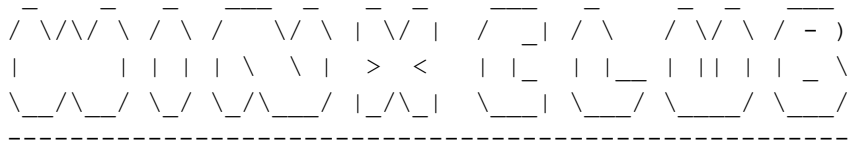


Winx Club FAQ/Walkthrough

by SilentCaay

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WinX Club Walkthrough v1.10
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To jump to any section, highlight or copy the keyword and use the find function. The keywords look like this: *INTRO*

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Table of Contents
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1 - Introduction/Before Starting	*INTRO*
2 - Controls	*CON*
3 - Game Menus	*GMENU*
4 - The Game Screen	*GSCRN*
5 - Walkthrough	*WALK*
5.1 - Gardenia	*GARDEN*
5.2 - Alfea	*ALFEA*
5.3 - Black Mud Swamp	*BMUDS*
5.4 - Alfea 2	*ALF2*
5.5 - Cloud Tower: Learning Annex	*CLDLANN*
5.6 - Alfea 3	*ALF3*
5.7 - Red Fountain	*REDF*
5.8 - Alfea 4	*ALF4*
5.9 - Sparks	*SPARX*
5.10 - Alfea Under Attack	*ALFATT*
5.11 - Cloud Tower: Storage Area	*CLDSTOR*
5.12 - Alfea: The Showdown	*ALFSDN*
6 - Spells	*SPELL*
7 - Favors	*FAVOR*
8 - Pictures	*PIX*
9 - Secrets, Glitches, GS Codes	*SGGSCODE*
10 - Legal	*LEGAL*
11 - Guide History	*HISTORY*

1 - Introduction/Before Starting

INTRO

Hello and welcome to my second guide ^^ As you probably know, WinX Club is based on the television series of the same name. While it might not be necessary to be familiar with the series, it helps since the game doesn't always explain *why* you're doing something when it was explained in the show. Either way, the game should be fine for people who just want a simple little game to waste some time ^^ Also take note that I have a bad habit of confusing left and right. I take extra care in making sure I don't do that in guides but accidents happen. Please report any mistakes you find, thank you.

2 - Controls

CON

Menus

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A - Select/Accept
 B - Cancel/Go Back
 L - Previous Menu (In-Game Menu)
 R - Next Menu (In-Game Menu)
 Start - N/A
 Select - Exit Menu (In-Game Menu)
 D-pad - Move Cursor

Game World

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A - Use Magic/Action
 B - Jump
 L - Strafe
 R - Shield
 Start - Return to Main Menu
 Select - Open In-Game Menu
 D-pad - Move Bloom

3 - Game Menus

GMENU

Main Menu: Pretty straight forward. "New Game" starts a new game, select "Load Game" to load a saved game and "Options" to change volume levels and text speed or to view the credits.

In-Game Menus

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Inventory: Here you can view you albums on the right and see your title below Bloom in the lower left corner.

Magic: Here you can see how many fireflies you've collected and get information on the spells you've learned so far. You can also see

how many fireflies are needed to get spells you haven't learned yet.

Objectives: If you ever forget what you're supposed to be doing, here's a list of what can be done, usually.

Favors: As you progress in the game, if you talk to people, they sometimes ask for a favor. It's like a little sidequest. Here is all the information needed to complete the favors including who the favor is for, what they want and where to get it.

Options: This is the same options menu from the main menu except for the "view credits" option. You can change volume levels and text speed here.

4 - The Game Screen

GSCRN

You:

In the middle we have our old friend Bloom, with the most extreme head-to-body ratio I've ever seen o_o;;

Health:

In the upper left you'll notice some hearts. These are your health. They're lost in sixths so you've got 12 units to start off.

Action/Alert:

If you approach an object that can be interacted with, you'll notice a little diamond will appear in the upper right and it will start making a little noise to alert you that something is nearby. This is very useful as some hidden items can't be seen in the game world so keep an ear open for that tingle sound. Once you get close enough to interact with the object, a bubble will appear to tell you what type of action can be performed on the object. Use the A button to perform that action.

WinX Bar (boss battles):

During boss battles, you'll be presented with a new element, your WinX Bar and your Helper Bar (visible but not usable during the first battle). Your WinX bar is your remaining magic. It replenishes over time so you can collect sparks dropped by the boss when he takes damage. Using magic depletes your WinX, of course. The stronger the magic, the more you lose.

Helper Bar (boss battles):

Just to the left of your WinX bar is your helper bar. As you take damage or give damage, this bar will fill up and icons for your four WinX pals will show up. Press B when an icon is shown to call a WinX girl to help you. The first two help you and the second two hurt the boss. This list describes the different helpers. Listed in the order they're available:

Flora: Summons plants to heal you.

Musa: Bass beat rapidly recharges WinX (restores about 1/4 of max)

Techna: Freezes and damages enemy with a Digital Web for about 5-10 seconds.

Stella: Throws a star. If it connects with the enemy, it causes a moderate amount up to a lot of damage. If it bounces off your head before it connects with the enemy it causes massive damage, usually an instant kill. The strength of her attack depends on how long you wait to call her after she's available. The bar sort

of keeps charging even after it looks full. At least that's how it seems to me.

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5 - Walkthrough

WALK

I've played through a couple of times now and collected everything it seems. If you know of any secrets that I may have missed, feel free to write in and tell me about it. This should be the final version, though.

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5.1 - Gardenia

GARDEN

We open on Gardenia Park. Feel free to explore whenever you want but usually I'm just going to run through the necessary actions. I've may have missed a couple secrets, though, so look around if you want.

If you want to check out the attendant's favor, see her first or just get the gate key then see her to open the gate. Kiko takes off and we're in pursuit. You'll recieve a picture, then you're free to move on. Note the blue crystal on the lower-right. Use it to save your game and/or to replenish your health later in the game. Also, after you visited a couple places, you can use the crystals "Go to..." feature to teleport to different places. This comes in handy for missed items or doing favors. Anyways, cross the bridge and shake the second tree on the path for 1/4 of the "Multitasking" picture. Cross the next bridge and save Kiko. You get another picture and you're back to fight the ghoul. You get a firefly automatically after the cutscene that you aren't told about. New spell learned: "Light Orb".

Once you're done, head back to the bridge and go into the river to open the chest for a firefly. Get enough of these and you'll learn new magic and increase your level. Shake the tree in the center of this clearing for another firefly. Then head down to the next section.

Jump two trees and cross the bridge. Shake the first tree after the bridge for another piece of the picture. Jump the fallen tree and shake the very next tree for a firefly. Kill the ghoul if you can. If you're low on health, grab the Dragon Flowers on the right to regenerate your health. Each is worth 3/4 of a heart. Climb up the ledge and shake the tree for a firefly. If you've gotten them all so far, you'll level and learn the spell "Pixie Rain".

Continue to the right and kill the ghoul on the next screen. There's a save crystal here and a firefly in the tree right next to that. Save, collect and climb down the cliff to continue. Grab the chest for another firefly and shake the tree near the ghoul for another 1/4 of the picture. Climb up the next cliff to continue. Jump the brambles and notice the Dragon Flower here. There's a ghoul after the next brambles, grab the flower before or after if you need to. Climb up the cliff and shake the first tree you come across to get another firefly. Kill the ghoul, save your game and climb the ledge.

Here you'll shimmy along the ledge. Just walk up to it to do it automatically. Jump two sets of brambles, kill a ghoul and shake the first tree to get the last piece of the "Multitasking" picture. Climb up some vines and be prepared for two ghouls further along the path. Before you see them, you can charge your Pixie Rain, release it and dash to the right to do a lot of damage and then finish them off with some strafing Light Orbs if you want :)

Once that's done, climb a couple ledges and be prepared to fight two more ghouls. Shake the next tree for a firefly. and continue. Save for some health and climb the ledge. Before going up the vines, shimmy across the ledge by the wall to get to a secret. Break open the wall for another firefly. If you've collected them all so far, you learn "Fairy Shield". Head back across the ledge to the vines and climb up. Ah, we finally catch up to Kiko... and some other not-so-friendly characters.

Stella chats you up a bit and you get all WinX-ified ^_^ Knut's not so hard. I like to keep my distance and charge up Pixie Rain. Release it and charge up to Knut to hit him. If he comes after you before it's charged just run away and try again. Tossing a couple Light Orbs doesn't hurt either. Collect the sparks if you need to or if you're using the Pixie Rain, they'll come to you. Since he's pretty slow, don't be afraid to get too close. If you're still having trouble and don't mind being cheap, you can hide behind Stella to shoot him when he's chasing you. He won't go past her. Also, the bosses sometimes try to run away from you and get "stuck" at the edge of the field where you can take easy shots at their back for awhile. It's not so much a glitch as it is bad programming. However you do it, knock him out and we're onto Magix!

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5.2 - Alfea

ALFEA

After collecting a bunch of pictures and listening to Faragonda give a rundown of Alfea, you'll be standing in the main hallway by a save crystal. Check out whatever you want but I'm just going to go over anything that can be collected or achieved. If you want to skip the pictures and favors, the requirements to continue the story are the conversation outside your dorm on the second floor and the conversation with Dufour in the library. Then you can skip to the last paragraph in this section. For pictures and favors, continue.

Head to the right and go down. Enter the last room on the left and talk to Faragonda to get your first favor. Favors are in their own section at the end so I won't go over it here. Head to the library across the hall and talk to Dufour to get a picture. Talk to her a second time to get another favor. Grab the books for Faragonda if you're doing her favor. That's it for the first floor for now. Across the hall from the library, head upstairs.

Upstairs, head all the way up and to the left to meet up with Stella. After some talking you'll be free to roam. Head down to your room. Talk to Kiko for a favor and "Pickup" a picture near your nightstand. Across the room, talk to Flora for another favor and pickup another picture by her bed. Across the hall, get a favor from Stella and a picture from her desk. Head downstairs. Now the other students will be in place so it's a good time to do the Dufour's Books favor. You can also do Kiko and Stella's favor whenever you want using the save crystal to goto Gardenia.

Head the the classroom down the left hall. It's the one on the bottom right. Talk to Prof. Palladium to continue to Black Mud Swamp.

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5.3 - Black Mud Swamp

BMUDS

Upon starting you have to take off by yourself :\ (I was hoping they'd have some kind of group mechanics but, oh well.) When you get to the "glyph" with

the flower on it, step on it to call Flora to help you grow some vines. Climb down, fight the spider and save. Continue down and left and you should activate a cutscene. You can choose to help the other team or not. If you help them you'll get a firefly later, if not you'll get nothing. You can also sneak past this area if you stay as far up and to the left as you can without triggering the cutscene. If you do, you'll get a different cutscene later but no firefly. Note the green plant on the right of the screen. This is the shakable plant for this area. This one doesn't have anything but keep an eye out for them. Head straight down the right-hand path to the gassy area of the swamp.

The gas bubbles won't hurt you unless you run into them so just watch yourself and you'll be fine. Head to the right and you'll run into a frog. Kill it and shake the two bushes in this area for 1/4 of the picture "Killer Frogs" and a firefly. Continue left and kill the fly and the spider in the next area. If you head straight up from the path that you entered the area from, you'll run into a fallen tree. Behind that will be your WinX buddies but just below and to the right of that tree is a plant on the edge of the deep swamp that contains a piece of the picture. Down a little and to the left of this large area, you'll run into a fly. The plant to the left of the fly has the third piece of the picture. Head straight up from this plant to a ledge. To the left of the ledge is a plant with the last piece of the picture. On the ledge is a chest with a firefly. Collect everything and head down to where you got the third piece of the picture, near the fly, and head down to the next section.

Go straight down from where you start and you'll be behind a tree and some deep swamp with a spider on the other side. With the spider on the other side, you can easily give it a couple Pixie Rains to kill it. Head back up a little and shake the plant for a firefly. Keep going right, kill the fly and shake the plant above him for 1/4 of the "Black Mud Swamp" picture. Go back to where the spider was and go down.

You'll run into another frog here. Kill it and shake the plant right next to him for another piece of the picture. Another frog and another spider later and you come to a fallen tree. Approach it and an oddly familiar shadow goes by. Hmmm. Shake the plant after the fallen tree for another picture piece. Head around the corner for a little chat.

The H&B boys are in a bit of a bind... When they're done talking, shake the plant below the ship for a firefly and you could probably use a save right about now, so do that. Head down and past the red plant things. They don't seem to pose any sort of threat so you've got nothing to fear. The first plant after the red things contains the last piece of the picture. Keep going down to the next screen and past the girls. Stick to the right of the path. At the end you'll run into a spider who should stay on the other side of these plants. A couple Pixie Rains will do him in. Around the corner, grab the firefly from the plant and the mini carnivorous if you're doing the Flora's Plants favor.

Head around the corner and up the path. At the top of the path, shake the plant just to the right of the red plant at the top for the first piece of the picture "The Specialists". Here you'll run into the other group again. If you helped them the first time, you'll receive a firefly now. Jump over the tree below when you're done talking and head past a couple baddies. Go left to a clearing where there's a giant hand of a statue. Pick up a Dragon Flower, a firefly from the chest and a piece of the picture from the plant. Head right until you get to the field of Quietus Carnivorous.

This is pretty easy. Take advantage of the Dragon Flower if you need it and then head straight up to the statue head. Raise your shield and go down between the block and the plants. That's about it. Head right to meet up with the H&B boys again and get a picture. Go down and left taking out a couple enemies

along the way. Keep going left across the water until you reach the purple area. Kill the fly and shake down the plant for a firefly. Then head left into the purpleness.

Shake the first plant for another firefly. "Push" the boulder (you might have trouble with your positioning, just walk away and approach the boulder slowly). There'll be some talking. Once that's done, follow the path and the footprints. Kill the spider and shake the plant on the left when the footprints end for piece number three of the picture. Keep going up and next to the save crystal you'll find the last piece of the picture. Head down the path and around the next corner. The second plant, the one across from the red plant, will have a firefly. Head up... Cue blood-curdling scream o_o;;

Time to bag a troll. This guy's not too bad. He's a little stronger and more aggressive than Knut but the same tactics should work. Run away if he's in pursuit and open up with whatever magic you like when he's not chasing you. Mind you, the Shining Barrier spell will eat about half your WinX so I'd stick with the old Orb/Rain combos. Once he's down for the count we see some more story unfold and get some pics for the album.

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5.4 - Alfea 2

ALF2

Save if you want and head over to the library. Bloom searches out a book and heads upstairs for a quick discussion about the ring. Once that's done, talk to Flora if you've completed her favor. Then Musa's got a favor to ask and a picture by her desk in her room. Tecna's not up to talking so no favor from her but there's a picture by her dresser. Then head to Faragonda's office.

Have a chat with Faragonda and head out. The girls are downstairs now if you want to chat with them but to advance the story you have to go back to your room. On your way, stop in each of the unoccupied dorms on the right and grab the pictures. There's one in each room. Once you get to your room, talk to Stella to begin the next part. *Back* downstairs to Faragonda's office, now. Grab the password from the far left bookcase and get the mini Cloud Tower statue from the trophy room. Where could this be used?

You may have talked to Ortensia before in a little room. There were pictures and a pedestal and she was talking about Red Fountain while looking at the pictures. Ah, yes. So the other room with pictures and a pedestal must be for... Cloud Tower XP Head to the room right of the dining hall and "Use" the statue with the pedestal. Onto Cloud Tower...

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5.5 - Cloud Tower: Learning Annex

CLDLANN

You start at the top of a circular hallway. Notice next to the save crystal there are pots? They're not shakable but an orb will take them out. Along this hall there are 4 pots. Two have pieces of the "Minotaur" picture and one has a firefly. There's empty classrooms down the left and right halls so you want to go halfway around to the hall that leads down. Go down and to the right to activate a cutscene. In the next room, grab the picture between the two middle beds and step on the glyph to open the door. In the next room, "Inspect" the dresser to get Stella's ring. The girls take off in the wrong direction but they're of little help anyways so continue through the lower door. Shake the first barrel for a firefly and continue down the very long hallway until

you reach the minotaur. Luckily all you have to do is pick up the hair and not fight the colossus if you're doing Musa's favor. Step into the elevator thing and head upstairs.

Save if you wish and go right. Turn right and head down, then go right a bit to get to the entrance of the library. Here there's two more pots. One has a piece of the picture and the other has a firefly. On your right will be a sparkle. It's the discipline book if you're doing the Griselda favor. If you're familiar with the series, you know what to do. Go up and find your book, then read it. After some more digitized footage, Ms. Griffin shows up to show you "how she deals with intruders" and summons a golem. Just lure it inbetween some of the stacks and hide on the other side. Use your enviroment-penetrating Nymph Rain to deal with him. Once he's down, exit the library and head to the right and up. Take the second hall on the right. The top half of this U-shaped hall has two pots with the last piece of the picture and a firefly. You might be pretty weak by now so watch out for the last minotaur in the next room. Run to the top for the elevator if you have to. Then take the elevator and make use of the save crystal.

Hmmm, giant empty room... Can you say boss battle? Head to the bottom of the stairs and grab the firefly from the pot near the top, avoiding the open door on the right. Then head for that door on the right. You won't make it, of course. Ms. Griffin appears to introduce you to a blob monster :P

This guy can be a pain. He's fairly aggressive but not very fast. It can be hard to land a hit, though, especially when he starts throwing tons of projectiles. Try to stay back and when he stands still, charge Nymph Rain. When it's charged, try to fly in quickly as you release it and hit him. About 3 or 4 good hits should finish him off. A little digitized goodness, some pics and we're back to Alfea.

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5.6 - Alfea 3

ALF3

Nothing to do downstairs so up we go. Finish up the Griselda and Musa favors if you did them. Since Bloom wants to talk with her parents, you might as well try the phone. It's over by Griselda if you didn't see it earlier. Ah, no sooner is one problem solved than another started. Let's head to the ballroom.

Well, big surprise... It's the witches and they're searching for something called the Dragon Fire. Either way, they're pretty put off when you show up and decide to send a couple decay creatures after you... Use the same tactic I mentioned when you met the golem. Keep the tables between yourself and the decay monster and give them two shots of Nymph Rain, easy.

Fara and Grissy show up to see what all the noise is about and you're sent off to bed. When you wakeup, go see Faragonda. She gives you some tidbits about your past and tells you the other girls are waiting up in the dorms for you. Time to head back upstairs. Talk to the girls in your dorm and then go toward the phone. Go past the phone and grab the folder that's on the floor. It's the answers to WizGiz's quiz and they'll earn you a firefly when you return them. It's not an actual favor, though, so you won't find a description in the Favors section. Now go to the phone to give your boyfriend a call. Once he gives you the password, do the same you did for the Cloud Tower statue. Get the statue and put it on the pedestal in the Red Fountain room to the right of the ballroom. While your downstairs, you might as well return the quiz to WizGiz and then we're off to Red Fountain.

A warning: This is the only chance you get to play this level during your playthrough. It won't be available in the save crystal menu later so make sure you get everything.

Looks like we're going to have to do some exploring before we get into Red Fountain. Go up at the first corner and up again after going around the curve. A speaker will inform you that you've initiated a stealth training program of some kind :p Of course. This is just a maze with some laser detectors things. If you get hit by the blue beams, you'll be teleported back to the save point at the beginning of the level. Here's how you get out:

Go left at the first T intersection. Go up at the next |- intersection. At the end, go right. If you go down the first path you will eventually find a fountain that will activate a short cutscene but nothing more. Go down the second path to continue. Follow the twists and turns and take the first right you come to. Follow this path to the exit.

Go up until you find a glyph and step on it to call Flora. Climb up the freshly grown vines to the wall maze... Not really, but there's a ton of vines and a robot that's like the laser bots you saw earlier. Go up and around the first balcony and up again at the fork. After passing the balconies, go up and to the right. When you can't go up anymore, head left and follow the vines until you reach and open door.

Upon entering, you'll watch as the guards go on patrol. These guards, like the others, can only "see" you with blue laser field so feel free to run right past them if you need to. When you regain control, head back to the save crystal by the door. Shake the bush for a piece of the "Patrol Bot" picture. Then head down the hall avoiding the bots along the way. The siderooms are just for hiding in really. Shake the first bush after the second open side room for a firefly. Shake the next bush for a picture piece. At the end, go up the elevator.

Shake the trees for a firefly and picture piece. At the end of this hall, head left for a save crystal or right to continue. Shake the second bush for the last picture piece. Continue on to the third bush and go down. There's a short hall here and another bush. Shake it for a piece of the "Specialists in Uniform" picture. Go back up and continue to the right. The next bush will contain a firefly. Enter the elevator at the end of the hall.

As you exit, go up and around the corner. At the end of the hall, go down. Go all the way to the end and enter the last room. Collect the picture piece in the bush and the picture off the desk. Exit and return the way you came. Enter the next room for another picture piece. Exit and head up again. Go left at the first doorway. Two bushes for a firefly and the last picture piece. Continue left and a cutscene will start.

Bloom bumps into someone and she drops a picture >_> Hmmm. Better sneak a peak, right? After a short chat, Bloom decides it might be icy, so let's blast first and ask questions later :p So we fight Diaspro... She's pretty easy, especially if you've gotten a couple Dragon Seeds by now. Her favorite move is a Quartz Shield which is nice since she can't fire while it's raised so you'll have a decent amount of time to charge up some Nymph Rains. She also has a projectile attack similar to your orb attack but it's slow and easy to avoid. If you're really in a bind, remember your helpers. If you've got 4 hearts, you have

enough health to call Stella if you don't call anyone first and Stella will take out Diaspro in one shot. Tecna can also help out by giving you enough time to cast about 2 Nymph Rains with no distractions. If you don't have many hearts Flora's a decent help, too, for a quick health refill. It should only take about 3-5 Rains to take her out. Once that's done, it's back to Alfea.

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5.8 - Alfea 4

ALF4

A warning: This is your last chance to explore Alfea in full so be sure to pick up anything you haven't gotten yet and wrap up any favors since there's a few characters that aren't available later.

Not much to do but you can talk to Palladium in the ballroom for a favor. When you're ready, head to Faragonda's office. Huh? Seems the witches have Bloom's power. Anyways, finish chatting and head to the simulator room directly to the right of Faragonda's office. Talk to Prof. Wizgiz to make the journey to Sparks.

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5.9 - Sparks

SPARX

More chatting ending in a very graceless drop through a crevice :\ Note the large blue ice stalagmite you landed next to. These are 'orb'able. Among the ice crystals in this room, there's a save crystal in the lower right. Head left when you're done and before jumping over the crack, blast the ice pillar for a firefly. Mind the baddies in the next section. A Nymph Rain will do them in with one shot. The second ice pillar after the crack houses 1/4 of the "Ice Worms" picture. The next ice pillar, after the next creature, has a firefly. Climb down, blast the ice for a picture piece, climb down again and head right.

Blast the pillar right after jumping over the crack for a firefly. You can kill these ice worms easy by charging with Nymph Rain or just use your shield to walk past them. After the second worm, blast the pillar for a firefly. Climb down and watch out for the almost-invisible ice bats on the ground. Shimmy across the ledge and kill the gargoyle here. Two Rains should do it. Once he's gone, blast the pillar for another firefly. Shimmy over and climb down.

Here the ice formations work the same as vines so just climb on down. Crush Mr. Ice on the ledge and climb up the cliff to the right. There's a save crystal if you want to make use of it. Down the next ledge, blast the pillar for the remaining piece of the picture. Scale the wall and climb down first for a firefly, then head back up and to the right. If you stop off at the first ledge, there's a short cutscene and a battle with an ice gargoyle but that seems to be it. Head all the way down the the second landing whether you fight the gargoyle or not. Blast the creature and continue down. At the bottom, go left.

After some shimmying, you run across The Guardian. After a bit he tells you that you need to charge the crystals to enter the castle. Well, just hit them with whatever magic you want until they're glowing, then step on the tile. Now you have to solve four riddles. He'll tell you a riddle, then you'll enter a room and you have to choose which level to pull. Selecting "Pull" will tell you which lever it is and you'll be asked if you want to pull it. There's also a save crystal in the far lower-right of the main room. Here's the riddles:

- 1: I am always hungry, I must always be fed. but a dousing of water is what I most dread. (Fire)
- 2: At night we come without being told, by day we are gone without being stolen. (Pretend it rhymes and pick Stars :p)
- 3: My life is measured in hours, I serve by being devoured. Thin, I am fast. Fat, I am slow. Breath is my death. Wind is my foe. (Candle)
- 4: None can slow my endless flight, from dawn to dusk, not seen at night. I can walk on water, on waves I play, yet a simple mist can block my way. (Sun)

After that, talk to The Guardian to proceed. Down the hall you'll meet up with your pals. Through the door we meet yet another pal, Daphne. "Pickup" the picture from the throne and head left. Go up a few times and we run into our friend, the yeti.

This guy's got a bunch of attacks including a few projectiles. He has a snowball which he lobs at you like the slime boss but the explosion is about twice as big. He can also throw icicles and use a force wave. He also throws punches if you get in too close. He's not that dangerous but he can block anything, especially Nymph Rain. Since he's so good at blocking it, you may want to hold off on wasting your magic and stick with Magma Orbs. As for helpers, I'd hold out for Tecna or Stella since it's hard to inflict damage by yourself. Take your time and whittle down his health while trying to keep your WinX bar up. After awhile you will prevail and the H&B boys show up to see how you're doing. Then we go back to Alfea, currently under attack by the Army of Decay.

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5.10 - Alfea Under Attack

ALFATT

Ok, so the plan is to sneak into Cloud Tower and find the Dragon Fire, I suppose. Before doing anything, talk to Saladin to get a favor. Might as well check out the half demolished school while we're here. Head to the back of the library to get a favor from Cersei. When you're finished with everything, head back to Faragonda's office and speak with Knut.

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5.11 - Cloud Tower: Storage Area

CLDSTOR

Go down and shake the barrel for a firefly. Jump the rubble and head down. A cutscene and a bunch of talking later, you regain control. Head up and to the right. The barrel that's in the eye's field of view has a firefly in it. The eyes will just transport you back to the beginning just like at Red Fountain but a spider will spawn each time you're transported. Don't worry too much. Head back and take the left corridor for a short cutscene with Ms. Griffin. When you're done, head back out the way you came in through the giant barrel and shake the barrel on the right for a firefly. Head left and down to the room the minotaur came from earlier. Shake the second barrel in that room for another firefly. Exit, go down and jump the next pile of rubble. Then enter the elevator.

Save and walk forward. The pot of the left has a firefly. All three paths lead to the same place and none of them have extra goodies so the choice is up to you. The left path has 4 spiders, the middle has no enemies and the right path has 4 minotaurs. At the end of the paths, you be in Ms. Griffin's office with two minotaurs and the crystal ball. Simply stay in the doorway to keep from

getting hit while you take down the minotaurs. Once you have the ball, head back to Ms. Griffin's cell.

Open Ms. Griffin's cell and she'll let you keep her ball. That's good. Continue left and then up if you're doing Saladin's favor. Either way, head down the center path when you're done. Clear the room of spiders and behold! The Dragon Fire! Well, no... No Dragon Fire For You! XP Anyways, after the cutscene, head back to where you started and you'll be transported back to Alfea.

=====

5.12 - Alfea: The Showdown

ALFSHDN

Nothing really to do except maybe finish up a favor or two and then head for the front doors. Save your game and talk to the guard to head outside to do battle with the witches. You'll take them on one at a time without any recovery between battles. Some general tips for throughout the battle: Try to stick with well aimed Orbs since you don't want to be wasting all your WinX on Rains. It can be tough waiting for your WinX to recharge while fighting but if you hide in a corner while the witch you're fighting is off screen, they tend to stay off screen until you chase them. You can use this time to let your WinX recharge if need be. For helpers, I'd suggest alternating between offensive and defensive as needed. Like, for the the first helper I'd wait for Tecna or Stella since you have a lot of health, you can easily get it that high without being in danger. Then, if you're getting low on health, call Flora for a health boost. Possibly call her more than once if needed. The witches aren't that hard, though. Here their individual strategies:

Darcy's up first. She has two main attacks: a mind warp attack I'll call it and a basic projectile attack. The mind warp follows you around and eventually does damage. Since Darcy usually stands still for this attack you have the choice of taking the damage and getting some easy shots on her or raising your shield to avoid taking damage or you can try to do both. Her projectiles are easy to avoid and you can shoot them to stop them if you need to. Just avoid the projectiles and take your time hitting to whittle down her health. Avoid calling for help as it's best saved for the next fights.

Stormy takes over once Darcy's down. Stormy's moves include Storm Charge where she surrounds herself with a little storm cloud and rams into you for damage. Keep some distance to avoid that one. She's got a Lighting Barrier that functions just like your own Barrier spells. This one's easy to avoid since it takes a few seconds to charge up. When you see lots of purple lighting around Stormy, make sure you're diagonally away from her. She's also got a basic projectile which is just as easy to avoid as Darcy's. Around the middle of the battle you should have Stella on standby. You can choose to call Stella if you think you won't make it and hope Flora comes up soon enough to get a health boost or you can tough it out and save Stella for Icy.

Icy's up last, of course. If you've got Stella on standby, use her for just short of an instant kill. One Orb will do her in after Stella. If you're low on health, just try to get Flora or Stella (whichever is quicker) up in the helper bar. Icy's got your basic projectile as well as some moves like Icicle Rain which has no warning. A wall of icicles will sweep across the screen. The icicles can be destroyed with Orbs if you're quick enough or you can try to raise your shield but usually you can run out from under them. She's also got an Ice Barrier which is the same as yours and Stormy's. Just be watchful of the Ice Rain and try to get some hits in to build your helper meter or try to wear down her health. Ice Rain can start to take it's toll, though as she likes to use it often and you only get a shield every 5 out of 10 seconds.

Once you take down Icy, you're treated to some more digitized footage and about two sentences of text. The End.

=====

6 - Spells

SPELL

Collecting fireflies will allow you to level up and learn new spells and stronger magic. This is a list of the magics, a short description and the number of fireflies needed to obtain them. All upgrades function the same as the basic spell just a bit stronger.

Light Orb (0 fireflies)

- =====
- Upgrade 1: Magma Orb (20 fireflies)
 - Upgrade 2: Dragon Fire Orb (40 fireflies)

Press the A button to release a small fire ball that travels in a straight line across the screen. If you are moving, holding the button will allow you to fire continuously. I prefer holding the L button, though. It allows you to strafe and fire continuously whether you're moving or not. Usually Orbs are too weak to do decent damage to regular enemies. Since Rains are much stronger and only cost an extra second to charge, use those for regular enemies. Orbs are good for bosses that block a lot so you don't waste all your WinX on blocked Rains.

Pixie Rain (5 fireflies)

- =====
- Upgrade 1: Nymph Rain (25 fireflies)
 - Upgrade 2: Fairy Rain (45 fireflies)

Hold the A button for one second and release to send out a shower of sparks and flame. If you hold for too long, the sparks around her hands turn into flames and the spell won't cast after that. You can move around after the spell is cast so it's sometimes good to hide, charge the spell, release it and then run out to attack. This attack will penetrate any scenery so it's very useful, when you want to avoid damage, to keep a wall between yourself and an enemy and use this.

Fairy Shield (10 fireflies)

- =====
- Upgrade 1: Spark Shield (35 fireflies)
 - Upgrade 2: Aurora Shield (40 fireflies)

While holding the R button, Bloom will create a shield around herself. You can hold the shield for 5 seconds and then it takes 5 seconds to recharge again. With the shield active, you can walk through enemies and projectiles without taking damage. Fairly useless for standard fighting but it has it's uses like Darcy's Mind Warp, Icy's Ice Barrier or the Quietus field in Black Mud Swamp.

Shining Barrier (15 fireflies)

- =====
- Upgrade 1: Blazing Barrier (30 fireflies)
 - Upgrade 2: Dragon Fire Barrier (45 fireflies)

Hold the A button for three seconds. When the sparks around Bloom's hands turn into flames, the spell is active. Release A and four barriers will

travel along the ground and strike anything they contact. Unlike Pixie Rain which can penetrate scenery, they will stop when they hit anything. I've never used this spell in actual fighting. It's useless. If this is much stronger than Rain (I never bothered to test how much stronger it is) it's not worth the cost of 2 extra seconds to charge (in which the enemy always moves out of position), the inability to aim it, the lack of scenery penetration and the high WinX cost in boss battles.

=====
7 - Favors

FAVOR

These are all the favors I've come across and how to finish them. They're listed in the order they were completed.

Park Gate Key

=====

Reward: You get to play the game! Yay! _-_-;;

Found: From the attendant in Gardenia Park.

Needed: Gate Key

Location: Park Entrance

Desc: The Park Attendant has lost her key, search the small trees nearby to gain access to the park.

To Complete: Shake the tree in the upper left of the park to get the key and then return it to the attendant.

Faragonda's Books

=====

Reward: Firefly

Found: From Faragonda, in her office, when you enter Alfea.

Needed: Books

Location: Library

Desc: Search through Alfea's library for Faragonda's missing books.

To Complete: In the Alfea library, collect the three books. One is located on the shelf at the very bottom of the library. Another is on a shelf near the lower left and the last is next to Dufour. Upon collecting them, return them to Faragonda.

Dufour's Books

=====

Reward: Firefly

Found: From Dufour, in the library, after talking to her twice.

Needed: Books

Location: Alfea

Desc: Search for Amaryl, Ortensia and Spika and retrieve Dufour's missing library books.

To Complete: After entering Alfea and talking to the WinX girls for the first time, you can talk to Amaryl, Ortensia and Spika to get the books. (Locations- Amaryl: 1F center room, Ortensia: 1F upper-left room, Spika: 1F main hallway) Head back to Dufour when you're done.

Kiko's Carrots

=====

Reward: Picture: "Kiko Sits"

Found: From Kiko in your room at Alfea.

Needed: Carrots

Location: Gardenia Park

Desc: Get 2 carrots from the little trees in Gardenia Park.

To Complete: Pick up two carrots from Gardenia (Locations- 1st tree after

the gate, tree across from 2 Dragon Flowers). Use a save crystal to teleport back to Alfea and then bring carrots to Kiko in the dorm room.

Stella's Earrings

=====

Reward: Firefly

Found: From Stella, in her room in Alfea

Needed: Pair of Earrings

Location: Mountain Top

Desc: Find Stella's missing earrings in the small trees of Gardenia Park!

To Complete: Pick up Stella's earrings from the mountain in Gardenia (Locations- Left: tree to the right of the secret chest right before the Knut battle, Right: tree in the back-right of the Knut battle area). Use a save crystal to teleport back to Alfea and bring the earrings back to Stella.

Flora's Plant

=====

Reward: Dragon Seed

Found: From Flora in your room at Alfea

Needed: Mini Carnivorous

Location: Black Mud Swamp

Desc: Flora wants a mini Quietus Carnivorous for her collection. Check Black Mud Swamp!

To Complete: Pick up the Mini Carnivorous from Black Mud Swamp in the section right after meeting with the Red Fountain boys and return to the dorm to give it to Flora.

Griselda's Book

=====

Reward: Firefly

Found: From Griselda, in the 2F hall, after the Black Mud Swamp level

Needed: Book

Location: Library

Desc: Griselda's lost the will to discipline! Search the library in Cloud Tower!

To Complete: Pick up the discipline book from the library in cloud tower then bring it to Griselda in the 2F hall.

Musa's String

=====

Reward: Dragon Seed

Found: From Musa, in her room, after the Black Mud Swamp level

Needed: Hair

Location: Cloud Tower

Desc: Grab a hair from one of the minotaur guards in Cloud Tower.

To Complete: Pick up the minotaur's hair from the basement of Cloud Tower then bring it to Musa in her dorm.

Icy Position

=====

Reward: Dragon Seed

Found: From Palladium, after the school is attacked

Needed: Ice Samples

Location: Sparks

Desc: Complete Professor Palladium's ice experiment by finding 2 core samples from the shattered ice formations on Sparks.

To Complete: Pick up two samples from Sparks (Locations- pillar on the right in the very first room, 2nd pillar after the two ice worms). Use a save crystal to teleport back to Alfea and then give the samples to

Palladium who's standing right next to you.

Love Line

=====

Reward: Dragon Seed x 2

Found: From Cersei, in the library, after Alfea is attacked

Needed: Notes

Location: Alfea

Desc: Deliver notes between Cersei and Markus to help love grow!

To Complete: After running back and forth about a half dozen times, Markus will give you a Dragon Seed for your troubles. Go back and talk to Cersei for a second Dragon Seed!

Saladin's Partner

=====

Reward: Dragon Seed

Found: From Saladin, the first time you see him

Needed: Codatorta

Location: Cloud Tower

Desc: Save Codatorta from the dungeons of Cloud Tower!

To Complete: Free Codatorta from his dungeon in Cloud Tower and talk to Saladin in Faragonda's office.

=====

8 - Pictures

PIX

Pictures are listed by category, in the order they appear in a completed game and in order from left to right, top to bottom in the menu. For pictures collected in levels, refer to the walkthrough for exact locations.

Diary May 1

=====

Kiko

Found: Complete Gardenia level.

Desc: "Kiko was relieved after I defeated the monsters."

Sceptre

Found: Complete Gardenia level.

Desc: "I gave back the sceptre to Stella."

Stella

Found: Complete Gardenia level.

Desc: "Stella invited me to go back with her to the Alfea School for Fairies in Magix."

Diary May 5

=====

Brandon

Found: Complete Black Mud Swamp level.

Desc: "Thank you for your help Bloom! I'm really glad we ran into you... and your friends."

The Witches

Found: Complete Black Mud Swamp level.

Desc: "The Witches took Tecna prisoner and forced Stella to give up the Ring of Solaris in exchange."

Timmy

Found: Complete Black Mud Swamp level.

Desc: "Timmy was really worried about Tecna."

Diary May 10

=====
Ms. Griffin

Found: Complete Cloud Tower: Learning Annex level.

Desc: "Ms Griffin was using all the Baco Monsters to create a powerful creature to stop us."

Blob Monster

Found: Complete Cloud Tower: Learning Annex level.

Desc: "Ms. Griffin summoned up the Blob Monster to stop us, and teach us a lesson."

Eye Opens

Found: Complete Cloud Tower: Learning Annex level.

Desc: "The fight was furious, but we showed the Blob Monster who's the boss!"

Diary May 15

=====
Despair

Found: Complete Red Fountain level.

Desc: "I couldn't believe that Brandon had lied to me this whole time."

Saboteur

Found: Complete Red Fountain level.

Desc: "My friends watched as I fought with who I thought was Icy..."

Danger Building

Found: Complete Red Fountain level.

Desc: "The Witches were building their power all the while during our trip to Red Fountain."

Diary May 25

=====
Guardian

Found: Complete Sparks level.

Desc: "When I entered the puzzle room, I felt like I'd been there before."

Puzzle Room

Found: Complete Sparks level.

Desc: "The Guardian told me that the puzzle room used to be the entryway to the ballroom of Castle Sparks."

Flashback

Found: Complete Sparks level.

Desc: "Daphne showed me that 16 years ago, three evil witches attacked Sparks to steal the Dragon Fire."

Diary May 30

=====
Portal

Found: Complete Cloud Tower: Storage Area level.

Desc: "Ms. Griffin summoned the Vorpall Tunnel to take everyone back to Alfea."

Riven

Found: Complete Cloud Tower: Storage Area level.

Desc: "Riven warned us that thousands of Shadow monsters were about to attack us."

Courage

Found: Complete Cloud Tower: Storage Area level.

Desc: "Sky didn't want to leave until everyone was safe."

Winx

=====
(Top Row)

Multitasking

Found: Picture quarters from Gardenia.

Desc: "There's nothing more relaxing than surfing the tube, and talking to friends at the same time!"

Stella Pose

Found: Pickup from Stella's dormroom desk between Alfea 1 and Alfea 4.

Desc: "Here's Stella doing a perfect Winx Fairy Pose!"

Tecna Street

Found: Pickup from Tecna's dormroom dresser between Alfea 2 and Alfea 4.

Desc: "Tecna! Outside of the Computer Lab?!"

Unhappy Musa

Found: Pickup from Musa's dormroom desk between Alfea 2 and Alfea 4.

Desc: "Musa's not a big fan of being photographed, but I took one anyway!"

(Bottom Row)

Flora Relaxing

Found: Pickup from Flora's dormroom desk between Alfea 1 and Alfea 4.

Desc: "Flora looks so elegant doesn't she?"

Candid Winx

Found: Pickup from dresser in lower empty dormroom between Alfea 2 and Alfea 4.

Desc: "This is one of our first group pictures after we became the Winx!"

Fairy Bloom

Found: Pickup from Sky's bedroom in Red Fountain.

Desc: "Hot enough for ya! Hehehe."

Stella Obsessing

Found: Pickup from bookcase in upper empty dormroom between Alfea 2 and Alfea 4.

Desc: "A view I see all too often, Stella obsessing over Sky."

Enemies

=====

(Top Row)

Killer Frogs

Found: Picture quarters in Black Mud Swap, 1st section.

Desc: "These Black Mud amphibians will eat anything that moves!"

The Witches

Found: Collected as you start Alfea 2.

Desc: "Besides being a pain in the butt, don't these girls know that goth is soooo last year?"

Ice Gargoyle

Found: Collected as you start Alfea Under Attack.

Desc: "I thought something like this was only seen on buildings, but this one attacks!"

Icy in Power

Found: Collected from Icy's desk in Cloud Tower: Learning Annex.

Desc: "Icy thinks she can take us all by force, but not with the Winx fighting against her!"

(Bottom Row)

Patrol Bot

Found: Picture quarters in Red Fountain, 1st section.

Desc: "These skittering little machines gave us a run for our money in the Red Fountain Training maze!"

Quietus

Found: Collected after passing Quietus field in Black Mud Swamp.

Desc: "I know Flora says that all plants are beautiful but I just couldn't see the beauty in these when they were trying to eat me!"

Ice Worms

Found: Picture quarters in Sparks.

Desc: "On Sparks these Icy invertebrates cause quite a commotion!"

Minotaurs

Found: Picture quarters in Cloud Tower: Learning Annex.

Desc: "Even with horns, 4 arms and plenty of muscle these guys still aren't the brightest guards in the guard house"

World

=====

(Top Row)

Bird

Found: Collected after opening the park gate in Gardenia.

Desc: "There are beautiful birds in Gardenia."

Alfea

Found: Collected at the start of Alfea 1.

Desc: "Alfea is located in the gorgeous realm of Magix."

Classroom

Found: Collected after talking to Dufour in Alfea 1.

Desc: "We get plenty of sunlight in our classrooms."

Cloud Tower Archives

Found: Collected as you start Alfea 3.

Desc: "There was a huge mess in this room, but a lot to learn as well."

(Bottom Row)

Alfea From Above

Found: Collected after talking to Faragonda in Alfea 4.

Desc: "Look how great Alfea looks from this height!"

Courtyard

Found: Collected as you exit the training maze in Red Fountain.

Desc: "It's always fun to go for walks around Alfea."

Black Mud Swamp

Found: Picture quarters in Black Mud Swamp, 2nd section.

Desc: "I wouldn't want to go swimming here."

Sparks

Found: Pickup from the throne in the throneroom in Sparks.

Desc: "Looks cold doesn't it? Trust me, it is."

Various

=====

(Top Row)

Kiko

Found: Pickup from your dormroom desk in Alfea.

Desc: "Kiko is always having a good time."

The Specialists

Found: Picture quarters in Black Mud Swamp, 3rd section.

Desc: "The casual look really suits the Specialists from Red Fountain."

Sky

Found: Collected from Diaspro during a cutscene in Red Fountain.

Desc: "Hang Ten!"

Firefly

Found: Collected during first ghoulish encounter in Gardenia.

Desc: "These bugs can light up the night."

(Bottom Row)

Specialists in Uniform

Found: Picture quarters in Red Fountain, 2nd section.

Desc: "There's something about men in uniform."

Kiko Sits

Found: Received as a reward for the Kiko's Carrots favor.

Desc: "Even Kiko needs to take a break sometimes."

Guardian

Found: Collected after answering the 4 riddles in Sparks.

Desc: "I really had to think carefully to answer all of the Guardian's questions."

Sky and Bloom

Found: Collected as you start Alfea: The Showdown.

Desc: "I'm so glad I met Sky."

=====
9 - Secrets, Glitches, GS Codes

SGGSCODE

Just any secrets, glitches and gameshark codes I've come across. All are discovered or created by me unless specified.

Glitches

=====

Invisible Flora: In war-torn Alfea, you can talk to Kiko who's on Faragonda's desk. When you do, Flora responds even though she's nowhere to be seen! She's not in any other part of the school either which supports the idea that she's supposed to be in the office with Kiko but she must have been left out :\

Gameshark Codes/Hex Addresses

=====

Code Name	GS Code	Hex Address
Infinite Health	A1AB3C82 E34A8620	02033C50 00000030
Have 8 Hearts	77D3EF09 349BF3E3	02033C53 00000030
Infinite WinX Bar	A2350356 129D5467	02033C51 00000064
Helper Is Always Flora	71367689 9614C766	02033C52 00000010
Helper Is Always Musa	33E7F401 8C0B93E0	02033C52 00000020
Helper Is Always Tecna	ECD98FF4 6B4DB089	02033C52 00000030
Helper Is Always Stella	C1989131 9793017A	02033C52 00000040
Have 45 Fireflies	69DB66BE 720DC0B8	02033C56 0000002D
Fight Bosses In Human Mode	246D90E9 093F6BA5	02047D28 00000000

=====

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11 - Guide History

HISTORY

v0.99 - Wrote Intro, Controls, Game Menu, Game Screen, Walkthrough 5-5.12, Spells, Favors, Legal, History and Thanks sections.

v1.00 - Corrected/added some info to the Menus and Gardenia sections. Added 45th firefly info to the Alfea 3 section. Added "Park Gate Key" favor to Favors section. Changed some wording. Edited the Helper Bar section in the Game Screen section.

v1.10 - Added Pictures section to help out people missing one or two pics. Edited Legal to include 2006. Edited some various wording and mistakes. Reformatted Favors section. Added Secrets, Glitches, GS Codes section.

=====

12 - Thanks

THANKS

- Konami for making this game.
 - 4Kids TV & Fox for licencing and airing the series.
 - CJayC for making gamefaqs.com, the single greatest video game site online.
 - Anyone who writes in with corrections/additions to make the guide better.
- =====