash up. Move him just right of the spikes and dash up to the right of him. Push him to either side of the top spikes. Enter the door.

Activate the mermaid. Jump over and smash in line with the pearls. When you break through the blocks you should hit multiple squidorks in a row, yielding a few big pearls! Swim around and begin climbing up this vertical room. When you reach the top, slam down in line with the pearls. Swim along the path. When you come to the green bumpers, use the slam on them and jump afterwards. At the top, slam down flush to the left wall. This way, you avoid hitting the Moai stone head down below. Swim up, jump left and enter the door. Wario will again throw Stafi at the green clam, take the sapphire and leave. You too must leave.

Now, swim around the water getting any pearls you have missed. Then return to the bumpers and enter the top right door. Like before, Wario needs to reach the bottom. There's a lot more bubbles this time and the room is long but it should not be overly taxing. Enter the door. In here, activate the mermaid. It's another moving spiked ceiling. Dash right but this time also take time to get pearls in the alcoves. At the end, enter the door. For the fourth time, Wario throws Stafi at the green clam and takes the large gem. Exit the room.

You are taken back to Wario and friends, and the green clam. A scene is shown about the Dark Eel and the new villain, whom seems to infuse the eel with power and ire. Wario places the four gems above the central door and goes in. He gets kicked out. That means you should head in. Activate the Mermaid and get ready.

\*\*\*\*\*  
Boss 8  
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A heavily armoured Octo in helmet shell and with a shield. Jump over his dash and use your slam. That will pinch his flesh in the helmet and turn him red. Then, slam him from above again to damage him. If he bashes you into the wall with his shield or jumps on top of you at this point you will take damage. However, handle the second hit mostly as you did the first. On the third hit, he seems to vastly favour the shield bash. On the fourth, it takes two slams to make him red. It takes three hits to make him red for the fifth hit. Beating him earns you treasure, costume (treasure trove).

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World 9  
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S3W9

\*\*Stage 9-1\*\*

Talk to the Starfish and then jump into that water in the sky. These sky puddles

are essentially pools of water in the sky. You may use them to dash upwards. Do so. The fix and bunny enemies only walk the perimeter of the sky puddles. Dash up to the cloud platform, watch out for the sky boarder coming from above. Use the clouds to reach the next puddle and dash up to the door using it.

This next room, float to the sky puddle beneath the starting platform. Let yourself float down and out of the puddle, and jump back in when you collect the big pearls. Skip across the puddles to the right. That pink haired enemy is another one that walks around the sky puddles. After collecting the big pearl to the right, head back left and get on the higher path. Use the clouds to head right, activate the mermaid. Take the sky puddles near the bottom to reach the ride side of the room. To get those three pearls near the bottom, dash across them from one puddle to the next. Enter the door near the upper right.

There are some strange looking treadmills in here. Run in the direction the arrow is pointing to spin the fan on the bottom and ride it upwards. Use these to reach and enter the door in the top left.

//Clouds with faces glow and then shoot. Their shots have minimal range.

Jump down into the lower puddles. Collect all pearls from left to right, then ride the mill platform up a bit. The room is pretty open, search out a few more pearls to the left then ride the same platform all the way up. Use the clouds to reach the upper right door.

This room isn't too difficult. Drop down and head to the left for a big pearl, then use the sky puddles to head right. The pop-eyed fish in the puddle will chase you, defeat them as you enter a puddle. Skip on over to the right, check the bottom by falling out of puddles and then back in.

The next room has a strong wind, it is relatively simple otherwise. Push against the end and when your read take running, double jump glides to reach the next platforms. Your glide actually fights the wind fairly well. Watch out for the air boarder, it's the only enemy in here. Enter the door at the top left.

In here, the star guard gives you a treasure, costume (apple trident). Run to the far right, collect the pearls, then head back to the guard. Use your slam and jump technique on the green bumpers to use them as a staircase. You will get two big pearls every time you do this. If you ant to collect two and exit immediately afterwards, hold A as you slam the last green bumper, float into pearls, then jump and float into the exit.

**\*\*Stage 9-2\*\***

after speaking with the star guard, run left and use the clouds to reach and enter the door. Jump in the pool. That eyeball will shoot lasers at you... swim around him in fast circles and it will get dizzy and perish. Dash upwards at the right side. There's two big pearls in the top right corner that you can diagonally dash and then glide to. Head to the left and collect the big pearl in the little puddle. There is a laser eye between four pools - you can still swim around it if you need. Drop from here and explore the rest of this side of the room before continuing. To exit the room, dash up from the top left puddle in the formation of four where the laser eye was. Glide left and enter the door.

Alright, get into the sky puddle and direct your dashes in line with the pearls and dash from puddle to puddle. Go up past the laser eye, then head right. There should be a long horizontal pool, and under its right side an elongate

vertical pool. Drop down beside the vertical puddle and make a jump. Slam down and you should land by six big pearls.

Head back up beyond the laser eye. Defeat it by running and jumping around it. You then head to the top left and defeat that laser eye. It's trickier because you only have one platform. Jump off the platform as it starts to move and land on it on the other side. Run back under the eye and jump/double jump if you fall. The door in the top right will open, enter it.

Head left, and up over the cloud wall. On the slope, run and jump around the laser eye to defeat it. Jump into the puddle with the pop-eyed fish. Then keep climbing and heading left until you are on top of the far left cloud wall. Head up and take on the laser eye. Defeat the pop-eyed fish then swim out of the bottom left pool, make the double jump after the swim (not dash) jump and land in the top right pool. Immediately drop down and left landing in the bottom left. Repeat until the eye dizzies. Head right, get the pearls and then make your way around to the now open door.

Head right, swim around the laser eye, the meteorite enemy near it stays in the puddle and follows you so defeat him first. Get the pearls in the top left, then head right. In the top right, run and jump around the laser eye. Drop down to the bottom right and enter the door.

Head down the slope. Run past the eye, jump into the puddle, swim above the eye and jump out to the left to dizzy it. Head up then right. Collect the big pearl then begin down. For the eye beside the vertical column of water, swim (not dash) out the top of the pool and beyond the eye, then execute the double jump back into the pool. Be aware that there are still many pearls in this area. Explore the expanse and then enter the door which opened from the two eyes.

Head down and right, the pink insect enemies aren't too big a threat, as they really just fly across the screen. For the first eye, run and jump around it. Head down and left. Double jump to up and around the eye. Now, slam where the vertical line of pearls was to travel through some blocks to the bottom (and three big pearls). The door is in the bottom right.

Head down the slope. Slam that face cloud (or its shot) take the extra jump and float left for a bunch of big pearls. Return to the slope. When you reach the end and can go right to another slope, begin climbing. This eye is tricky. Jump over him (double jump if needed) and drop down beside him. After a short drop, slide under him. Fall down from here, the eye you come to you can just run and jump around. Head down and left. You come to a wall, grab the pearls and make your way over the wall (backtrack a bit). The door is in the bottom left of the room.

Okay, you're back in the first room. Go talk to the star guard. He gives a treasure, costume (disco ball). Afterwards, head left and use the new cloud platform to reach and enter the door.

This is a windy room. Jump up using the cloud platforms, there are a few air boarders but it's a relatively straight forward climb to the exit.

**\*\*Stage 9-3\*\***

You are greeted by a group of ten squids. Stappie rides a jelly elevator up. You should ride the other and enter the door at the top.

Run along the ground, collect the pearls. Head back and jump on the jellyfish and ride it to the right. Jump up and get the guitar and head right. Again, get the pearls on the ground before riding the jelly. Ride the jelly right and go



in the door at the end.

Using the guitar, Stafi helps a white robed squid defeat an evil looking grey squid. Enter the next door.

Ride the jelly up. Move left/right to avoid the spikes. Jump on the next guy, jump left to the dark cloud then down the left to get the pearls. Get back on the jelly. Jump to the right, grab the number 2 muscle shirt then jump up the platforms to the left above the large formation of spikes. Get back on the jelly and ride it all the way. Enter the door. Again, the item you collected helps the good squid win. Enter the door. You talk to the yellow clam then switch to Stappie.

Jump down and run left, get the pearls then return to the jelly. There is a part you must run over. On the next jelly, wall jump up to what looks like a helmet. Then go back and start the ride again. When you are on the long dark cloud, run and slide and crawl. Wait at the end of the crawl space for the jellyfish and jump out on top of it. Enter the door. Another good squid will win, and you can enter the next door.

Jump on the jelly elevator. Jump to the left onto the dark cloud. Crawl under and wall jump up. Jump back to the jellyfish. Jump onto the next jellyfish. Jump into the pool and the ringed Saturn like enemies will track you somewhat vertically. Jump out onto the jellyfish. Jump to the right for the orange sweatband then jump to the sky puddle to the left. Wall jump to the top and enter the door. Another bad squid bites the dust, head through the next door. You meet up with Stafi and the yellow clam and resume control of Stafi. Head through the door at the top of the room.

That platform changes direction every time you jump on it. Ride it up, then right, then up, then left, then up, and jump up to the cloud. The next platform goes in diagonals. Right it up/left, then up/right when you near the end. Grab the blue robe and headband then jump back down and ride the platform back up again if you can't reach it. Try to alternate up/left and right/left until you reach the top. Enter the door. The last squid will win. Enter the door.

All of the good squids will be there and rather pleased. You will get a treasure, costume (Toothbrush and cup). Enter the next door.

It's the first pogo challenge in a long while! Jump right over the spikes, the missile shell won't get you but it will launch. There are two coral launches here, wait for them to launch the coral before attempting to pass them. In between them, jump up to the platform. On the dark cloud, move left then back right away. This will activate the missile shell to the left and when you move back jump right away. If you jump anywhere but the right of the cloud you may hit the missile shell above you. When it has passed, drop down to the right and get the pearls. Head back to the right and that cloud we did the fancy technique. Jump to the cloud right of it and wait for the missile shell to pass before heading up again. Reach that thin platform and head left. Enter the door.

This is a fairly simple cave. Defeat the enemies in the pools and bust through the walls to the right. Exit at the end.

**\*\*Stage 9-4\*\***

Talk with the five star guards then begin your climb up. It involves double jumping and gliding. Use running double jump glides for the best results. Look out for the air boarder and enter the door at the end.

This area is ripe with fog. Well, spin yourself a little field of view. Use the black moving cloud platforms to progress up and to the right. Enter the door when you come to it - you have to wait for platforms to come to reach it.

Wait for platforms to come by to reach the sky puddle above. Jump up onto a moving cloud then ride it left and jump off into a sky puddle. Get the big pearl and wait for the platforms to return. Drop down the next hole and get all the pearls. Now head back and start over, this time ride the platform beyond the holes. Jump over the wall then down into the pool. Break the blocks for a big pearl. Dash up and reach the sky puddle. Dash right and enter the door.

//Please note, you can reach the door by a tunnel just under it and above where you start if you ride the highest cloud to the right, but this is the fastest way to get all of the room's pearls.

Inside is a horse challenge. It's just running and jumping as usual, make sure you follow the path laid out by the pearls when you jump to avoid the zombie fish jumping up to get you at points.

Another foggy room. Spin a bit then run and double jump left onto the cloud wall. Drop left to the bottom, get the pearls to the left. Climb back up using the ledge on the left then head right. Seek out pearls on the right side of the room, using the moving clouds. Head back to the left when you're ready. Use the moving clouds to help you to the top left and enter the door. The yellow clam talks with the green clam then control switches to Stappie.

Head right then ride the platform up to the sky puddle and collect the pearls. Head all the way right until you come to the wall. Wall jump up this vertical corridor. Jump right then float down around the spikes. Crawl to the right. This part can be tricky. Jump into the sky puddle and head right. Swim out of the puddles and wall jump to reach the higher puddles. If you have the hearts to spare, you can sacrifice a hit and swim through the spikes up. Enter the door at the top.

You're now in a foggy room, head right then wall jump up to the left. Crawl under here then wall jump up. Jump down and head around the room collecting pearls. There are a few big ones towards the right. When you are satisfied, head back up the left wall. Wall jump onto the cloud platform then jump to the cloud ledge on the right. Crawl under here, jump over the Saturn, and get the lever flipped with a spin to the right.

The game cuts back to Stafi. All of the fog is lifted. The green clam jumps and Stafi and the yellow clam nearly fly off the cloud after him. A jelly arrives. Then the scene cuts to our throned villain and the dark eel. It shows that the powerup is basically complete and the eel looks extremely savage. When Stappie arrives everyone jumps off the cloud. Hold A to float as there are pearls here. Enter the boss door at the bottom. Get the mermaid then leap up using the sky puddles. Slam in line with the pearls.

\*\*\*\*\*  
Boss 9  
\*\*\*\*\*

You are confronted with a large eye. It belongs to a giant squid. It shoots electric shocks from the eye, they spread out then chase you. Try to steer around them. Swim circles around the eye until it is dizzied, then dash attack it. Do not touch the eye as you swim or you'll be bounced. Alternatively, you can dash around the eye. Be sure to space it so you aren't dizzied. If the shocks come near you, you can stop them with a spin.

Now, the Squid will shoot a huge laser beam. Keep just ahead of it with swimming and dashes. If you get too far ahead it will turn around. After it chases you for a little while, the squid will be dizzy. Strike it. He launches six electro balls this time. No question, you need to dash. This is so that you can break a shot if it comes near you. Hit the eye when it is dizzy. This next hit is hard. He will launch three balls and shoot a laser. You need to dash around him but again, not so much that the laser reverses. If it does, try and dash back.

On the last hit when his eye glows, swim into the yellow clam at the bottom when he appears. Otherwise, you will be dizzied. Just handle the laser that follows normally and strike him when he is dizzied to win. You will get a treasure, costume (Star Crown)

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## World 10

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S3W10

The shark's shop probably has a lot of things out of your price range at the moment.

**\*\*Stage 10-1\*\***

Head right and jump up. There is a cow enemy here which throws its mane. Dash it after it has attacked. Use double jumps and dashes from the sky puddles to reach and enter the door on top.

Head right along the bottom until there are two sky puddles on top of each other. Jump to the top one then head back left collecting pearls. The skull springs are no different than any other spring enemy. After reaching the end head back over your preferred path.

In the long puddle, dash up into the building. Glide down and right, defeat the skull spring as you land. Jump to roof on the right, take out the cow and head right. Use the two puddles to dash up then slam through the floor to the door.

Through the door, grab the pearls and head down. Meeting up with the yellow clam and Stappie, you get a tape which you can play on a clam tape deck which just so happens to be opening. It's a message form the King and Queen. Head past Stappie and running double jump to the pearls. Swim into the pool and enter the door.

Head up and dash out of the water. Stand on the right platform. It will lower while the left will rise. Wait until the left is around double jump height and double jump onto it. Double jump up and around to get the pearls. Stand on the left platform to raise the right, then jump to it, jump up and open the door.

This is a Horse Challenge. The first jump you may have difficulty with is the gap under the six pearls (2x3). You need to take a running jump at this to make it. Take a running jump at the next gap, even if to get the pearls. The green hovering enemy will drop anyways. Try to stay on the right side now and jump to the towers as they come. This is so you have enough time to get every pearl on them. when you land on the roof, get ready to take another running jump. The door is just ahead.

Head down and left, then break through right. The black swirl just moves back and forth. It's a simple enemy. Head right, dash out of the water onto the left platform. Let the right platform raise to double jump height then get on it. Double jump to the left ledge, then to the right. Finally to the left again.

The purple creature up here moves back and forth, defeat it and continue left. Dive into the pool and get the big pearl, then dash to the platforms above. Let either one rise, then double jump to it - keep an eye on the purple creatures and defeat one as you land if you need. Double jump to the door.

This is a pogo challenge. Jump to the ledge above the door, then left. Wait out the coral (get the two big pearls above you) then head left. Wait out the next coral shot then jump left and left again. From this platform jump up the left wall to reach the pearls. Go the left side of the platform and jump up. Now head right along the platforms. Jump down the right side to near the start to get these pearls then head back to where you just were. This time jump up. Get the pearls on the right then head left. The missile shells, jump up and land to set them off and have them pass you. Then make your way up and left to the door. The locked door as usual is a path between the start and end of this room.

Run up the roof, jump over the orange and get the big pearls, then grab it to be taken back to Stappie and the yellow clam. The orange will feed the gargoyle above the door and you get another message from your parents. They give you a treasure, costume (green hat). Enter the big door. The green spike urchin down the bottom of this room only shows its spikes briefly. Defeat it when it is retracted. Use the platforms to reach the exit.

**\*\*Stage 10-2\*\***

Listen to the message from your parents and head right. Enter the door. You will see that there are many caged starfish. Head left and up and enter the door.

This room has beholders. They will make quicker beeps as they are ready to open. If they open, you will restart the room after taking damage. Hide behind bricks to avoid being seen. Take the room in an up/down fashion as you head left to make sure you get the pearls. When you're ready, make your way to the top left and grab the key. You now switch to Stappie. Head right and enter the door.

This one can be hard, that large ghost will follow Stappie as long as she isn't behind a wall or smoke. Run when you can to the right along the bottom path and crawl when the big ghosts near. They won't be able to get you. Wall jump to the big pearls at the end. Alright, now head back left and wall jump to the next floor. Run and crawl to the right. Wall jump up to the left, get all the pearls to the left then get the key all the way back right. You are taken back to Stafi and the children are freed. Enter the door that opens.

There's another two cages. Head left and into the door. Another beholder room, head right checking out each wall for pearls. At the far right, begin to head down and left. Explore this expanse before getting the key to the left. If you want the two big pearls, you'll need to dash in to get them. When you get the key, you take control of Stappie. Enter the door up and right.

Swim as fast as possible to the left. Let the big ghost near the end get halfway through the wall so he isn't blocking your exit. Run and crawl through smoke/foam. In fact you can just leap over the big ghost that is coming from below and continue the run. The foam that moves across the ground, if you need to crawl must be crawled along side of. Anyways, wall jump off the right wall up and left. Crawl under the two ghosts then probably run (if clear) at the part with the moving foam. Get the pearls and take a running leap to the key at the far left. You take control of Stafi, free the little ones and you should enter the door the clam opens.

Swim to the next door and enter it. There is a large, red Pac-man type enemy in here. It will eat you if it catches you. There is only one in the room, so use dashes to get around it while you explore. The door is at the top left.

This next room also has a devil Pac-man. Head up and right, through the blocks and into the big pearls. Head up and left from here, surface at the far left. Run and slide under the spaces to the right. Jump up and run left. Get the pearls and return right, jump up over the platforms and left. Double jump if you want to gain distance from your pursuer. Enter the door in the top left.

Talk to the clam and Stappie. A jelly will take the children to safety and you will get a message from the king and queen. They will give you a treasure, costume (Wooden Sword and Shield). Jump up and exit.

**\*\*Stage 10-3\*\***

Jump to the right across the rooftops. That scuba fish will more or less hover in place. Use your slam jump technique on the green bumpers to cross the hole and grab pearls. Take out the cow to the right, then use your slam jump on the green bumpers. The scuba fish above will throw a rod at you, so get out of the way quickly. Head right and slam jump over the green bumpers (the rooftop only had a cow). Slam jump across the next set of green bumpers. Use the platforms in this little room to enter the roof and grab the pearls. Jump down and right, grab the big pearl, then get back to the rooftop. Jump right for the door.

There's a spinning dragon in the pool below, it has a curvy left/right path with occasional speed ups. Defeat it then head up. Lower the left platform and jump to the right. Slam down through the blocks to the left, get the big pearls at the bottom then climb back up to get any pearls you missed. Head right under the slide space from back down at the big pearls' area. Watch out for the green spike urchin, and swim right. Use the right platform to raise the left, then head up. In the top right, use your slams to cross the green bumpers. Enter the door at the far end.

This is a sub challenge. Light up your surroundings immediately. Head down, at the first seaslug, head down on the right side, get the pearls and head back up, left, and down. Follow the path around to the door. Back out here, head to the bottom right and those platforms again. Raise the right platform and jump to the door.

Inside, the yellow clam runs to the right of the green clam to block his escape. However, the green clam summons some devil Pac-men, which make off with the yellow clam. Enter the door to the right.

Head right, into the water then climb up and left. Jump left and slam down to the bottom through the big blocks. Head right and up. Use dashes here to take out the black swirls. Head left through the block walls. Slam down the far left in line with the pearls. Enter the door you come to.

Everyone gets trapped in electric barriers. A speaker appears above Stafi and Stappie. The barrier will move, just normally swim along with it, stay towards the centre unless you are getting pearls. Enter the door when the barrier stops moving. Activate the mermaid in here, get past the skull spring and enter the next door.

This is another moving barrier room, just take it like the last one. Notice that the barrier bounces off walls, predict its movement to that degree, but more or less stay centered unless you are getting big pearls. Enter the door and we're taken back to the yellow and green clam. The green clam pushes the yellow clam out of the barrier and starts to take a serious lightning bolt.

Back to Stafi, head left. Out of the water, jump up right. Defeat the cow, grab the two big pearls, and run left. Run and double jump up to the roof to give the cow a miss, and head left. Drop down through these blocks, get the pearls and head left. Dash up and head right at the end. Let the spike fin retract its fins before hitting it. Grab the big pearl to the right then head back left. Jump across the gap and keep to the top for the sake of pearls. Use the green bumpers to the left as a staircase with slam jumps to reach the door.

you will be in the room with the two clams. The green clam will give you a treasure, costume (dog) and then die... the yellow clam becomes very determined now and rushes through the door to the right. Follow. Make your way to the top of this room and exit.

**\*\*Stage 10-4\*\***

Enter the door you start by. Jump to the slop, head to the end and use a running double jump glide to reach the pearls back at the right. Drop down to the left and enter the water. Talk to Stappie and Stafi, a mouth will bust through the wall. Enter the hole it makes. Activate the mermaid inside. Head up to the top.

\*\*\*\*\*  
Boss 10  
\*\*\*\*\*

Oogura, the Dark Eel in his more powerful form. He throws a punch right from the start. It will fly offscreen then rocket back. Hit him in the eyes from the start. If you are trying to get out of the way of his fist - you will bounce off of his eyes so keep that in mind. If his fist goes down or up, expect it to come from the floor or ceiling.

Alright, it takes three shots to the eyes to damage Oogura. He will at this point fire off both fists. Either one can go either direction so be careful! Dash at the eyes when you can, and definitely when he is firing his fists. One fist will likely start flying back before the next so respond to that one first.

Another three hits and another attack - his eyes will go red and he will attempt to suck you in. You can not fight against this to any great degree so hasten away when his eyes turn red. Be ready for him to fire his fists immediately after this attack, he fires them the same way as before. Dash him in the eyes three times again.

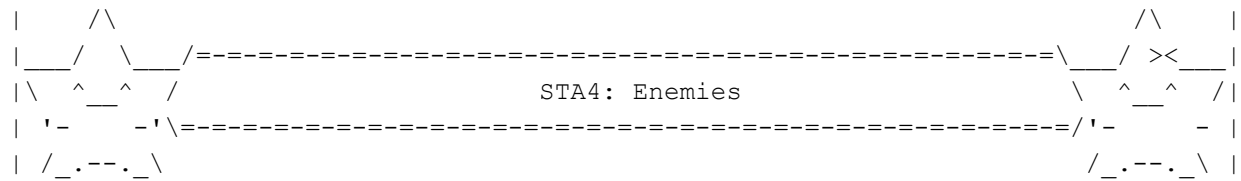
//You can dash away from the mouth vacuum, do it if it helps. One thing you can do is bounce off of his eyes while he's trying to suck you in and dash attack him when their colour restores.

This time he will send his hands down at diagonals, then spew a large laser from his mouth. Stay towards the perimeter of the room and dash away from the laser. This distance is justified by the fact that he can change the direction of the laser. After the laser stops, he gets his hands back and fires them as per usual. Hit him in the eyes while you've got the chance.

Hit him a few times and he will do his vacuum attack. Pretty much immediately afterwards he goes into a laser beam. He will switch back and forth between these quickly, and you have to quickly hit him in the eyes between the instances. It is easiest to hit him after a laser. Keep hitting him and he will be defeated.

\*\*\*\*\*

It seems the fight's not won just yet, as Oogura switches back to eel form and the crew goes to see the King and Queen. A scholarly starfish explains about some jewels. Then the credits roll.



#### STA4.1: Enemies

These are enemies from the first half of the game, and persist into the second half.

\*\*\*\*\*  
World 1  
\*\*\*\*\*

#### Blowfish:

Bumps you away by inflating, no damage.

#### Brown Shark:

Semi-large enemy that swims back and forth. Best avoided, can be stunned with a spin.

#### Crab:

Similar to the crabs in Mario Brothers, it runs back and forth and jumps when it reaches the extremes of its path. Spin into it when it is in the middle of its path.

#### Diving Turtle:

Dive when Stafi draws near, easy to dispatch as it goes back up for air.

#### Flying Pig:

Flies away from Stafi, corner it and spin attack it.

#### Grey Stripe Fish:

Swims slowly back and forth. Should be easy to avoid or dispatch. This is the first enemy Stafi comes across.

#### Orange Fish:

Chase you slowly if you near. Spin as they arrive.

#### Seahorse:

Swims at diagonals with minimal tracking ability. Slow enough not to be a threat.

#### Spikeshell Snail:

Tosses its shell into the air, can be attacked at anytime.

#### Spiral:

Moves in a curvy path, speeds up towards the extremes of the path.

#### Turtle:

Tends to randomly speed up when underwater. They aren't very fast, however, and are easy to dispatch.

\*\*\*\*\*

## World 2

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### Big Turtle:

Goes into shell when you attack. Defeat as it comes out of shell.

### Blue Fin Vertical Follower:

Tracks you on the vertical plane with no horizontal movement. Hit it head on.

### Eel:

Pops out of 'nowhere' and disappears after a short time. Look for its eyes and strike it as it emerges.

### Green-Crested Bird:

Flies in a slightly curvy path in one direction. Leaves the screen.

### Jellyfish;

Moves in a U shaped path, back and forth.

### Nautilus:

Swims back and forth, speeds up if you are in its path.

### Purple Flying Pig:

A purple flying pig with a ring through its nose. Behaves the same as the normal flying pig.

### Red/White Stripe:

Curvy path, traveling left/right in a loop.

### Slime:

Jumps when you near.

### Spiker:

Fish turns spikey when you near, attack it after it retracts.

\*\*\*\*\*

## World 3

\*\*\*\*\*

### Balloon Monster

//Pogo game

Flies towards you slowly, but soon disappears. Respawns.

### Blue Round Fish:

Horizontal path, speeds up when it sees you.

### Crow:

Aims at you diagonally then divebombs.

//In retrospect, it also looks like a pterodactyl.

### Frog Fish:

Swims after you when you near. Moderately quick.

### Ghost:

Similar behaviour and speed to the seahorse.

### Lantern Squid:

Tracks you vertically, no horizontal movement.

### Mimic:



A treasure chest with teeth, spin as you approach.

Spinner:

Spins and moves as you approach. Attack it as you approach.

Urchin:

Wait until the spikes/blades retract before attacking.

\*\*\*\*\*  
World 4  
\*\*\*\*\*

Arctic Jellyfish:

Swims after you slowly.

Blue Urchin:

Spherical enemy that gives chase.

Flying Dog:

Flies forward when you near.

Green Shell:

Spin around you then close in. Spin when they near you.

//Because there are three of them, you may get a pearl for beating them!

Ice Crystal:

//Ram Suit enemy

Roar at it to make it retract the ice spines. Use it as a platform but do so quickly because it will jut the spines out again soon.

Ice Snail:

Behaves the same as a spike shell snail.

Missile Shell:

//Pogo enemy

Launches slowly forward off the wall.

Penguin:

Walks back and forth and jumps when you near it. Spin as you near it.

Spike Fish:

The same as the spikers, attack when the spikes are retracted. A larger fish, however, so a bigger threat.

Squid:

Moves in a largely curvy path (with abruptness) back and forth.

\*\*\*\*\*  
World 5  
\*\*\*\*\*

Bat Bee:

Moves forward when you near it.

Blue Plane:

Flies horizontally.

Dogfish:

Moves forward. Weak tracking ability.

Electric Jellyfish:  
//Ram Suit enemy  
Roar at it for a temporary platform.

Flying Gator:  
Flies back and forth on a level plane.

Food Fish:  
Stunned when hit, can be moved around in that state.

Lion:  
Has some degree of tracking. either snare in a cage or give it food. Cannot be beaten.

Pirate:  
Defeat all in the formation to destroy.

Pirate Monkey:  
Spiked shield, you will need to get behind it to strike it.

Skull:  
Walks back and forth. Enemy requires two spins.

Snapping Palm:  
Palm leaves engulf you if you don't jump off quickly.

Spike Chaser:  
Invincible, distract it with meat.

Spike Spring:  
Stationary enemy that jumps when you near.

Waterfall Fish:  
Fights the waterfall to swim upwards.

\*\*\*\*\*  
World 6  
\*\*\*\*\*

Buzzsaw Cat  
//Horse enemy  
A buzzsaw with a cat's head. Jump over it.

Flashing Fish:  
A red faced fish whose face flashes. Changes its direction abruptly.

Flying Beetle:  
Seeming random path and fairly quick. It can become a problem if you leave it around while you are trying to do other things.

Flying Orange Spinner:  
//Horse enemy  
When you near it dives and spins. Wait for it to dive prior to jumping.

Headband Octopus:  
Walks quickly back and forth.

Jumping Fire:  
Jumps in and out of substance. Can be defeated but not worth it if you fall into boiling water or such.

Skull Dinosaur:

Essentially the same as the earlier 'skull' enemy. Hit it twice.

Spike Platform:

//Ram Suit Enemy

Roar at it to make it a temporary platform.

Spike Turtle:

A red turtle with a large red horn/spike. Hit it as it comes out of its shell.

Stone Sun:

It has tracking capabilities, but moves fairly slowly. Spin attack it as it approaches.

\*\*\*\*\*

World 7

\*\*\*\*\*

Angler:

Charges you when you near. Dangerous in currents, try to spin as they near or direct your dash against currents into them.

Electric Jellyfish:

More or less stationary but fires electrical balls at you. Dodge and take out-priority enemy. The shits go through wall.

Fuzzy:

A hairy enemy that moves left and right.

Green Urchin:

Moves in circle patterns.

Lantern:

Move left/right.

Light Ball:

Ram into it to temporarily light a room up.

Light Crab:

Walks back and forth.

Little Shark:

Swims back and forth.

\*\*\*\*\*

World 8

\*\*\*\*\*

Blade Weed:

Jumps up and extends when you near. Be careful, looks like seaweed.

Bone Fish:

Swims back and forth before shooting spinning bone at you, which can go through walls.

Floating Flame:

Chases you but soon disappears.

Giant Spike Ball:

A trap, wait for it to move before attempting to cross.

Green Bumper:

A destroyable bumper. The distance it bounces you is very small.

Moai Stone Head:

Lays in wait on the ground. Some don't get up, some sprout spikes and give chase.

Octorok:

Moves up and down spitting rocks straight forward.

Rock Shell Octopus:

Tosses its shell into the air like the snails before it. Handle the same way.

Rotating Spike Ball:

Trap that moves around a central point.

Seaslug:

//Submarine enemy

Becomes spike when you disturb its sleep by coming near.

Skull Fish:

Hit it and it crumbles into a mass of bones. It gets back up in a moment.

//Two different 'looks.' One is more elongate.

Spear Crow:

Flies back and forth, speeds up when you are in sight don't attack it in the spear.

Squidorok:

Moves up and down spitting rocks straight forward.

\*\*\*\*\*

World 9

\*\*\*\*\*

Bunny:

Walks around the perimeter of sky puddles.

Coral Launcher:

//Pogo Enemy

Launches coral straight up. Wait until it passes before attempting to jump over.

Face Cloud:

Clouds with faces that glow and then shoot. Their shots have minimal range.

Fox:

Walks around the perimeter of sky puddles.

Laser Eye:

Shoots a laser. Swim in circles around it to make it dizzy.

Meteorite:

Stays in the water and gives chase.

Pink Fly:

Flies across the screen horizontally in a curvy path.

Pink Hair:  
Walks around the perimeter of sky puddles.

Pop-Eyed Fish:  
Stays in water, gives rapid chase.

Saturn:  
Ringed enemy that follows you up/down with no left/right motion.

Sky Boarder:  
Rides a board down from the sky. Somewhat left/right motion.

Zombie Fish:  
//Horse enemy  
Jumps up from the depths at you.

\*\*\*\*\*  
World 10  
\*\*\*\*\*

Beholder:  
They will make quicker beeps as they are ready to open. If they open, you will restart the room after taking damage. Hide behind bricks to avoid being seen.

Big Ghost:  
Eats you and sends you to the start of the room if it catches you. Hide behind something so it can't see you.

Black Swirl:  
Moves back and forth.

Cow:  
Tosses her mane at you, hit it after the toss.

Devil Pac-Man:  
A large red Pac-man-like enemy which chases you. If it catches you, it will eat you and you will need to start the room over.

Green Hoverer:  
//Horse enemy  
Drops when you near.

Purple Creature:  
Very strange looking enemy with multiple eyes. Has a horizontal path.

Scuba Fish:  
Fish with goggles. Hovers with some vertical movement. They may toss a rod/bone at you.

Spinning Dragon:  
Spins around and travels left/right in a curvy path. Speeds up towards the end of the path.

Skull Spring:  
Jumps when you near.

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STA4.2: Extra Enemies

Extra mode gives you a few new enemies to hunt down for your picture book.

\*\*\*\*\*

World 1:

Bouncing chick:  
Jumps back and forth.

\*\*\*\*\*

World 2:

Large Orange Fish:  
Bounces back and forth.

\*\*\*\*\*

World 3:

Green Flying Fish:  
Flies away from you.

\*\*\*\*\*

World 4:

Blue Seal:  
Slides back and forth, speeds up when it sees you.

Bully Fish:  
Two are tormenting the yellow clam, easily defeated with a dash.

Seal:  
Slides back and forth.

\*\*\*\*\*

World 5:

Red Curly Tail Bird:  
Tries to escape you.

Red flower: After the first hit and the second hit, it throws out pearls and spikes. After the third hit, it dies.

Volcano Plant:  
Shoots projectiles into the air, which fall back down. Defeat it when it closes and stops firing.

\*\*\*\*\*

World 6:

Purple Bird:  
Flies back and forth dropping dung.

Purple Chicken:  
Jumps when you draw near.

\*\*\*\*\*

World 7:

Purple Chomper:  
Moves back and forth, chases you and becomes spikey if you are level with it. Go above it and dash attack it.

Spark Ring:

Bounces off walls, periodically charging itself with electricity.

\*\*\*\*\*

World 8:

Spike Blob:

Becomes spikey when you near.

\*\*\*\*\*

World 9:

Red and Brown Beetle:

Flies away.

Scott:

Track you vertically only.

Trampoline Fish:

Springs you into the air of you jump on it, attack it from beneath a few times to beat it.

\*\*\*\*\*

World 10:

Spinning Saws:

Head the red one to register a win, the other three fly away as buzzsaws so watch out.

Spinning Skulls:

Circle around you then move in. Spin as they move in.

\*\*\*\*\*

Vehicles:

Stage listing example only.

Electric Clam:

//Pig Enemy

Loses its charge when you roar at it.

Flounder:

//Sub enemy

Moves up and down, but stops and turns over when you shine the light on it.

Pink Spiker

//Horse Enemy

Rolls into a ball then shoots forward. It looks like a porcupine. Stage 5-5.

Spark Ball:

//Horse Enemy

An electric ball moving back and forth. Stage 2-8.

Spike Balloon:

//Pogo Enemy

Chases you for a short while slowly before vanishing. Found in pogo stages such as the one in 1-7.

Spike Jelly:

//Pig Enemy

Pursues you very slowly. Retracts spikes when startled. Stage 4-8.

Wasp:

//Horse Enemy

Dives down following a U path. Stage 5-5.

Whirlpool Fish:

//Pogo Enemy

Launches like a rocket shell. Find it in 3-4.

Zombie Fish (large):

//Horse Enemy

Jumps up out of the depths at you. Stage 6-4.

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STA5: Extra Walkthrough

Control-F search codes:

The extra modes of the stages can be accessed by the stage number plus E. For example, "Stage 1-1E."

The new stages can be accessed by their stage number. For example, Stage 1-5.

For worlds, it is (S)tafi (3) (E)xtra Mode World (X), where X is the World number. For example, S3E1 for World 1, Extra Mode.

**\*\*Extra Mode Description\*\***

The shark now has nine full pages of things to buy. The minimum cost of the new items is 500 pearls, so start saving.

On the screen where it shows what level you may go to, press right/left to select.

You should notice that there are new levels - these levels hold the red jewels you were told to collect following the defeat of Oogura. The old stages are remixed with (many) more pearls and sometimes a different arrangement of enemies (most notably in World 1). Beating a remixed stage grants you a piece of music for your sound test.

If you can't access a new stage yet, it is likely because you are missing a vehicle. Return to the stages where you obtained these vehicles and you will get their upgrade considering you complete their training again.

New stages get the same treatment in the extra walkthrough as previous stages had in the normal walkthrough. Short blurbs are given about the remixes if I feel the information is important.

**\*\*Extra Mode Navigation\*\***

On the world select screen, you can choose a stage. It will show at the top of the screen how many jewels you have.

- Press R at the world and stage select screens to visit the Clam's house.
- Press L at the world and stage select screens to visit the Shark's Shop.
- Press Select at the world and stage select screens to use costumes.
- Press B at the stage select screen to return to the world select.



Pause the game and press Start+Select to leave a stage and return to the stage select screen.

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World 1  
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S3E1

4 Jewels

Missing Enemies: 1

**\*\*Stage 1-1E\*\***

Follow the path along, you'll notice that there are many more pearls. Load up. Just make your way to the end, it's a simple path and nothing you can't handle with your current abilities. There's a sheet of music in the exit.

**\*\*Stage 1-2E\*\***

Take the lop you took to find the hermit's shell before entering the door to the right of him. There's a sheet of music in the exit.

**\*\*Stage 1-3E\*\***

Take the loop around the stage starting in the room before the dog, there is a sheet of music in the exit.

**\*\*Stage 1-4E\*\***

Enter the door above the treadmill to go back to Stappie's path. Switch to Stappie to wall jump up the thin corridor. There is a bouncing chick where Stappie began. Just head back to the boss now for a rematch.

\*\*\*\*\*

Rematch 1

\*\*\*\*\*

Swim over him and dash attack the head. He will begin jumping left/right. Dash attack the head when he's down. For the third hit, swim away from him and wait until he is dizzy. Same for the fourth hit. He will jump very high now and come down crashing. Swim out of the way and wait until he peeks his head out. Get him on the next jump after this. You will get a treasure, costume (

**\*\*Stage 1-5\*\***

A new stage, switch to Stappie and crawl/slide to the right. Travel down the diagonal tunnel then crawl left. Wall jump at the end. Head through the water, then left to the door.

//Switch to Stafi, his dash helps out here.

This room is quite expansive, but none too difficult. Just explore the tunnels breaking the blocks. There's plenty of pearls. When you're ready, enter the door. It's roughly central, you'll need to come down the right to reach it, head left at the bottom and don't push through any blue blocks en route.

This is a ram suit challenge. Use the spike platforms to the right as stairs, then jump into the big pearls to the right. Ride the butterfly platform up and jump right. Roar the spike platform and jump up. Get the pearls by jumping, hold left into the wall as you fall. Roar at the spike platforms as you walk

right and walk over them when they retract. Start climbing up the platforms. Ride the moving platform left, get the big pearls, then ride it back right. Enter the door.

Switch to Stappie, wall jump up into the tunnel and up to the pearls. Crawl to the left. Wall jump to the top (get the mermaid below first if you want). Fall down to the right. Crawl right. Bust through the floor. Land in a spin to kill the crab. Use wall jumps to get back up. wall jump to the top of this passage. Get up past the snail. Wall jump off the right wall and onto the block. Float over the exit and break through to all of the big pearls.

#### \*\*Stage 1-6\*\*

Switch to Stappie. all jump up and switch to Stafi. Get the pearls down below and then run and jump for the top right corner. Double jump partway there and float in. Switch to Stappie and crawl right. Follow the path the rest of the way as Stappie.

In the next room, wall jump back up the passage. after getting any missed pearls drop down and head right again. Use Stafi to jump onto the slope and double jump for the pearls. Dive into the water, break the blocks, then dash up to the platform with the crab. Jump over and slam the next crab, then get the pearls under the platform. head left, use the pools of water (break any blocks in the pools) to dash up to the next pools. Jump out to the platform, get the two big pearls with a double jump, then return to the platform. Double jump over the moving blocks to the left and enter the door.

Head to the left of the first pool and jump up this passage as Stappie. Return to the pool and switch to Stafi. Use your dashes to climb upwards. Drop down between pools as you climb. Get the pearls and make your way back up. From the rightmost pool, you need to use Stappie's wall jumping to reach the next. Head up and right as Stafi, dash up. Double jump and float to the left. Head left past the door, get the pearls, then return to the pool with the door and enter it.

Make your way left as Stafi. Go across the top with dashes for added speed and down the left wall for a few pearls. Head back right. Get the big pearl by dashing up. In the next area where you can dash up, you should end up in an area with flying pigs and spikes on the ground. Use Stafi's double jump and float to make it all the way left. Fall down to the big pearl, use Stappie to get back up. Head down through the blocks. Head down, push the block. Break all of the blocks in this room then push from the left/right on the bottom blue block to continue. Break all of the blocks as you head right. When you come to the long line of blocks and spikes, head up. Break the blocks and grab the big pearls. Then head to the exit.

#### \*\*Stage 1-7\*\*

You can reach the big pearl above you with a running double jump, and the ledge above that with a running double-jump glide. Switch to Stappie and head east, crawl under the crawl space. Bust through the blocks, get the big pearls to the left then head on back up with wall jumps. I bet you'll want those lovely big pearls down the vertical drops? Use Stafi to get them, jump into them with the first jump and back to safety with the second. Great, now use Stappie to get up from these pits if they are too tall for Stafi. Using platforms at the far right, enter the door.

This is a pogo challenge. Get the big pearls to the right and then head left. The spike balloon to the left is no different than a balloon monster. Jump up the platforms, jet (hold b!) across the spikes. Evade the missile shell then

head left. Jump up past the spikes and jet left over them. Head up using the platforms. When you get near the end, there are four big pearls over some spikes. You can jet without jumping, hold B as you bounce. Jet across the line of spikes and enter the door.

Jump onto the moving platforms and duck as they reach the spikes. Make short double jumps to the next platforms. From the far right platform with spikes under it, take a running double jump left. Start climbing up. Use Stappie to crawl to the right, then to wall jump up the narrow (2 block) passage to the right. Break back down through the blocks. Use Stafi to make dashing leaps from the pools back up to the door and enter it.

Take a dive through the water, then return to your starting position. Run and double jump left. Jump up to a blue block heading up. Now, ride the platform right. Use your slam right in the centre of the giant arrow. Get the red jewel from the exit.

**\*\*Stage 1-8\*\***

Bust down through the blocks, get the big pearls, then jump onto your upgraded steed. Take the lower path. The spinners above are pretty fast. Jump and flap (tap A) over the buzzsaw cats. Enter the door at the end.

Bust down to the spike shell snail, then head right. Collect the things by the wall and head left. Break through the line of blocks on the far left. Follow the path along, crawl through the space as Stappie. Drop out onto the platform then move into the tunnel.

Follow the tunnel up and left. First take the up path at the split, but return and head left. Just follow the path to the door. It is a large room, so be sure to cover it all.

Break the rocks to the left, then head right. Break the rocks and push through. Dash along the top to the left under the spikes. Dash down the left wall. To the right, if you broke the rocks from the start you can break these and push the block out of the way. Break the rock and head up around to the top. It does not matter which way because there are no pearls. Break down through the rocks here. Clear out the rocks on one side, and then the other. Push through and break in to the next room. Head up to the top after getting all the big pearls. Get the big pearls at the top then break down through the rocks. Get all of the big pearls in this room then break into the exit for the red jewel.

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World 2  
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S3E2

4 Jewels

Missing Enemies: 1

**\*\*Stage 2-1E\*\***

There's quite a few big pearls within the corals now. Bust them open and clean up. Music Page 1-4 is at the end.

**\*\*Stage 2-2E\*\***

When you come to the young hermit, he will start talking with you. Say yes. The pogo challenge is the same as the first you ever did. He opens a door for you when you finish.

At the exit is music page 6-8.

**\*\*Stage 2-3E\*\***

Be sure to check out the rooms the young clams were in. The top right room has a large orange fish, which is missing from your book. At the exit there is the music page 2-7.

**\*\*Stage 2-4E\*\***

Take both Stafi and Stappie's paths.

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

He takes shorter pauses after shooting now, and after the second hit will do a six we electric bolt. You have to be read to hit with a dash following the electric ball. He's much faster so you need to respond quickly. Beating him will earn you a treasure, music page 5-4.

**\*\*Stage2-5\*\***

Head down, bust the coral with the bells and head right. Use the bells above then bust left for some big pearls. Head right, activate the bells and enter the door.

Touch all the bells then head right through the narrow passage. Go up, then left and watch out for eels. Follow the path up and down trough the next area, touching each bell until you reach a door.

In the next area, touch the bells and then break the blocks. Head up. Use your normal swim to navigate this and normal spin to defeat the nautilus. Jump up to the right. Use Stappie to crawl under the passage. Jump into the water at the far right and head down. Enter the tunnel between the two spikes. Keep going and you'll come across the exit and the red jewel (short stage).

**\*\*Stage 2-6\*\***

Swim around the mass you start by, watch out for eels. Now, head down and right. Push your way in then tunnel through the rocks. Get the big pearls and come back. Push through to the lower right, then hit the bell. Tunnel your way through and enter the door.

Very simple room, swim around it and hit all the bells. The coral with the door is in the top left. Enter it.

Dive into the pool, hit the bell and break the rocks at the bottom. Then head up and kill the slime. Head right and enter the next pool. Activate some bells to your left and you will gain access to another bell if you approach it from the other pool. So head back and ring this bell. Start hitting bells and break some blocks as you head right. You will come across the exit and red jewel.

**\*\*Stage 2-7\*\***

Wall jump all the way up, then slam down the left passage. Enter the door that ringing the bell reveals.

This is a submarine challenge. Just take your time with it and shoot any enemy

that gets in your way. Follow the path and you'll arrive at the door.

Head on up, get the big pearls to the left then head right. At the right wall, jump into the big pearl but double jump to the ledge. Keep heading left to get to the door.

Very simple room, make sure to break all of the blocks and ring every bell. The door can be found by following the left path.

Ring the bells and grab the red jewel, concluding this very simple level.

**\*\*Stage 2-8\*\***

Head right skipping the blocks over spikes jumping over slimes. Past the longer section with spike, jump down to the platform (of breakable blocks). Jump left and clean up on pearls in here. Now head back to the right. Jump between the platforms, grab the big pearl at the end and enter the door.

This is a horse challenge. It's actually quite easy - just jump and flap over the enemies. The orange spinners, try to pass them at the low point of their U curve. There's a new enemy, a spark ball, but all it does is move back and forth. Enter the door at the end.

Follow the path down to the bottom then head up/left. Get the pearls then wall jump back up. Head right under the spikes. Wall jump up and take the down and right passage. Wall jump to the pearls and return and head up. get the big pearls in the wall then wall jump up to the top. Enter the door.

Explore this entire room breaking every block and ringing every bell. It is a simple room though it is large so make sure to cover every bit. Enter the door when you reveal it.

Inside, you will find the exit and red jewel.

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### World 3

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S3E3

4 Jewels

Missing Enemies: 1

**\*\*Stage 3-1E\*\***

You'll notice your double jump makes short work of many of the level's tricky jumps. Please note that there is a coral launcher in the pogo challenge now - which you can skip if you want. The exit has a music page 1-6.

**\*\*Stage 3-2E\*\***

Okay, the knives and forks are in this level. You have more abilities at your disposal coming here now, you can forget yourself with double jumps and such and set off a bunch of the knives. So watch it, you don't have to be slow but you need to be careful.

The area where Stappie learns how to crawl, the room leading here has a new enemy. It's green and flies away. Enter the door to the crawl area, then return to the room. Jump and spin to catch the fish unawares.

At the exit you gain music page 5-1.

**\*\*Stage 3-3E\*\***

Just remember the knife and fork warning. Get to the exit for music page 4-7.

**\*\*Stage 3-4E\*\***

Check out all of Stappie's rooms first. There are new whirlpool missiles in the pogo area - identical to missile shells. there's also coral launchers. Use the B button ability (jet) of your pogo to help you along.

\*\*\*\*\*

Rematch 3

\*\*\*\*\*

They really haven't changed. They seem maybe to drop more knives from the ceiling. If anything, they're easier because you have more height to your jump. The witch appears after the second hit. Beat them for a treasure, music page 6-5.

**\*\*Stage 3-5\*\***

Great a field of vision for yourself then begin to the right. Head down each little vertical tunnel for a few pearls, smash through the red blocks and wall jump back up when you come to them. Keep up this pattern to the right, you may need to wall jump out of a few of the holes, it is best to use Stafi's double jump to get the big pearl over the pit near the end. Enter the door at the end.

Run tight, get the pearls, head back jump up and head right. After the long tunnel with many ghosts, wall jump at the end. Move along the path of the blue squares and get the big pearls, then return to heading left. Enter the door.

In here, float along the path of those blue blocks to get the big pearls - it is difficult so you may take damage. Now, float down the passage second from the right wall. Enter the left chambers as they come and explore each. Then, ride the blue blocks to the right all the way around. Now, head to the door which is at the end of the second chamber you would've entered.

Clear a field of vision. Get what's up and left first then head right. Check out the horizontal tunnels, the top one lets you progress. On the next split of up and down, take the up first then return and take down. Follow the path completely before breaking through the red block in the floor. When you do break through, head left first and then right. The exit is at the far right, get the red jewel.

**\*\*Stage 3-6\*\***

Head right and take your time climbing this corridor by using the knives and forks. Jump down to the left and float into the big pearls when you reach the top. Use the silverware here to climb back up. Climb up the centre using the chairs, land and double jump to reach the top. Use the silverware at the far right to first reach the pearls and then the door.

Use the knives that stick in the walls to climb to the top. Get the big pearls in the top left and then dive into the water. Head to the far right, break the blocks then dive into the water's depths and break through the floor. The door is to the right.

There's a mermaid in the bottom left. Dash up out of the water and use double jumps with floating to reach all of the pearls in this area. Head towards the top left of this chamber and then use the silverware to climb higher up. Float

to land on the crumbling platform after the second fork. From the top left ledge, run and double jump to the right over the spike. Explore the larger chamber then enter the door in the centre.

Climb the stairs to the right, then double jump and float left. Collect the big pearls among these crumbling platforms and then head back up the stairs. When heading down the right side, detour up the chairs, get all of the big pearls, then come back. Returning to the stairs, enter the structure from the bottom right. Follow along and use the chair to probe the depths for the table. Jump to the right, get the big pearl, then back onto the table and head left. Follow the path left and jump on the blue block moving around the spikes. Double jump right from the top and slam down and enter the door doing this takes you to.

Head down. There are crumbling platforms at the bottom. Stand on one above a big pearl. Jump, the platform crumbles, then you can double jump (and float) to safety. Jump to the exit for the red jewel.

**\*\*Stage 3-7\*\***

Head right, then lead to the crumbling platform. Jump off it to the left, then when you are beneath that ceiling to your left jump again and float left to the start of the stage's crumbling platform and grab the big pearls. Collect any more pearls you notice then head into the door at the top left of the room.

Grab the big pearls to the far right first. Now, push the ball along the path and break the eater with it. Head up, free the next ball and push it along until you no longer can, back track and push at it from the small opening. Break through and head up, push the next ball down the slope. Push it into the next eater. Enter the door beyond it.

Drop down, this is a pig challenge. Use the ice crystals left as platforms by roaring at them. jump up at the big pearls and drop down. Head to the right. Use the butterfly platform to rise into the air, then jump to the "stairs" leading down and left. You can either descend these by roaring at the crystals in between platforms or by making running jumps from platform to platform. Ride the butterfly platform at the end to reach (and thus enter) the door.

In this room, use the forks to reach the top of the room, then grab the red jewel in the exit.

**\*\*Stage 3-8\*\***

Follow the path around until you get to the crumbling platforms. Climb up and right. There are a few knives that can fall from the ceiling beside the crumbling platforms that are close to the ground. Use them to make your way up and down. You could have headed down and right but this is easier and there's nothing on either path to pick up. So, explore the room with the moving blue blocks then head through the bottom right. Use the knives to climb up, head left but run and double jump/glide right to reach a small chamber with big pearls. Run again left. Enter the door above the floating table.

This is a pogo challenge. Head right, jump up. Jet across to the left. Jump up and jet right. Head back left then jump up again. Head to the right, left the whirlpool missile leave. The narrow chamber, jump up it. Stand on the edge of ledges and jump up and hold in to make it to each new ledge. Enter the door at the top, if you set the enemy off, let it pass before trying again.

jump up the chairs using double jumps, don't stay of them for any length of time. Jump and float onto the crumbling platform. Use the knives to climb to the next such platform. Jump right, use the knives to climb up, float back down

the left side to get those pearls. Land on the highest crumbling platform then head back up. Use Stappie to reach the door with wall jumps after getting the six big pearls at the top.

Head up and right into the water. Break the blocks around the ball and push it to the right. Head to the left, then down into the floor and left. Near the left wall head up, free the two balls from the blocks. Head back to the start of the room and push the ball. Push it to the very bottom and break the eater. Break the block under the push block, and those in front of the ball to the right (the first one we had pushed). Head back up to the tunnel where we had pushed that ball.

Let's clear up the other ball first. Head back to the first pool you jumped in and down to the bottom. Push this ball around its path and into the eater. Grab the pearls then head down the far right corridor in the room - that which the original ball was pushed down. Push it along, break the eater and head into the exit for the red jewel.

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#### World 4

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S3E4

4 Jewels

Missing Enemies: 3

**\*\*Stage 4-1E\*\***

make sure to visit the room where Stappie ran away in. Also, make sure to visit the top left of the windy room. The seal here is a new enemy. It should be easier to ump and float here with your double jump. The music at the exit is music page 1-7.

**\*\*Stage 4-2E\*\***

Visit every room again, when you reach the tiger suited dude, he will let you learn how to use the pig suit. Pressing B makes it 'roar', kind of like the Ram with its roar. It controls similar to the Ram as far as movement is concerned. make your way to the end to earn it. As for the pogo challenge, take it slow and let the whirlpool missiles pass.

//Head into the room the yellow clam used to block you from entering until you completed the trading sequence after exploring all of the rooms.

The true difference between the pig and ram will become apparent in here. Hold B while you move with the pig to run - very nice. You will also notice that the butterfly platforms are now wacky.

Reaching the stage's exit grants you music page 4-5.

**\*\*Stage 4-3E\*\***

Make sure to loop around Stafi and Stappie's parts. At the end is music page 1-2.

**\*\*Stage 4-4E\*\***

In the section where Stappie had to get the seaweed for the fire, the part in which a horizontal and vertical ice wall intersect. Use the snowball to smash this then defeat the blue seal inside.



In the section where Stafi finds the green weeds, the yellow clam is being tormented by some bully fish. Defeat them. When all is said and done, head to the boss!

\*\*\*\*\*

#### Rematch 4

\*\*\*\*\*

His abilities are as they were last time. He attacks first with radial sprays of ice chunks, then with the spread flakes. Then he spins his shield and does the radial spray again. then the spinning shield and seeker icicles. Finally, he dashes at you. He's nothing new. You will get a treasure, music page 1-1.

#### \*\*Stage 4-5\*\*

Push the snowball down to the right and smash through the wall. Climb up the ice platforms and jump left, spinning to take out the snail. Get to the top, float to that ice platform left then double jump left as it falls. In the pool, collect the pearls then return to the right. Tot he right of the flower is a snowball. Push it down through the horizontal ice wall. Enter the door.

Swim all the way around the perimeter, then enter at the point of three ice blocks. Now just follow the spiral inwards to the door.

head right, down and left. There's a mermaid in the pool, and you can progress by double jumping to platforms. Make it to the right when you climb up, then drop down with the ice platforms. Just follow the path to the door - but do watch for the narrow tunnel below and left of the door. Get the big pearls here before entering the door (there's also a big pearl to the right and above the door).

This is a windy room and it's pretty flat vertically. The only problematic part is in the portion following the water - as if you fall into a pit you will need start over. If you are falling, jump left and float with the wind to safety if you cannot make it to the right. Do explore the portions that open downwards though as there are pearls to be had. The door is in the top right corner of the room.

Get the pearls to the left of the exit, then jump into the exit for your red jewel.

#### \*\*Stage 4-6\*\*

Run to the right, break the iceblocks, then run back left. Jump and float between ice platforms to the top right of the room where there is a door. Enter this door.

Use Stappie's wall jump to make short work of the vertical climb (cover both passages though) and enter the pool at top. break down through and enter the door.

Defeat the green shells, then head up until you can surface onto some land. Run right up the hill, then jump and glide left onto the ice platforms. Double jump to the left as these fall. Break up through the ice block, up to the platform, then up to the snowball. Push it to the right. Break through the floor with it then push it left into another ice floor. Get the big pearls in the left pool then follow the path in the right pool around to the door.

Drop down and defeat the penguin. Follow the path downwards to the falling ice platforms. Where the ice snails are, only the big pearl doesn't lead to

a spiked floor so take caution if you use the other platforms to reach the regular pearls. Enter the door at the bottom. The exit and red jewel are here.

**\*\*stage 4-7\*\***

Double jump over the spikes, grab the big pearls. Use the ice platforms to jump up and reach the door in the upper left chamber.

A snow wall is chasing you. Run right and jump to the first platform, then to the ledge and get the big pearls. Continue right, take the bottom path dashing through the water, head back through the middle for the big pearls if the wall isn't too close. Dash up at the end and reach the door.

This is a horse challenge. It is actually challenging because of the many pits. When flapping, be sure you can see land to land on. Fly from the highest point from your current land mass to reach the next. When there are those platforms leading up like a staircase, flap up to them (from a high point) and enter the door at the far end.

Ride a snow bucket right and flavour it. get flung and jump up on the head. go right and take the lower path. Use the ice platforms to jump right and drop down the pit at the end. Collect all of the big pearls to the left, then wall jump back up to the top using the rightmost wall. Return to the path fork and take the upper path. Head all the way right, then jump up to the left onto that floor close to the room's ceiling. Head all the way left and enter the door.

Float into the big pearls then take the red jewel in the exit.

**\*\*Stage 4-8\*\***

Double jump up on top of the ice platform then up to the slaver penguin. Jump onto a bucket and ride it to the right. Ride the next bucket and drop down to the right. Just under the floor you're leaving, head in left and jump across the spikes. Run across the single spaced spike pits jumping at the two spaced. Gather up the four big pearls then head back to the drop. Switch to Stappie and use the wall jumps to follow the path. At the end, get on a bucket of snow and either ride it all the way if you want the two regular pearls or flavour it and jump to the right when the hand picks you up. Get the big pearls then ride another flavoured pile of snow over to the stone head and leap on top of it. Jump up into the alcove and enter the door.

This is a pig suit challenge. Throughout it you are pursued by a spike jelly. It is too slow to keep up. Run right and ride the angel platform up. Run to the left. Ride the angel platform up, jump off to the right. Roar at the spike platform, jump to the centre. Ride the butterfly platform up then jump to the right (roar as you approach the spike platform if you cannot avoid it). Head right jumping over the gaps and enter the door.

There will be a wall of snow chasing you, run to the right. Double jump up to the platforms and float over the snail. Stick to the upper route here, there are more pearls. Use the ice platforms near the door to double jump and float up to it.

Ride the ice buckets right, and jump down to the next ice bucket when yours disappears. After the third bucket, jump up. Activate the mermaid then head up to the slaver and slave, ride a bucket left, get the pearls then run+double jump+float back right. Head down to the bottom right corner of the room, grab the big pearl and head off to the left. Skip the two big pearls under the platform (they'll slow you down in the long run as they are difficult to get if possible without getting hurt). Take them if you don't mind the damage. Get all

of the pearls under ice platforms by riding the platform as it falls then jumping after you get the pearl. Slide under the space at the end and enter the door.

To be honest it doesn't matter if you flavour that bucket, you'll have no trouble climbing up near the stone head. Jump and head right into a small tunnel, getting the pearls in the first alcove and at the end. Now head back to the left. Jump up to the slaver and slave and flavour a bucket of snow. Jump and run up the slope and land back on the bucket. Jump onto the head when you are flung and then jump up for big pearls. Head to the machine again, flavour a bucket then let yourself be flung. Jump to the platform above the spikes. Head left and enter the door in the top left (dash out of the water to it).

In here let the enemies come to you and you can probably score some big pearls when you spin attack them. Get the other big pearls in the room then exit for the red jewel.

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World 5  
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S3E5

4 Jewels

Missing Enemies: 3

**\*\*Stage 5-1E\*\***

Nothing new of consequence, the ram suit challenge is easier now that you can run as the pig. At the exit, you will get music page 1-7.

**\*\*Stage 5-2E\*\***

Just remember to visit the other rooms before passing the hippo. At the exit, you will earn music page 7-2.

**\*\*Stage 5-3E\*\***

You will notice a lack of cages, feed the lions instead and release two meat at a time.

In the ninja cat room, a red, curly tailed bird resides. Run and double jump after it and defeat it before it escapes.

In the room with the exit, go to the very bottom to find a red flower. It takes three hits, and spews pearls and spikes after the first two, but dies on the third. Make sure to kill it. Head back and enter the exit for another music, page 7-6.

**\*\*Stage 5-4E\*\***

Make sure to explore Stappie and Stafi's areas.

\*\*\*\*\*  
Rematch 5  
\*\*\*\*\*

He starts by dashing him, hit him under the jaw. He will then throw one whirlpool at a time for awhile, hit him in the jaw when he dashes. Ditto for the next hit. He throws three at a time for the next. Ditto for the final hit. You will earn music page 5-4.

**\*\*Stage 5-5\*\***

Jump onto that platform, get the pearls in the top left then, stand on the left of the platform. When it approaches the wall run and slide under the space. Get the pearls above the palm tree and then head right past the lion. Drop him some food if you want. Past the next lion jump along the snapper palms to the end. Drop down and enter the door.

Head to the right beyond the kicker dinosaur and knock some food into the water to delay the fish. Break the blocks then surface to the right. Run and double jump up to the two big pearls, then float back down or right. If you head down, you will need Stappie's wall kicks to head back up. Anyways, head over the wall and to the right. Feed both lions, then defeat the bat bees at the far end. Use the pearls to bounce up and right. As Stappie, crawl right. Jump amongst the palms then into the door in the top right.

Bust down through the blocks to the left. This is a horse challenge. The wasps dive down in a U shape and the pink spikey animals roll into a ball and roll forward. To cross the first gap after the first pink spiker, jump to that narrow ledge when the other side is visible and hold right to run off and land on the other side. When you are climbing up the platforms in the stair formation, try to stay centered until you jump. From the platform at the end, drop down to a ledge with a door.

Feed the lion and pass it, climb the right wall. Pass the pond with the fish - feed them and take the pond's pearls. Feed and pass the next lion (get the pearls to the left first). Climb up using the snapping palm. Use a running double jump to reach the big pearls at the end then enter the door.

Float over to the right, grab the big pearls. Now use the snapping palms to climb up. Pass through the tunnel right, then go down to the snapping palms here to reach some more big pearls. Head through the next tunnel to the right. You need to wall jump up the long vertical passage. Head down the right wall, through the tunnel. Wait for the platform to come down and ride it up, spin the bat bee as you rise. Ride the next platform down and out to another palm. Use the horizontally moving platform to reach and enter the door at the top right.

Get the big pearls at the top of the screen then enter the exit for the red jewel.

**\*\*Stage 5-6\*\***

As soon as it starts, a kicker dino attacks. Dodge his projectile and defeat him. Head to the right through the water, feeding the fish as you go. At the waterfall - I recommend taking the topmost route. Then at the end of the room, surface and get the big pearls up and to the left before entering the door.

Feed the fish then clear out the pond, surface at the upper left. Use the bumpers to clear out the pearls up here, don't go to the palms yet. Return to the water, the second pool. Feed the fish then clear out the pond. Use the wall between the two ponds to reach a snapping palm then jump across them to the door.

Drop down and land on a platform above the bottom of the stage. Jump in to get the pearl and make the double jump to the waterfall. Go into that left chamber and wall jump up, but don't set off the bat bee if you can help it. Return to the waterfall, get the pearls in the chamber right of it. Now, get the pearls of the waterfall and head right at the top. Bust through the blocks and just follow the path breaking blocks until you reach the second waterfall. You can

progress through the blocks to the right of this. Use your double jumps to climb up and beyond the skull enemy and get the big pearls. Enter the third waterfall, use the bumpers in the chamber to its right to reach a big pearl. You will need to make a diagonal dash to enter the next blocked chamber near the fall, then use Stappie to wall jump to the top and enter the door.

Jump around the palms in here gathering pearls and then take the red jewel in the exit.

#### \*\*Stage 5-7\*\*

Feed the fish, get the pearls to the left and the big pearls above the snapping palms. At the next orange tree, feed the fish and use the bumpers at the left and right to collect some big pearls. Keep to the right, feed the fish at the next tree then leap up to the snapping palm. Double jump to the big pearl, then enter the door.

Okay, explore the waterfall and take the loop around the two left passages. Get back into the waterfall and take the top right passage, double jump out with Stappie. Make sure you have all of the waterfall's pearls and take the bottom right passage - double jump to the top with Stappie. get the big pearl to the left then head into the door.

Jump and glide right, follow the paths the pearls set up. When you land, head left and to the bottom into the pool. Get the big pearls and jump up to the moving platform heading back up. Double jump to the top, and head right. Jump back off and follow the pearls again to the door.

This is a submarine challenge. Simple layout, shoot the flounders and find your way to the end making sure you've collected all of the pearls. Enter the door.

Feed the fish, swim right. Take the lower path, get the big pearls then return and take the higher path - watching out for the kicker dino. The path above the door has eight big pearls and a kicker dino, get these then enter the door.

Head to the bottom right of the waterfall, dash up/right to get into the chamber. Clean up and return to the waterfall. Jump off the top left and grab the big pearls. Now, go to the exit for the red jewel.

#### \*\*Stage 5-8\*\*

Get the pearls to the left of the monkey and then head right. Feed the fish, take the top path and then the bottom. Enter the door at the end. Use the pools to jump up. Continue up using the pearls and pools to get a big pearl, then go back down. Head right, at the top "Step" of the staircase of pools, run and double jump to the platform, then double jump to the platform to the left. Climb this as Stappie, get the big pearls, and return to the pools or get the two normal pearls above that platform you need to run and double jump to.

Anyways, returning to the pool, jump right and get the big pearl and drop down. Head left in the pools getting pearls then back right. The first blue moving platform, use Stappie to jump up the corridor on its left side, grab the big pearl then drop back down. Ride the next blue block up, the wall jump up and bounce-float across the pearls to the right wall. Use Stafi to double jump to the big pearls. Explore the pools then return down. Follow the path round to the door and enter it.

Float as you enter and get pearls on the sides of the room. Dive into the fall and head left. get the big pearl at the bottom of this corridor then activate the record. Climb the snakes with Stafi then wall jump with Stappie the rest of

the way. Get the big pearls then return to the waterfall and head right. Turn the record on and climb the snakes. Use Stappie's wall jump to make it to the moving block then jump to the door and enter it.

This is a pogo challenge. Drop down, usually to the right. Jump and hover for a second for the missile shells to pass as you come upon them. Jet across the hole at the bottom. Jump up from here. Get the big pearls and take leaps up. Let the missile shells pass and enter the door at the top right.

Head down the waterfall collecting pearls. Head right, then when you surface take dashes to reach the pearls above. A double jump will reach the big pearl if done from the left. It will reach the next big pearl if done from the right. Explore the pond to the right then climb up the thin waterfall. Follow the path through this area until you emerge outside again, head left. Get the two big pearls. Head left past the kicker dino, at the end you get a big pearl. Head back, float over to the right, then float left following the trail of pearls. Double jump to the big pearl then enter the door to the left.

Head up and use the little waterfalls to climb up, and bumpers to bounce up. When you reach the kicker dino, jump out left. and double jump into the pearls. Returning to the waterfall, hold A and swim out of the water fall and jump to the other chamber or pearls. Head into the waterfall to the left of the dino, and get pretty high. Swim quickly out of it to the right and gather the big pearls. Now, make a jump when you're under the opening to the chamber in the ceiling to land in here. Collect the loot and return to the waterfall. Continue to the top for the exit and red jewel.

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## World 6

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S3E6

4 Jewels

Missing Enemies: 2

**\*\*Stage 6-1E\*\***

Just make sure to check out every room, take the other door immediately near you when you enter the spa area first and follow the loop around (also go to the ram/pig suit challenge). At the end, you get music page 2-1.

**\*\*Stage 6-2E\*\***

Make sure to upgrade your horse with wings. Beat the stage for a music page 7-3.

**\*\*Stage 6-3E\*\***

The slam is an effective move against the jumping fireballs. Enter the door at the top of the room with the pirate cat. In here, in the bottom left is a purple chicken - it jumps when you draw near. Beat the stage for music page 5-3.

**\*\*stage 6-4E\*\***

In the room that joins Stafi and Stappie's path, there is a purple bird. To reach it use Stafi's double jump to climb up the middle, a running double jump on the last. Be careful as the bird is dropping crap... yes it craps on you. Defeat it.

Drop by the Horse Challenge to encounter a large zombie fish.

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

Hit him in the underbelly as he moves forward. He will use the fire wheel then spew rocks from his top. get your hit in on him, then he moves across the screen spurting fire twice, then the fire wheel. After the next hit, fire wheel, fire spout, and then rocks. After the next, fire wheel then rocks twice. Handle all of these as you did before. He's harder this time, but only because he does attack more often. Defeat him for music page

\*\*Stage 6-5\*\*

The volcano in back spews the magma balls as per usual. Just head right hiding under ledges when you need to and go in the door.

Head left and use the geyser to get head up. Get the big pearls to the right, then use the geyser to whip up and land on the left ledge. Head right and up. The exit is in the far left.

Use Stappie to break down the tunnels on both sides and wall jump back up. Head into the central door when you're ready.

Head left, dashing past any geysers. When you find and collect the big pearls at the end of the path, head back and use the right path. Head to the bottom and get the big pearls. Explore the area to the left of the exit to get some more big pearls. Take the red jewel in the exit now.

\*\*Stage 6-6\*\*

Use the geysers to climb this room. When it narrows, take care not to touch a geyser in the wall because it will set off a chain reaction that will send you to the bottom. Enter the door.

Glide in line with the pearls until you land on the green platform. Glide down further into the lava chamber with all of the beetles flying around. At the green platforms, get the big pearls to the right and then head left to the far wall. Follow the small path here to the door.

head down and left, run and double jump to the big pearl. There are two more groups of big pearls until the next drop. Get them and drop down the left wall. Head right, running double jump to the first big pearl, double jump to the second. At the top of the slope, take the top path and get the big pearls, then run back and take the lower path. Across the green platforms then crawl left to the door.

A dark room. Make your way down and left to the big pearls then enter the sub. The flounders are kind of different, they move up and down but stop and turn over when you shine light on them. Make sure you stop them when they're out of your way. In the next room is the red jewel and exit.

\*\*Stage 6-7\*\*

Run and double jump up to the platform. get the big pearls to the right then head left. Climb up past the bumpers and get the pearls to the upper left. Get the big pearls above the green platform then run and double jump up and right. Bounce off the bumper and up to the pearls. The door is to the right.

Stand between the bumper sand double jump, at the apex move left onto the

bumper to make it up to the mermaid. Head along the ground all the way right. Climb this area by breaking the blocks covering the ledges. Get the big pearls at the top then head back down. Ride the green platform up. get two pearls to the right then jump up left and ride the green platform as Stappie. Jump up to the bumper then wall jump the rest of the way. Grab the big pearls and head right. Get the pearls amongst the blue blocks, then drop down to the right of the next lava pool. Wall jump back up after grabbing the big pearls and enter the door.

This is a pig challenge. Roar at the crystal then jump over and down. Roar at the ice crystals as you descent this "staircase." Get the big pearls down here then ride the butterfly platform up. Jump down, get the big pearls, then ride the butterfly platform up, jumping off to the left. Ride the next one up, jump to the left. Ride this one up, jump to the right. In the pit flanked with spikes, jump in the middle to collect all of the big pearls. Get the big pearls at the bottom and enter the door.

This is a spewing volcano room. Just check above and under every structure as you run right to get all of the pearls, it's not complex. Get the red jewel in the exit at the far right.

**\*\*Stage 6-8\*\***

The lava is rising from the bottom but really this is fairly straight forward. The big thing is not to waste any time on the bumpers. Land on top of them if you need to use them and maximize your bounce. Enter the door at the top.

The lava wall is chasing you. I recommend taking the top path when you can, and always running and double jumping when you need to reach something. It is short but also there are many bottomless pits. Enter the door at the far end.

The lava wall is chasing you again, this time it is traveling left. Run, jump and glide your way to the left. The door is down above the lava in the lower left corner.

This is a pogo challenge, hop on and jump to the platform. Jet across the spikes and jump up at the end. Jump and jet left. If you land in front of the missile shell jump and jet to wait it out. Grab the big pearls then jet back to the right. Mind the coral launcher and jump to the platform. Collect the big pearls on the righthand platform and head left. Jet if you need to, and wait for the coral to be fired. Head up and right, wait out the missile shell by jumping and jetting then enter the door.

Jump up and hold A as you walk onto the geyser, it will launch you up, another left. Glide into the big pearls then snag the jewel from the exit.

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## World 7

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S3E7

4 Jewels

Missing Enemies: 2

**\*\*Stage 7-1E\*\***

You will be upgrading your submarine in this level. It can now fire missiles with the B button. Get music page 2-2 from the exit.

**\*\*Stage 7-2E\*\***



Just remember that there are different pearls in flipped rooms in the same relative position - getting them at one angle is different from another. You get music page 7-4.

**\*\*Stage 7-3E\*\***

In the Coelacanth room as you're digging through the ground. There is this purple enemy that becomes spikey when you near. Swim above it and dash down onto it to defeat it and add it to your bestiary.

Along Stafi's path after this, in the room with grey blocks you can push in from either side there is a ringed electrical enemy. It bounces off walls, defeat it when it loses the charge.

Get the music page 2-8 at the end.

**\*\*Stage 7-4E\*\***

\*\*\*\*\*  
Rematch 7  
\*\*\*\*\*

The block starts on the left wall. After the first hit, on the bottom. After the next hit, on the bottom. Then the bottom then the right wall. Set each hit up then lure him to where you need it. Towards the end, he is very fast. Maybe let him hit the wall under where you want him and diagonally dash down at the room spinner so that he hits the wall and you spin the room. Upon defeating him the second time, you earn music page 6-3.

**\*\*Stage 7-5\*\***

Head into the current and left up the strong current. Get the pearls and head back down. Swim around the strong. square shaped arrangement of currents and get the pearls. Smash through the blocks at the bottom and get the big pearls, enter the door afterwards.

Touch the light ball, head down. Get the pearls in the currents and refresh the light. Head up and right, get any pearls and then head to the bottom right and bust into the chamber with the door.

Turn the light on, get the big pearls and head down into the blocks. Head left, then up to touch another light ball. Now head back down through the blocks. Follow the path around to the next light ball, touch it as it dims. Follow the wide path to the next light ball. Bust through the left block in the floor for some big pearls and then head down the right passage for the door.

Break through the blocks to reach the light ball. Collect all of the pearls in the room and exit to get the red jewel.

**\*\*Stage 7-6\*\***

You are eaten. Switch to Stappie. Drop down the corridor collecting big pearls. Jump and float at the last part, aim into the top right bumper as you float down (they look different here, first structures you come to). Bump to the right and try to wall jump up this corridor getting the big pearls. Get the pearls in the two bottom passages now and enter the door in the water. Head on through and spin the rooms, then head back.

Alright getting the pearls at top is tricky but I've got a solution. Drop to the bottom, then jump up onto the bottom right bumper (I wall jumped) bounce to

the right wall and wall jump to the top right bumper. Bounce to the right wall try to wall jump up to the corridor. The left chamber, well it isn't worth the trouble. I've been trying to get there with Stafi by jumping down, bouncing up and double jumping into the space. It's just a few big pearls, don't frustrate yourself. Get the rest of the pearls (bottom left and right then enter the door in the water).

Head down around the loop then up and left. Collect every pearl among these two corridors. Go into the third corridor and get the big pearls at the left, then go to the left and down. Swim around the chamber with the octagons getting pearls then head up and right and then down the central corridor to the door.

Surface, then jump to the door at the top. Go through, spin the room and return. back in the larger room, head up. Have Stappie wall jump up the left passage and enter the door. Go through and spin the room, then return to the larger room once more.

Head up and right. Run and jump onto the bottom left bumper, bounce float into the right bumper. Then, you should bounce up and hit the side of the top left bumper, hit the top of the right bumper, then direct yourself on top of the top left bumper enter the door. Go through, flip the room, then return. Head up and left and use the bumpers to reach the next door. Go through, flip the room and return. Head up and right. Grab the big pearls on the ledge, then in the bottom left of the large pool on the right. Swim to the door and enter it.

Fight the currents for some big pearls, then use the break in the strong current at the top to get the exit and the red jewel.

**\*\*Stage 7-7\*\***

Head left then down around the path. Hit the grey blocks up and continue to the right. At the split, head down and bump the grey block up, then you can take the top path. Enter the door.

Head down and left. First go up. Return and go right. Next, down left. Alright, now either up and left or down and right. Collect all of the pearls in one chamber, then push past the door (blue blocks) into the other chamber (they are connected this way so it didn't matter which passage you took) and clear it out of pearls before returning to the door and entering it.

This is a submarine challenge. It's as easy as the rest of them, just watch out trying to get the pearls that form the "eyes" of the heads. There are green stalac and stalagmites which form their teeth and hurt you. You can drag the eye out only if there is an indent for you to get close to them. Collect all of the pearls that you can and enter the door in the top right.

Hold against the current so you don't ram spikes. Dash out at big pearls. At the end, bust through the rocks and grab the big pearls in the exit.

**\*\*Stage 7-8\*\***

Swim left. Wait for the fin to raise all the way and swim and dash left. Now, let it raise again and complete the path. The next fin is easy to pass, swim quickly down and left. There's no problem with the next either, just at the top part of the path allow the fin to be raised fully before heading left. The door is in the bottom left.

You get eaten. The room looks complex, but it's very easy. Swim around gathering pearls then head to the bottom right. Enter the door.

Head up and around, then right and up. Breakthrough the blocks, head down and left. Grab the pearls in the bottom right, the next door is at the left end of the passage.

This is a submarine challenge. Follow the curvy path left. When it splits into three, there are pearls on the middle and bottom paths - they can be tight squeezes through. After these tunnels, the door is in the top left.

Head to the far right and bust down. Follow the wavy path left, then down, then right along the straighter path. There are pearls in the blocks above the door. Get them then enter.

Get the big pearls below you then head left. Bust through the block then head down and right, bust all of these blocks. Head left and up, get the big pearls then head down into the exit to get the red jewel.

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World 8  
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S3E8

4 Jewels

Missing Enemies: 1

**\*\*Stage 8-1E\*\***

Plays out no different than the first time as far as progressing. get the music page 2-3.

**\*\*Stage 8-2E\*\***

You don't need to help Wario to the bottom of the water rooms with pipes. They are infested with enemies instead. Ditto for helping him to the top of rooms with currents and spikes, he's not there. Music page 7-5 is at the exit.

**\*\*Stage 8-3E\*\***

After the initial room with Wario, in the room where the spear crows are. There is a pink blob past where you should use your slam. It becomes spikey when you come near so let it retract then kill it to add it to the index.

At the exit you get music page 5-6.

**\*\*Stage 8-4E\*\***

Visit every room before entering the centre door.

The pig (former ram) challenge now has spike jellies, keep them in check with your roar.

Again, the underwater Wario challenges have been removed.

\*\*\*\*\*  
Rematch 8  
\*\*\*\*\*

He likely starts with a shield bash. Jump over it - remember you need to pinch its flesh in its armour until it is red and then hit it to damage it. It takes one hit to pinch, then two, then three, then three, then four-five. Remember to get out of his way after damaging him because he usually retaliates with a bash from his shield. Defeating him earns you music page 7-7.

**\*\*Stage 8-5\*\***

It starts out with the Submarine. Just take it slow and shoot the enemies and it should be a breeze. There are a lot of spears all over the place, so don't get cocky.

Head up past the spike traps, lure them to move and let them pass before you try as per usual. Dash up out of the water and head right. Get the big pearl and run and double jump onto the wall (or slam-jump). Bust down through the blocks, switch to Stappie and crawl right. Head up, down and right, then up. Get the big pearl to the left of the Octorok and head further right. Bust down through the blocks, then down through the block at the centre of the chamber. Go left through chambers until you get the big pearls, then return and go down through the blocks adjacent to the rightmost wall. Head left through the chambers and enter the door.

Dash up out of the water to reach the big pearls, then head left. Burn Wario, and bounce him right to the fire block. You will have to hit him twice in a row at one point, just diagonally dash for the next platform as he bounces and runs to it. Return to the right and enter the door.

Get the big pearls to the right. Now, slam jump amongst the enemies to reach the big pearls in the upper left and the ledge at the upper right. Head down to the exit for the red jewel.

**\*\*Stage 8-6\*\***

Head up and around to find the barrel. Take it to the [x] block near the start and place it there. Free the fish and crumple it onto the block nearest the door and enter it.

Push the barrel left onto the block. Then, free the right fish from below. It should sink onto the block. Enter the door.

Free and stun the fish, clear out the blocks to the right. Now, lead it around to the [x] and drop it there with a dash. Quickly swim to the door and enter it.

Break out and head right, bust the block and head up. Bust the blocks, there's one in the left wall as well, and collect all the pearls before heading back to the start. head left through a block then bust the X shaped formation of blocks and continue up. At the top of the room, there is a block in the floor bust it, then bust through the chambers until you can enter the door. Do so.

Alright, let that spike trap fly right, then go up in the small space left of it and dash left. If you go down to rest, the blade weed will get you so be careful. All the way left bust down and activate the mermaid, then head right. Take this slow as the spike balls don't leave much space. Try to stay along the top path here, then when you are at the end provoke the trap at the bottom to fly right. Go down to the left of it and dash left. At the far left, head up to the top. Then, down to the bottom. Head right, jump up the columns. Jump to the left when you see you can make it, get the big pearls and continue to the right across the column tops. Drop down at the end and wall jump up to get the big pearls, then use the columns again to reach the upper right door.

Inside, reach the exit with careful floating and jumping and get the red jewel.

**\*\*stage 8-7\*\***

Starts with a pig suit. Run to the right. Roar the angel platform and jump off it to the left before it carries you into the spikes. Drop down and head left. Stand on the left angel platform facing the spike platform and roar. Let the angel carry you up a bit then jump left onto the platform then left again to the floor. Ride the angel platform at the left up, jump to the right and ride this one up. Jump right and get all of the big pearls. Jump off.

Return past the spike platform. Stand on the left angel and roar at the right one. Both will rise, stay on the left for now. Move onto the right one after the spikes, then jump off left as it disappears. Ride this angel up, roar at the spike platform as you pass it and jump up to the big pearls and off onto the platform and again right. Roar at the spike platform and walk off of it. Roar at the next one. Climb the stairs and roar at the far right spike platform and jump on it. Turn and roar at the left. Jump to it. Keep roaring and jumping left until you get the big pearls. Now, roar to the right, drop onto the platform. Take a running jump to the right platform, roaring before you land on it. Enter the door.

Slam jump up the green bumpers. Get the big pearl, break the blocks in the right wall and then the left. Head left and slam jump up to the big pearl. Go through the left wall. Go through the blocks in the bottom left. Swim to the right and dash up through the blocks at the end. Slam jump to the big pearl then head right into the room with the squidrok. Head up and right and grab the big pearls. Slam down from here through the big blocks. Kill the blade weed and break slowly through the blocks. Wait until the trap flies up, get the big pearls down below. Let it fly down, then up. Head back through the right and wait. Let it fly down then head up. Follow the next trap as it heads left, hide in the pit and continue left when it returns right. Wait out the next two traps in alcoves as well. Now, at the bottom head left and bust through the blocks in this room being careful of the rotating spike ball. Get the big pearls in the upper left, then enter the door in the lower left.

Guide the swollen Wario to the top, then jump back down floating into the big pearls along the way. Ride him back up and enter the door when you have all of the pearls.

Head across the top to the right for some big pearls, then return left and drop down floating. Fall into the first open pit from the left. The third one, with the bumpers, has one normal pearl at the bottom. Bust down the far right pit, head to the far left and climb up. Head down the second pit from the right and enter the door. Get the big pearls, then the red jewel in the exit.

**\*\*Stage 8-8\*\***

Head down and clear out all of the blocks. Head back up. Burn Wario and bounce him right until you lose track of him. Climb up past the burner and right to the pool. Head down and left to find Wario. Bounce him left. Head right and get the big pearls and then skip the blocks to the top and head back to the start and all the way down.

Down here, bounce Wario right. Now head all the way back and plough through the blocks you skipped. Follow the path all the way around. Enter the door.

This is a horse challenge. It's short but it's hard. Keep flapping as long as you can until you see that it is safe to land. It is fraught with enemies, alternates spinner/cat. Jump and flap in the middle for the spinners, flap to wherever the cats aren't when dealing with them. Jump over them if they come after you any more.

Ride Wario up, jump off and float into all of the big pearls and ride him up

again. Enter the door.

This room is lengthy but very straight forward. Head up and gather ever pearl and bust every block. Enter the door at the top.

Head right, collect the big pearls amongst the bumpers. Check out every tunnel as you head right, enter the door at the far right.

Swim around or crumble the skeleton fish and enter the exit for the jewel.

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World 9  
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S3E9

4 Jewels

Missing Enemies: 3

\*\*9-1E\*\*

Nothing new except pearl placement, get music page

\*\*9-2E\*\*

You do not need to dizzy the eyes to progress.

In maybe the third room starting left, you will encounter a red and brown beetle (like in world 6's flying beetle) and it will fly away. Drop down from the upper left to find it, defeat it before it leaves (just move a short distance away then return for the respawn). Anyways, check out the left parts of the rooms for this elusive beetle.

In the room after this beetle, there is an abundance of enemies that look sort of like a Scotsman (with the hat). They track you vertically only.

At the end, you get music page 4-6

\*\*Stage 9-3E\*\*

Check out Stafi and Stappie's paths. There is no fog in the staged. At the end, get music page 6-6.

\*\*Stage 9-4E\*\*

Go down Stappie's path from the first foggy room. The next foggy room you come to has a trampoline fish which will spring you high in the air if you jump on it. Do so and get the big pearls, then jump up and attack it from underneath a few times to defeat it.

Having trouble getting into the room? Well, slam jump off of an airboarder in the room previous and land in the sky puddle. That is the easiest way.

\*\*\*\*\*  
Rematch 9  
\*\*\*\*\*

It's first attack will be a dizzying flash, then alternates between this and the laser. After the first hit - five electrically seeking balls. Remember to spin or dash attack them. Next up, simultaneous three balls and laser. Swim around the balls unless you need to hit them. Next up, six seeker balls. Take your path kind of wide to compensate. He'll fire a laser next, then hit him

when he's dizzy and it's finished. You get music page 7-1 and 7-8. There are only three songs left so maybe you get none in 10-4.

**\*\*Stage 9-5\*\***

Head all the way right, get the big pearls and dash up to the sky puddle. Get the big pearls here then dash up/left and float left into another puddle. Get the big pearls up and left, then head up and right to another puddle. Now, get up on that cloud platform. Use the two puddles right to get some big pearls and then return to the cloud platform and jump to the vertically moving platform near the left. Run and jump right to the sky puddle. The door is more to the right.

Run and jump to the sky puddle. Head up and use the small puddles to head up/right. At the long vertical puddle, jump down the side and collect all of the pearls. Head back up. Use the puddles left of the long puddle to move left then jump onto the cloud platform. Follow the path around then get the big pearls out and left. Head right onto the cloud platform. Double jump for the two big pearls under the door then enter the door.

Walk onto the cloud platform when it comes to you, then use the rest of them as they arrive to climb up to the left. Float in line with the big pearls. Head up the left puddle then the right. Now, jump off left over the spikes to the small puddle. Follow these left until you see a moving blue block. Jump to it as it moves up the left. Get the big pearls and ride a block down. make a double jump to that puddle on the right, then swim fast out of the puddle and double jump right to the cloud. Use the green bumpers to slam jump left. Then double jump right from this cloud ledge. Use the puddles on the right to reach the cloud platform then enter the door.

Through the blocks and get the big pearls, then head right. Slam jump off the green bumpers to reach the big pearls then continue right via floating. Drop down to the right, and bust through the blocks. Slam jump up the green bumpers, get the big pearls and wall jump up the other passage. Get the big pearls in the chamber above you then continue left. Wall jump up that upper right passage first and explore all of the branches here for big pearls. Then return and head left. Get the big pearl in the water left of the treadmill, then those beyond the blocks left of it. Now, ride the treadmill up, head left, and reach the exit for the red jewel.

**\*\*Stage 9-6\*\***

Head up and left via sky puddles and enter the door at the end. Just swim out and double jump, dashing may get you injured.

Follow the path through to the door, you do not need to dizzy the eyes apparently.

Head left, down the clouds. Now, use the bumpers until you reach a sky puddle. Use the puddles to reach and enter the door at the end.

This is a pig suit challenge. Jump all the way up right, turn and roar at each spike platform before jumping to it, climb them like a staircase until you get to the cloud with the angel platform. Ride it up and stand on the left to get the big pearls. Jump off to the right onto the cloud. Roar at the spike platform and pass it, then continue right. Roar at the electrical clam and run off the edge to the door.

The exit and jewel are to the right.

**\*\*Stage 9-7\*\***

Jump down. Grab the bottom left big pearls with a double jump. Ride the jelly up then the next one right. Double jump onto the bumper before you reach it and make it up and around the cloud. Double jump in to the big pearl, then return to the jelly as it arrives. Get the big pearls beneath its stopping point then hop on the next one. Use the puddles now to reach the door.

Wall jump up to the treadmill then ride it up, jump off to the right. Head down and right now, get the big pearls in the cloud wall and those to the right as you swim through the sky puddles. Use the jellyfish to get higher up now. Jump down and head right to the spikes, jump on the diagonal platform when it comes near. Now, go into that water and begin breaking through. Explore each path and then enter the door.

This is a submarine challenge. While it is fairly lengthy, it is little different from other challenges. Just take it slow and reach the door at the far right.

Another one of these wide open, simple rooms. Destroy all of the blocks and collect all of the pearls, in the room and the tunnels to the right. The door is in the bottom right corner.

Collect the big pearls and get the red jewel in the exit.

**\*\*Stage 9-8\*\***

Starts off with a pogo challenge. Let the coral launcher fire before jumping over it. Jump to the left platform, jump up, and as you come back down jet to the right through the big pearls. Head up, for the next big pearls, just jet to the right from the ground when you boing up. Bounce up now, jet across getting the pearls. Jet to the coral launcher at the left, landing just before it. Jump up, jet into these big pearls and to the right. Jump up beside the next coral launcher, jump left then get the big pearls. Let the coral launch then head right and up. Enter the door.

Get the big pearls in the sky puddle to the right, then jump onto the platform. ride it right then up. Get the big pearls on the ground here then return and ride it back here again. Just concentrate on steering it around whatever path you feel comfortable with. Jump up onto the yellow cloud floor. Ride the treadmill up, get the big pearls and return. Ride the other one up and do the same. Now set both jellyfish off (left then right) and ride them up. Jump between them to avoid coming spikes. Enter the door at the top.

Set the Jellyfish off left to right. Ride them up, avoiding spikes as they arrive. Just jump to the Jellyfish with an obvious space above it. Collect the big pearls up here and enter the door.

Climb up using clouds until you reach the jellyfish, ride it up. Take the right passage, then upper passage, then left. Follow the path around, wall jump up at the far right. Enter the water, get the big pearls in the lower left then dash up at the left. To the right you will come across the door.

Slam jump up the green bumpers. Head up the left side then right. Slam down between the two green bumpers. Now head right after breaking through all of those blocks with that slam. Slam jump off that face cloud to reach the ledge. above the left side of the pool, use the sky puddles to reach some big pearls up above, then float left to a diagonally moving platform to find some more. Return to the pool, go to the right side and use the sky puddles to reach the top and the door.



You will need Stappie to wall jump up along the big blocks. Get the big pearls up above then slam down through the big blocks and get the red jewel.

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World 10  
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S3E10

5 Jewels

Missing Enemies: 3

Yeah! The final lap!

\*\*Stage 10-1E\*\*

In the room after the pogo challenge are these spinning enemies. Hit the red ones to defeat the formation, watch out as the greys fly away as buzzsaws.

Get music page 2-5 at the exit.

\*\*Stage 10-2E\*\*

Explore Stappie and Stafi's rooms to get a load of pearls.

As you progress through the central doors in the cage rooms, you will leave the rooms with cages behind. Once you've come this far, three skulls will spin around you (like the green shells). Spin them as they close in for the data.

To get Devil PacMan data, let it eat you. You may have missed it on account of this. If you don't have a beholder or big ghost, try the same thing.

The exit has music page 3-4.

\*\*Stage 10-3E\*\*

Play it normally, get music page 2-6. If you bought all of the songs from the shark then it is now complete.

\*\*10-4E\*\*

Beat 10-5 through 8 first.

\*\*\*\*\*  
Rematch 10  
\*\*\*\*\*

Oogura is mostly the same, he just takes more hits and can use his laser and vacuum in succession earlier.

Remember that:

- You can dash away from the vacuum.
- The laser can change direction.
- The fists arrive from the side they fly off on.

Defeat him and this time you will be taken to a new room. Head on around and into the door at the end.

\*\*\*\*\*  
Boss 11  
\*\*\*\*\*

Alright, that dude in the throne. This fight is pretty easy. Jump up on his hands and use them to reach his head. Spin attack the head and repeat. He will shoot electrical balls out of his hands as they move, spin attack these if they near you. Make sure to jump above his head and attack as you fall. Jumping into his head will damage you. The hands move faster and sometimes shift direction as time wears on but overall, you can still get up there. Five hits and he's down.

However, it isn't over. Enter the door and climb to the top using the two sky puddles.

\*\*\*\*\*  
Boss 12  
\*\*\*\*\*

Notice that besides the wings, he is also flying from those jets where his legs should be. These are going to be your target.

Right, as of now he can attack as such:

- Point his arm and fire it straight out at you. This is shot faster after the initial aim as time goes on.
- Grab you and throw you if you get too close to his hand. This dizzies you but he always follows it up with another attack.
- Lift his arm and shoot three electrical balls. Break them with your spin or merely get out of the way.

Alright, jump into the sky puddle above you and head to the top. He will chase you up. When he aims his fist at you swim down and dash once. It should fly out and when it does, dash up/right at the jet. When you hit a jet, drop for a brief moment then return to the sky puddle. This is to make sure he doesn't grab you. Hit the jet again to break it. To pass him without incidence, move to the next pool when he fires his arm off. Break the jet on the other side in the same fashion and he will fall to the ground. Swim up in the sky puddle, then out of it (do not dash), in the centre slam down on his head from high above.

-When you hit him, float to the side after the bounce so he doesn't grab you.

Jump into a sky puddle immediately. This phase is handled almost exactly like the last. However, he may try another attack. If he flies up into the sky past you and offscreen get ready. A crosshair will lock onto you and a fireball will follow. Basically, dash to the other puddle when the crosshair turns orange. Continue attacking his jets when he returns and slam his head from high above.

This time, you don't have to dash away from the fish, just swim quickly. If you dash you will move too far ahead. It's also crucial that you not get thrown as he will get you with his attack.

After the next hit, he will start throwing six electric balls at once. Spin if they get too close, but also dash away from them.

He may also throw an egg into the water, you know he's going to do this when his hands come together and he spits the egg out. Transfer over to the other puddle and dash away from the little enemies that come out until they vanish.

Other than this, hit his jets as per the last turn, and slam his head.

Now his attacks come very frequently. When you destroy one jet and half of the other he flies into the air and launches a meteor. Head to the top of the room. Start hitting the targets marked by boxes. After three or four sets the meteor

flies back up, get high in the sky puddle. Regardless of the state of his jets he will fall down. Slam down from above for the win.

Now, he's still alive and the credits roll if you don't have all the jewels possible (4/4 in every stage). You only get him in your data book. Major bummer, thummer down!

Now, if you have all of the jewels, he will still come back to life, but Oogura arrives with the final jewel! Stafi, Stappie, the yellow clam and the dark eel all hold up jewels shining their light on the enemy. Watch the ending! It's sad.

#### \*\*Stage 10-5\*\*

Head to the right with double jumps, then when you come to the vertical passage with spikes in parts of the wall, wall jump up. Follow this down and around and jump right to the green bumpers. Slam jump to the right ledge. Wall jump up to the pearls before entering the door.

Break through and glide into the waterfall. Dash up it, and use the waterfalls to climb through this path. Get the pearls through the left then head right. Glide right and enter the passage. Wall jump up near the entrance and get some big pearls before continuing right. Jump down, mind the spikes, and collect all of the big pearls here. Head up to the top left pair of platforms, slam jump off of the purple creature to reach the big pearls. Slam jump off of the purple creature at the right to reach the door.

Ride a blue block down and jump right. Now be careful here because the room is absolutely littered with spikes. Jump and float onto blue blocks that are traveling up and ride them. Float between them, head to the right. When you slam jump off of the green bumpers, float over where the blue blocks will arrive on their path. Slam jump up on the green bumper at the far right and drop down the right wall. Land on the mermaid. Alright, jump onto a blue block and ride it left. Float between blue blocks and enter the door to the left.

Jump along these platforms/blocks, and float past the fast block. Slam jump off of the green bumper and grab the red jewel in the exit.

#### \*\*Stage 10-6\*\*

Head right, and up. Dash up the waterfall and head out to the left. Drop into the big pearls and head back up. Head up and left, wall jump up and take the pearls, back down and through the block to the right. Grab the big pearls on the left then break through the blocks to the right and enter the waterfall.

Take a diagonal dash at the skull spring, then double jump up into the hole in the ceiling. Follow this path up. There are parts where you must jump out of the castle then double jump back and up onto the ledge. If you swim out of the waterfall near the top then jump, you will make it up at this point.

Double jump up and back when you come to the long blue floor, get the big pearls and head left. Break left past the waterfalls and then further left. Wall jump to the top. Glide across then slam jump up the green bumpers. Jump down to the lower left and wall jump up. Ride a block to the right. Get the big pearls in this pool and enter the door at the top right.

Use the sky puddles to climb up, then double jump past the spikes. Use the sky puddles again, then wall jump to the top of this passage. Break right and grab the big pearls - do not break through the floor as you'll just fall to the start. Head down the middle passage then wall jump back up. Crawl right. Wall

jump when you come to the vertical passage. You can bust through the right block and get some big pearls if you wish. You'll fall down so you will need to repeat the path. Back up here, drop left, wall jump up the next passage, and drop down again. Slam jump up the green bumpers.

Head left and drop down. Head right using the sky puddles, then wall jump up. Head left. Use the waterfalls to climb up. Wall jump up the left side and go in the door.

This is a pogo challenge. Jump and jet left. Grab the two big pearls down here and head back up. Up on the wall, head down the next pit collecting pearls and head back up. Getting up on the next wall, bounce holding left so that you miss the spikes. Get the pearls in the far left pit then bounce back up. Head up and right. Jet left and get the big pearls, then head back right. Head down/right only taking jumps for pearls. Jump up at the right head up/left. Jump up, grab the big pearls then head right. Head right, jump and jet away from the spike balloon until it disappears and enter the door.

Head around to the exit and the red jewel.

**\*\*Stage 10-7\*\***

Just swim along inside with the electrical barrier around to the door.

In this room, defeat the spinning skulls. Get the big pearls and dash up. Use the platforms to reach the ledge and head right. Explore underwater and the waterfalls then dash to the upper right fall. Head into that right opening. There's a mermaid down below, use the platforms to reach and enter the door.

This is a pig challenge. Roar at the angel platform and ride it up. Convert the spike platforms to your left to platforms and jump on up. Ride the angel at the end, jump to the right. Now, you need to use the electric clam to go right, Roar at it and jump onto it. If you can't make it right, jump straight up as the clam is shaking and it will charge and move towards you. Roar at it to make it stop in this higher position as you land. Wait until the clam is more than halfway vertically between the two platforms before attempting a running jump. Ride the angel platform up, roar at the spike platform and jump to it then off the edge right. Ride the angels up to the door.

Go right, up, and left. Wall jump up to the top, get the big pearls in the pool and go back left and jump up. Bust down through the blocks to the right, go across the ground floating right and enter the pool. Grab the big pearls and head up and left. At the bumper, jump to it, bounce up and jump the rest of the way. Make your way right and enter the door.

Climb up, then float in line with the big pearls. Drop down, get these big pearls then jump into the exit for the red jewel.

**\*\*Stage 10-8\*\***

This starts with a horse challenge. From the start, take the top path. Run off of the blue platform. Jump over the first two walls and run under the third. Jump up at the end, flap to the right. Direct yourself to the roof to the right of the spikes. Just a few enemies and then the door after a split (take the top if you can).

Climb up. Swim to the right, break through the wall and take the big pearls. From the big waterfall, dash diagonally up/left to the bumper. Bump up and enter the next waterfall. Dash between the two bumpers and glide right. double jump over to the next bumper and glide right.

Break through and jump onto the blue block. Jump off to the left. Follow the path around and break through the floor. Swim left, and break up. Head left, down to get the big pearls. Now head up. You can bust through the blocks in the right wall of this room with many door for some big pearls. If you do, repeat the path. Find the door that takes you into the central pool - try the pool in the middle on the far right. Now, if you want to swim up, dash attack the bottom of the chamber. Otherwise, you will enter one of the eight doors. So dash the bottom and swim up to the top door and enter it.

Just follow along inside with the electrified barrier. Enter the door.

Head up and around, swim right and dash up into the chamber with the black enemies and the skull spring. Run and jump left to two ledges. Slam down in between them and into the water breaking the big block. Take the big pearls and head to the rightmost waterfall. Dash up/right, then jump left. Slam down next (under the alcove) to the waterfall and break through the big blocks. Head right into the door.

This room is extremely frustrating. The foam and walls only serve as breathers. Run and double jump the best you can to the top of the rooms. If the ghosts are in the way to too great of an extent, try to clump them together, you may have to back track to get past them though. The door is in the top left.

Slam jump up these green bumpers, it's quite a ways to the top but it shouldn't be any great task. Run left and defeat the cow, then slam jump up the green bumpers again. Wall jump up this side. Slam down from the top to enter the exit with the red jewel.

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There are 99 Costumes in total, 49 accessories and 50 Clothes. Press select to switch between Stafi and Stappie, and dress them for any occasion.

#### STA6.1: Accessories

1. Bonsai - Stage 1-1 (from old lobster)  
//Bonsai with clippings and shears.
2. Hermit Shell - Stage 1-2 (from hermit crab)  
//Hermit Crab shell worn as hat.
3. Staff - Stage 1-3 (from dog)  
//Short staff held, has circle in the centre.
4. Artist Gear - Stage 1-4 (from boss)  
//Beret, paintbrush, and palette.
5. Bandana- Minigame 1 (hard mode)  
//A white bandana wrapped around your head and face.
6. Necklace - Stage 2-1 (from pink coral fish)  
//Necklace with pearl worn around neck.
7. Monocle - Stage 2-2 (from crab mechanics)  
//A large monocle.

8. Facepaint - Stage 2-3 (from pink coral fish)  
//Various designs painted on face.
9. Message Bottle - Stage 2-4 (from boss)  
//Bottle with a message inside.
10. Patched Hat - Minigame 2 (hard mode)  
//A torn black hat with purple patches.
11. Voodoo Doll - Stage 3-1 (from witch at end)  
//Wooden jester voodoo doll.
12. Officer Hat - Stage 3-2 (from the officer)  
//Green military hat.
13. Juggling Balls - Stage 3-3 (from the clown)  
//Colourful balls.
14. Bug Mask - Stage 3-4 (from boss)  
//A monstrous looking tentacled/arthropod legged mask.
15. Budo Mask (store)  
//A caged mask.
16. Santa Hat - Stage 4-1 (from reindeer)  
//Santa's hat and moustache.
17. Little Gels - Stage 4-2 (from little gels)  
//The little guys are around you.
18. Rad Glasses - Stage 4-3 (from octopus)  
//Shades and outrageous eyebrows.
19. Watermelon - Stage 4-4 (boss)  
//Watermelon held in one hand, greenery at the bottom.
20. Police Hat - Minigame 3 (hardmode)  
//A police hat and handcuffs.
21. Shades - Stage 5-1 (from ray)  
//A pair of sunglasses.
22. Teddy Purse - Stage 5-2 (from hippo)  
//A purple purse shaped like a teddy head.
23. Cat Face - Stage 5-3 (from ninja cat)  
//Cat eyes and ears.
24. Monkey - Stage 5-4 (boss)  
//A monkey on your shoulder.
25. Pom Poms (store)  
//Yellow cheerleading pom poms.
26. Feather band - Stage 6-1 (from crab)  
//Headband with a feather.
27. Cowboy Hat - Stage 6-2 (from platypus)  
//Red and Black cowboy hat.

28. Eyepatch - Stage 6-3 (from pirate cat)  
//A pirate's eyepatch.

19. Fan - Stage 6-4 (boss)  
//A hand fan.

30. Hardhat - Stage 7-1 (from light cap fish)  
//A hardhat with a light in front.

31. Doll - Stage 7-2 (from robotic fish)  
//A doll with red shorts.

32. Guitar - Stage 7-3 (from music note fish)  
//A brown guitar.

33. Blue Helmet - Stage 7-4 (boss)  
//A futuristic blue helmet and visor.

34. W Hat - Stage 8-1 (Special Guest)  
//The hat of the special guest.

35. Game and Game Boy Advance - Stage 8-2 (Special Guest)  
//One of the special guest's games and a Game Boy Advance to play it on.  
Control F "SGC2" to find out what the game is (this will spoil the guest as well)

36. W Nose - Stage 8-3 (Special Guest)  
//The special guest's facial features.

37. Treasure Trove - Stage 8-4 (boss)  
//Lots and lots of treasure.

38. Wig - Minigame 4 (hard mode)  
//Wig in an oriental hairstyle.

39. Bird Hat - Store  
//A brown bird's head. Goes with the suit.

40. Apple Trident - Stage 9-1 (from star guard)  
//A trident with an apple on the central prong.

41. Disco Ball - Stage 9-2 (from star guard)  
//A spinning, sparkling disco ball at the top of the screen.

42. Toothbrush and Cup - Stage 9-3 (from five squids)  
//A toothbrush and cup. Toothpaste around mouth and tired eyes.

43. Star Crown - Stage 9-4 (boss)  
//Feminine crown.

44. Green Hat - Stage 10-1 (from the King and Queen)  
//A green hat with a blue band (with black stars).

45. Wooden Sword and Shield - Stage 10-2 (from the King and Queen)  
//A wooden sword and shield.

46. Dog - Stage 10-3 (from Green Clam)  
//A dog with a waggy tail.

47. Poop on a Stick - Minigame 5 (hard mode)  
//Yeah... it's a swirl of dung on a branch.

48. Strobing Spotlights - Store  
//They blink repeatedly.

49. Bus - Store  
//This places you in the back of a bus.

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STA6.2: Clothes

All clothes are bought in the store.

1. Navy Blue Swimsuit  
//One piece swimsuit with symbol.

2. Purple Sweater  
//Purple sweater (white polka dots) and black striped pants.

3. Raincoat  
//A light blue raincoat, raincloud raining above.

4. Red Vest  
//A red vest, tied in the front with a bow, and a GBA inside.

5. Pastel Checkered Suit  
//Pink, green, and blue square pattern.

6. Sushi Roll  
//Rolled up, with soy sauce next to you...

7. Scale Suit  
//Blue scaled suit with a blue tiara.

8. Purple Jacket  
//Yellow dragon on the front, blue pants.

9. Suit and Scarf  
//Brown suit with scarf.

10. Ragged Overalls:  
//A dilapidated pair of overalls.

11. Black Coat  
//Black Coat, black pants.

12. Schoolgirl  
//Purple skirt and scarf.

13. Robes  
//Blue and black robes tucked into red tube/belt.

14. Camouflage Suit  
//Military camo.

15. Spider Suit  
//Exoskeleton with two sets of arms.

16. Leather Jacket



//Black leather jacket with blue pants.

17. Brown Scale Suit

//Light brownish scales cover body,

18. Soccer Uniform

//Uniform and soccer ball.

19. Blue Suit and Tie

//Police officer uniform.

20. Santa Suit

//Santa's Suit

21. Spaghetti

//Noodles wrapped around body.

22. Black Dress:

//Frilly black dress and doll.

23. Cheerleader

//Multicolour skirt, "STA" on shirt.

24. Urchin/Hairy Suit

//Look either like an urchin or a lion's mane...

25. Party Suit

//Purple jacket, yellow pants, and banners.

26. Athletic Gear

//White shirt and red shorts.

27. Purple Vest and Shorts

//See the name.

28. Pink Dress

//A short pink dress.

29. Star Robe

//Purple/Blue robes with stars on them.

30. Caveman tunic

//Brown one shoulder caveman suit with yellow spots.

31. Red Robes

//Long robes with a shark on the front.

32. Shogun gear

//Huge sword, blue armor and red coat with yellow fringe.

33. Red Coat

//Red coat, bare chest, black pants. for a pirate maybe?

34. Star Knight Armour

//Armour with a star on it, blue cape.

35. Blue Robot

//Bulky blue mech suit with wing-like shoulder pads.

36. White Robe

//Looks like a martial arts get up. =)

37. Fiery Aura

//A fire burns around you.

38. Black Robe

//Black robe top, and grey bottom.

39. Pink Robes

//Ornate pink robes.

40. Bird Suit

//Brown suit with feathers.

41. Black Coat and Pants

//Open black trench coat.

42. Cherry Blossoms

//Pink petals float around you.

43. Orange/White Wrap

//Another food wrap? There's a little chick beside you.

44. White Gown

//Large, flowing gown.

45. Bubble Froth

//You are covered in bubbles.

46. American Suit

//American flag inspired shirt.

47. Ghosts

//Ghosts hang around you, you look scared.

48. Fried Suit

//You're deep fried!

49. Elder

//Stafi/Stappie as old folks.

50. Disco

//Sparkling white and pink suit.

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STA7: Shop

Press L on the screen which shows you what stage you are entering once you see L flashing on the side. Use pearls to buy goods.

\*\*Alert me to any errors.

20 - Navy blue Swimsuit

20 - Purple Sweater with White Polka dots, Black Striped Pants.

20 - Raincoat with Raincloud above.

30 - Red Vest, tied with Bow, GBA in pocket

111 - Pastel Checkered suit  
45 - Sushi Roll  
45 - Scale Suit and Tiara  
70 - Purple Jacket with Dragon, blue pants  
90 - Suit and Scarf  
1 - Ragged Overalls

40 - Schoolgirl - Purple schoolgirl uniform.  
120 - Robes: Blue robes with a red belt.  
40 - Camouflage suit  
60 - Leather Jacket and blue pants  
120 - Spaghetti which wraps around your character.

40 - Black coat and pants  
50 - Brown Scale Suit  
60 - Soccer Uniform and soccer ball  
111 - Blue Suit with tie  
30 - Budo Mask  
1000 - Spider Suit

30 - American Shirt  
60 - Cheerleader Outfit  
250 - Urchin/Hairy Suit  
98 - Party Suit  
150 - Santa Suit  
30 - Pom Poms

100 - Athletic Gear  
150 - Purple Vest and Shorts  
170 - Pink Dress  
170 - Robe with Stars  
111 - Caveman Tunic

60 - Red robe with Shark on Front  
170 - Shogun gear, huge sword  
90 - Red pirate coat, black pants  
170 - Star Knight Armour  
260 - Blue Robotic Suit

90 - White robe  
180 - Fiery Aura  
190 - Black Robe with Grey Bottom  
240 - Pink Robes  
100 - Feathered Suit  
100 - Bird Hat

150 - Open Black Coat with Black Pants  
160 - Cherry Blossoms  
198 - Orange/White Wrap  
380 - White Gown  
111 - Bubble Froth

666 - Black Dress  
444 - Ghosts  
108 - Deep fried suit  
1300 - Elder  
777 - Sparkling Disco Suit  
1000 - Strobing Spotlights  
5000 - Bus

500 - Music Page 3-7  
 500 - Music Page 3-8  
 500 - Music Page 4-1  
 500 - Music Page 4-2  
 500 - Music Page 4-3  
 500 - Music Page 4-4  
 1000 - Music Page 4-8  
 1000 - Music Page 5-5  
 1000 - Music Page 3-3  
 1000 - Music Page 3-2  
 1000 - Music Page 3-5  
 1000 - Music Page 3-6  
 1500 - Music Page 5-7  
 1500 - Music Page 5-8  
 1500 - Music Page 6-1  
 1500 - Music Page 6-7

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STA8: Bonus Screen

Once you see R flashing on the left of the screen which shows you what stage you are entering, you may enter the bonus room.

Many of the features are interactive. Once you earn the different endings, you can watch them (banners and cabinet).

Press the GBA on the floor to play minigames.

--Extra Mode: Press the music note hair fish to visit the sound test, you need to earn the songs for this.

--Extra Mode: Press the book on the ground to view a list of all characters and enemies.

\*\*\*\*\*  
 STA8.1: Minigames

~~Cloud Jumping Battle - Minigame 1  
 Beat World 1

In this minigame, you do battle in the clouds. It's quite simple, knock your starfish into the enemy and try to knock it into the depths. Well, whoever has the least amount of falls wins. You can basically wait them out on normal and easy, but you have to hit them on hard for sure.

Hitting them from above is often more effective than from the side.

Prize for beating all three modes: Costume - white bandana.

~~Clam Race - Minigame 2  
 Beat World 4

Alternate pressing A and B to "run" down to tube. Only run when the light is blue or yellow and stop when it is red. If it is red and you run, you will be hit with spikes, sending you backwards. On normal and hard, you can't mess up.

Prize for beating all three modes: Costume - Patched Hat.

~~Fish Ball - Minigame 3

Beat World 6

Press the control pad to target other fish and A to jump. Hit the ball at the other fish and try to get it past them. the fish with the least points against her wins.

Take it one fish at a time, concentrate on getting them all to 01, then all to 02, etc. If you hit the ball at the apex of your jump, it will be harder for them to return it.

Switch it up. Sometimes when you are volleying with one fish for awhile and suddenly switch to another she won't be able to react.

Prize for beating all three modes: Costume - Police Hat.

~~Stappie Says - Minigame 4

Beat World 8

Simply repeat the buttons that Stappie lets come out of the pots. There's not too much to this game, but it is fun. For the harder modes, the combos are longer and more complex. Whoever has the most points wins.

Prize for beating all three modes: Costume - Wig.

~~Squid Battle - Minigame 5

A little more manic, this game has you bashing around the other squids. You need to collect pearls and gear. Big pearls are worth more and gear is worth the most. Try to knock others into the middle or spikes so they lose points, and try to collect as much as you can.

Don't touch spikes or the leader, or you will lose points. The other squids are quicker and more vicious on higher difficulties.

Prize for beating all three modes: Costume - Poop on a Stick

\*\*\*\*\*

STA8.2: Music Pages

This catalogues the worlds in which you earn music. This is a feature of extra mode.

| Page 1     | Page 2      | Page 3      |
|------------|-------------|-------------|
| -Stage 4-4 | -Stage 6-1  | -World 1    |
| -Stage 4-3 | -Stage 7-1  | -Store      |
| -World 1   | -Stage 8-1  | -Store      |
| -World 1   | -Stage 9-1  | -Stage 10-2 |
| -Stage 2-1 | -Stage 10-1 | -Store      |
| -Stage 3-1 | -Stage 10-3 | -Store      |
| -Stage 4-1 | -Stage 2-3  | -Store      |
| -Stage 5-1 | -Stage 7-3  | -Store      |
| Page 4     | Page 5      | Page 6      |
| -Store     | -Stage 5-1  | -Store      |
| -Store     | -Stage 5-4  | -World 1    |

|            |            |            |
|------------|------------|------------|
| -Store     | -Stage 6-3 | -World 7-4 |
| -Store     | -Stage 2-4 | -Stage 6-4 |
| -Stage 4-2 | -Store     | -Stage 3-4 |
| -Stage 9-2 | -Stage 8-3 | -Stage 9-3 |
| -Stage 3-3 | -Store     | -Store     |
| -Store     | -Store     | -Stage 2-2 |

Page 7

-Stage 9-4  
 -Stage 5-2  
 -Stage 6-2  
 -Stage 7-2  
 -Stage 8-2  
 -Stage 5-3  
 -Stage 8-4  
 -Stage 9-4

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STA9: Credits

I'd like to thank all of my hosts, without whom you wouldn't be able to see this guide.

I'd like to thank Troy for hooking me up and being around to bounce ideas off of.

I'd like to thank Nintendo and TOSE, whom brought us Stafi. Even though the games never made it here - the series has become very dear to me.

The term 'jewels' I used from the GameFAQs game save download in the description by Mykas0.

Websites with permission to use this Guide:

- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.SuperCheats.com
- www.lup.com
- http://www.saltwaterstafi.com/

Game by TOSE/Nintendo

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