

Winx Club FAQ/Walkthrough

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Updated to v1.0 on Oct 20, 2012

Winx Club (GBA) Walkthrough/Complete Guide

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Version: 1.0

Console: Game Boy Advance

Created: 10/8/12

Last Update: 10/20/12

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[1] Introduction

[1.1] Game Overview/Intro

Welcome to my walkthrough of the GBA version of the game Winx Club, made by Konami and based off the hit television series. This walkthrough will cover all the basics of the game and guide you through the game to completion. Good luck and enjoy!

Winx Club is an adventure game that revolves around the Winx Club girls, a group of teenage fairies that attend a fairy school in a magical realm. The game is loosely based on the first season of the TV series.

There are three versions of the game, the PS2 version, the PC version, and the GBA version. This guide follows the GBA version, and is not necessarily compatible with the PS2 and PC console versions.

[1.2] Version History

Version 0.1 [10/8/12]

I started the guide on this date.

Version 0.2 [10/10/12]

I added information about characters, spells, gameplay, etc.

Version 0.3 [10/12/12]

I began the walkthrough of the game and completed Gardenia Park.

Version 0.4 [10/14/12]

I added information about pictures, favors, and completed Black Mud Swamp.

Version 0.5 [10/15/12]

I completed the second part of Alfea.

Version 0.6 [10/16/12]

I completed Cloud Tower, Learning Annex and added information to favors.

Version 0.7 [10/17/12]

I began Red Fountain and completed information for favors, and pictures. I completed Red Fountain the same day and reached Sparks.

Version 0.8 [10/18/12]

I completed the first half of Sparks.

Version 0.9 [10/19/12]

I completed Sparks entirely and returned to Alfea.

Version 1.0 [10/20/12]

I completed Cloud Tower, Dungeons and returned to Alfea for the final

showdown and the game's completion.

[2] Winx Club Brief Information

[2.1] Plot

Loosely following the premise of Winx Club's first season, 16 year-old Bloom discovers she has fairy powers and has an opportunity to attend Alfea, School for Fairies in the realm of Magix. As she joins up with a group of fairies to form the Winx Club, the girls travel throughout the realm, they will face the all-powerful witches, as well as some other dangerous creatures along the way. Get ready for some magic!

[2.2] Gameplay

Because this game is compatible with the GBA and any of its successors, the controls are really the same. You are in control of Bloom who is capable of running in any four directions using the control pad. The B button allows her to jump, albeit not too high. The A button allows her to use her fairy power to attack enemies. When the A button is held down, Bloom charges up a powerful magic attack. The start button pauses the game. Bloom can conjure a shield to protect herself when the R button is held down. Bloom is also capable of climbing onto ledges and vines by pressing the B button when near said obstacles. She can cross narrow ledges by walking up to one and using the control pad to move across.

In a boss battle, Bloom can strafe when the L button is pressed.

The select button brings you to a set of tabs, including inventory, pictures, etc. You can scroll through those tabs using the L and R buttons.

Bloom's health is represented by hearts in the top left corner. She starts out with 2 full hearts, which are separated into 6 sections. Each time Bloom takes damage from an obstacle or an enemy, a section of one of the hearts is taken away. Bloom can regain health by picking up Dragon Flowers, which revive health from up to 1 to 6 sections. A Dragon Seed is a useful item that adds another heart to Bloom's health. Saving is another way Bloom can have health replenished.

In the top right corner, a bell will chime when Bloom is near something important. This means she can interact with something nearby, or there is a collectable in the area. The bell will disappear when she's out of reach of something important.

The game can be saved by approaching the blue save crystals scattered throughout the various areas. It's a very good idea to save when you can, because you never know when you'll need to return to your last save spot.

Podiums found throughout the game provide useful information, but this guide will be able to offer you more.

In the game, Bloom can improve her powers by picking up fireflies, which are scattered in the levels of the game. Each time Bloom achieves the required amount of fireflies; she rises to a new Fairy Level and gains a new spell. These special items are often found in treasure chests in hidden areas found throughout the game.

Throughout the game, Bloom will face various bosses that require her to transform into a fairy. When a fairy, Bloom's magic is much stronger and is able to deal more damage. On the bottom left of the screen is the bosses' health, while Bloom's health is still represented by hearts in the top left. Bloom is capable of using Magic Energy, which is usually gained from fireflies picked up on her journey, but in boss fights, it's expelled from the boss upon damage in the form of sparks. Every time Bloom uses her magic, the magic meter goes down, but gradually refills when magic is not in use. Each time the enemy takes damage, sparks are sent flying. Bloom can absorb these and collect them by holding the A button within the radius of the sparks. Depending on the color of the spark determines the amount of Energy gained.

Blue Sparks - refill 1 Magic Energy (smallest)
Purple Sparks - refills 5 Magic Energy (medium)
Pink Sparks - refills 10 Magic Energy (largest)

Also in battle, Bloom is capable of calling her friends in to help by pressing the B button. The Help Meter appears beside Bloom's Magic Meter, which shows which friend Bloom can call in once enough magic is gained. However, once a friend is called in, the meter's energy goes down. Each friend has a useful ability that will aid Bloom in the fight. The first two Winx members can help Bloom, while the last two deal damage to the boss.

=Stella=

Sun Flare - Stella unleashes a sun flare aimed directly at the boss and causes severe damage.

=Flora=

Organic Healing - Flora summons plant energy to heal Bloom.

=Tecna=

Electro Static Cling - Tecna uses an electromagnetic field to slow and damage the boss.

=Musa=

Speed Beat - Musa uses a magical music beat to speed up Bloom's attacks.

Bloom can also perform combos with her friends. By charging magic for 3 seconds by holding the A button, and then pressing the B button, Bloom will perform a combo that deals major damage.

[2.3] Inventory Menu

Bloom's inventory is where all the items she's currently carrying are kept. The inventory is accessed by pressing the select button and cycling through the tabs. You can scroll through the items using the up and down buttons. Beneath Bloom's portrait in the inventory menu, you can view what fairy level she's at.

[2.4] Magic Menu

The magic menu is where you can view Bloom's firefly collection, Bloom's spells, and how many fireflies are needed to gain a new spell. Information on the current spell is shown in the information box.

[2.5] Objectives Menu

The objectives menu is where you can view the current objectives Bloom must complete in order to proceed in the game. You can also view objectives that have already been completed.

[2.6] Favors Menu

The favors menu allows you to view the current favors Bloom can achieve for her friends and family. By completing these favors, Bloom can earn valuable items like fireflies, pictures, and even Dragon Seeds. Beside the favor, it shows who is asking the favor and where their desired item is located.

[2.7] Options Menu

The options menu allows you to change game settings, such as SFX volume, Music volume, and Text Speed. These can be altered at any time during the game.

[2.8] Bloom's Diary Menu

Bloom puts entries into her diary the further you progress in the game. Pictures are often included with these entries.

[3] Characters

[3.1] Bloom

Bloom is the main character and protagonist of the Winx Club game. Bloom is considered the leader of her group due to her stubborn, powerful nature. Her powers are the Dragon Fire, which explains her personality. When danger comes to those she cares about, Bloom is ready to take action and fight back. She is the only playable character in this game.

[3.2] Flora

Flora is Bloom's roommate at Alfea and a member of the Winx Club. Flora's powers derive from nature and plants, which explains her gentle, somewhat timid nature. She's the most level-headed of the group and is often the one everyone goes to for advice.

[3.3] Stella

Stella is Bloom's best friend and a member of the Winx Club. Stella is the one who discovered Bloom and invited her to go to Alfea after witnessing Bloom's power. Stella has powers over the sun and the moon. She's quite a chatterbox and cares entirely too much about fashion, boys, and her appearance, but Stella cares about her friends and would do anything for them. She is the oldest of the group.

[3.4] Musa

Musa is a member of the Winx Club. She has power of sound and music, which adds to her loud and spunky personality. Musa is a bit hot-headed and tenacious, but she's got a very strong personality. She is always there for her friends and values their loyalty.

[3.5] Tecna

Tecna is Musa's roommate and a member of the Winx Club. Tecna has powers over technology, which add to her logical thinking and strong tech ability. Because Tecna favors technology and logic over fashion and boys, she's a little bit disconnected from the others. At the same time, they appreciate what she brings to their friendship and always go to her for rational advice.

[3.6] Icy

Icy is a witch that attends Cloud Tower, the school for witches in Magix. She has powers over ice, which give her attributes of her cold, nasty personality. Icy is constantly seeking power, along with her two sisters, Stormy and Darcy. Of the trio, Icy is the oldest and the leader.

[3.7] Stormy

Stormy is a witch that attends Cloud Tower, the school for witches in Magix. She has powers over storms and disasters, which give her a wild, dangerous personality. Stormy is the youngest of her sisters and is the most immature. She's easily infuriated when things don't go as planned.

[3.8] Darcy

Darcy is a witch that attends Cloud Tower, the school for witches in Magix. She has powers over the shadows and darkness, which adds to her dark, mysterious personality. Darcy is the calmest of her sisters and provides level-headed answers to their situations. She's considerably, the "nicest" of the trio.

[3.9] Knut

Knut is an ogre that works for Icy, Darcy, and Stormy. As big and intimidating as he seems, Knut is not a real threat, as he's rather bumbling and oafish. Despite his loyalty to the witches, Knut dislikes the lack of respect he receives from them. He wears glasses due to his poor eyesight.

[3.10] Brandon

Brandon is a Specialist at Red Fountain, School for Heroics and Bravery. He is charming and very kind, acting as the leader to his fellow Specialist group. Brandon enjoys being a hero, but doesn't let arrogance get to his head. He is a squire to Prince Sky.

[3.11] Sky

Sky is the Prince of Eraklyon and heir to its throne. He has a bit of an ego, but he has a kind heart and is willing to protect those he cares about. Sky is considerably the most handsome and is usually well-attracted to by ladies, but his heart goes to Stella.

[3.12] Riven

Riven is a Specialist and the lonewolf of the group. Riven enjoys strenuous training and trying to be better than the others in his group, which puts him at odds against the others. Despite his enigmatic personality, Riven is a true friend to his group.

[3.13] Timmy

Timmy is a Specialist and is the brains of the group. While Timmy lacks heavily in physical strength, Timmy excels in smarts and helps the Specialists in logical situations. He tries desperately to be brave and strong, but his genius winds up always coming out on top. He's incredibly genuine and friendly, especially towards Tecna, whom he harbors a crush on.

[3.14] Headmistress Faragonda

Faragonda is the headmistress of Alfea and is a retired fairy godmother. She's a motherly figure to all the fairies of Alfea and is always willing to listen and help when she can. Though she has a gentle nature, Faragonda dislikes being disappointed or when her students cause trouble.

[3.15] Professor Palladium

Palladium is an elfin professor at Alfea that specializes in Potionology and technical charms. He's a bit nervous and lacks the confidence of the other professors, but he's a valuable part of Alfea's team of staff.

[3.16] Griselda

Griselda is Faragonda's right-hand woman and the disciplinary enforcer of Alfea. She enjoys a well-structured student body that has proper discipline training and control. Even though she's strict, Griselda does care for the students and only wants to help them improve.

[3.17] Amaryl

Amaryl is a fairy that attends Alfea. She's typically a student in the Winx Club's classes and has a strong rivalry with Stella. Amaryl's a bit arrogant, but she has a stubborn nature that is her driving force to do better. She does know when she must step down and get help, however.

[3.18] Ortensia

Ortensia is a fairy that attends Alfea. She's usually a student in the Winx Club's classes and is incredibly shy and timid. She is a part of Amaryl's trio, despite their opposing personalities, and is the most level-headed of the group. She's usually the first to point out when Amaryl's wrong. Her father is the headmaster at Red Fountain.

[3.19] Spika

Spika is a fairy that attends Alfea. She's a student in the Winx Club's classes and is bubbly and a bit ditzy. She is a part of Amaryl's trio, and is much different from Ortensia's shyness or Amaryl's boldness. Spika doesn't seem to have a problem with anybody, due to her happy personality.

[3.20] Headmaster Saladin

Saladin is the Headmaster at Red Fountain, School for Heroics and Bravery. He, like the headmistresses of Cloud Tower and Alfea, is elderly and maintains plenty of knowledge. Compared to Faragonda and Griffin, Saladin is a bit gentler and more soft-spoken in his leadership. His daughter, Ortensia, goes to Alfea.

[3.21] Headmistress Griffin

Griffin is the Headmistress of Cloud Tower, School for Witches. Of all three school authorities, Griffin is perhaps the most strict and tough. She disciplines her students heavily and expects nothing less of them. Despite their differences, she remains good friends with Faragonda and Saladin.

[3.22] Bloom's Parents

Mike and Vanessa are Bloom's parents back on Earth. Mike is a firefighter who cares deeply for Bloom and wishes she could stay on Earth for her safety, but he supports her decisions. Vanessa is a florist and the endearing mother of Bloom. She always provides Bloom with a safe haven and encouraging advice.

[3.23] Kiko

Kiko is Bloom's pet bunny that she received back on Earth. Even though Kiko can't speak, he never fails to express himself through

his silly behavior. He's completely loyal to Bloom and enjoys her company.

[3.24] Professor Wizgiz

Wizgiz is a leprechaun professor that works at Alfea. He teaches "Metamorphosimbiosis", the art of changing from one form to another. Wizgiz is eccentric, goofy, and loves teaching at Alfea. Apparently, he's been teaching there longer than any of the other teachers on the staff.

[3.25] Daphne

Daphne is a fairy Nymph that lives on the abandoned planet, Sparks. She is a powerful being that seems to know a lot about Bloom.

[3.26] The Troll

The Troll is a large troll creature that is a minion to the witches. Unlike Knut, the Troll cannot speak and isn't well-controlled. However, he is twice as strong as Knut and twice as intimidating.

[3.27] Professor Dufour

Dufour is a professor at Alfea that teaches etiquette and a little bit of magic. She's very kind and polite, and loves the subject she teaches. Dufour hopes her students gain something from her teaching.

[3.28] Markus

Markus is a guard that serves at Red Fountain. He seems to have a crush on a witch named Cersei, but is too nervous to talk to her.

[3.29] Diaspro

Princess Diaspro is the snobby fiancée of Prince Sky. She's easily jealous and looks down upon those of a lower status than her. She is also a fairy that was arranged to be married to Sky.

[3.30] Codatorta

Codatorta is Headmaster Saladin's partner. He and Saladin have a relationship similar to that of Faragonda and Griselda. Despite his dark appearance, Codatorta is a respectable man.

[3.31] Cersei

Cersei is a witch that attends Cloud Tower. She's a bit sarcastic, but she generally holds no grudges to anyone. She has a mutual crush on Markus, but won't go talk to him herself unless persuaded.

[3.32] Alberto

Alberto is a Specialist from Red Fountain. He genuinely cares for everyone's safety and shows incredible heroics and bravery.

[3.33] Sabrina

Sabrina is a witch that attends Cloud Tower. She's good friends with Cersei.

[4] Locations

[4.1] Gardenia Park

Gardenia Park is a botanical garden in Gardenia on Earth. The park is one of Bloom's absolute favorite places to go when she's on Earth. It's known for its bustling wild life and flowering plants.

[4.2] Alfea

Alfea is a School for Fairies located in the realm of Magix. The school focuses on teaching fairies, ages 16 to 19, how to better control their powers and reign in new forms of magic. The school is run by Headmistress Faragonda.

[4.3] Black Mud Swamp

Black Mud Swamp is a dark, murky swamp located in Magix. The swamp is very easy to get lost in and is crawling with bugs and other dangerous creatures. Some of its hazards includes gaseous swamp waters, spiders, and Quietus Carnivorous, a plant that hates noise.

[4.4] Red Fountain

Red Fountain is an all-boys School for Heroics and Bravery, run by Headmaster Saladin. The school focuses on skilled training involving swordsmanship, physical strength, and skill with weaponry, in hopes of preparing its students for being in a military.

[4.5] Sparks

Sparks is a cold, barren planet covered in a sheet of ice. The place is uncomfortably abandoned, except for creepy ice monsters. There is, however, a temple that still stands which seems to be connected to Bloom somehow. Daphne's spirit resides in Sparks' temple.

[4.6] Cloud Tower

Cloud Tower is the School for Witches and Witchcraft, led by Headmistress Griffin. The school teaches the ways of witchcraft and mischief, which are needed to be successful witches. It is the rival school of Alfea.

[5] Part 1- Gardenia Park

[5.1] Come Back, Kiko!

The game begins with Bloom in Gardenia Park. She and her pet bunny, Kiko have decided to go for a walk through the park and enjoy their day. Shake the trees in this area by approaching them and pressing the A button. The tree in the top left contains the "Gate Key" needed to enter the park. Approach the purple-haired gate attendant and talk to her. She'll awaken from her nap and then mention that you've found the gate key she lost earlier and will open the gate for you. Once she does, Kiko scurries into the park, leading into a wild chase after him. You'll receive a picture of a "Bird" for the photo collection. Enter the park at the right and use the save crystal outside the gates. Cross the bridge and continue to the right, along the path. Shake the tree at the lower right to receive a piece of the "Multitasking" photo. Cross the bridge and enter the water where there's a bank and open up the treasure chest. You'll receive a firefly. Soon, you'll reach a clearing where Kiko is being chased by a strange red creature.

[5.2] Bloom's Powers

When it seems bad, Bloom suddenly attacks the creature with a burst of energy, allowing Kiko to run again. You'll receive a picture of a "Firefly" for the photo collection. After finishing off the creature, shake the tree in the clearing and you'll receive a firefly. Jump over the fallen trees as you proceed down the path and cross the bridge. Shake the tree to receive a piece of the "Multitasking" photo. Jump over the tree and shake the nearby tree for another firefly. Another ghoulish creature will be wandering around, but it's up to you if you want to get rid of him.

[5.3] Ghouls Galore

As you approach the cliff, Bloom will call to Kiko, but alas, the little bunny keeps running off. Walk up to the cliff and jump to latch onto the ledge. Pull Bloom up with the up button and shake the tree at the top for a firefly. With 5 fireflies, Bloom gains the "Charming Pixie" title and gains the "Pixie Rain" spell. Proceed to the right and you'll find another ghoul wandering around. Nearby is a save crystal, which means it's a good idea to save right now. Shake the tree by the crystal and grab the firefly before proceeding to the right. Bloom approaches a gap that is too wide for her to jump across, but Kiko has already gotten over there. Approach the ledge and climb down, and then climb up on the other side. But first climb down on the ledge to the right and open the chest for a firefly. Climb back up and take out the ghoul before shaking the tree, which contains another piece of "Multitasking". Climb up the two ledges at the north and you'll find a thorn obstacle. Jump over as you did with the fallen trees, but be cautious in this next part, as more ghouls will be appearing than before. Continue to the left and take out another ghoul. Climb up the next ledge and move to the right. Shake the tree to earn another firefly, but get ready for an approaching ghoul. Luckily, there's another save crystal at the end of the path. Climb up the ledge and Kiko will continue running. Seriously, this is getting tedious. He has no reason to be running anyway. Climb up and keep going after him. As you approach a narrow ledge, Bloom will automatically sidle along it as you move in that direction. Jump over two more thorn obstacles and get rid of the ghoul. Shake the tree to get the last piece of "Multitasking". When you approach what looks like a dead end, Kiko will scamper away at the top of another ledge. The vines lining the wall will help Bloom get up there. Walk up to the vines and Bloom will automatically climb. Two ghouls will be waiting for Bloom at the top. These are the last of the close-contact ghouls, as the next few are able to hurl rocks at Bloom from a distance. Take them out and climb up the cliff, while being careful of the stronger ghouls. Shake the tree to get a firefly and keep going north. Run through the clouds to the summit of the mountain. Here is your last save crystal. It's VERY wise to save here, as you'll soon be encountering a boss battle. At the very top, Kiko is waiting, as well as your boss, but first, sidle across the narrow ledge at the right. Break open the cracked wall and open the chest to receive one more firefly. With 10 fireflies, Bloom is now a "Magic Winx" and earned the "Fairy Shield". That is all you can do before entering this boss battle, but don't worry. This is the simplest boss in the entire game. Climb up the vines and you'll access a cutscene.

[5.4] A Fairy in Need

As the scene unfolds, a large ogre appears to be attacking a blonde girl with a sceptre. The ogre attempts to escape with the sceptre, but the blonde runs over to Bloom. She exclaims that another fairy has come and she's saved. Bloom tells her that she's not a fairy, but the blonde persists and tells her she has the power. Unfortunately, she's too weak to fight. However, she advises Bloom to concentrate on the power inside, as well as gives her instructions on how to fight. With that information, Bloom transforms into a fairy. For this battle, Knut is assisted by a ghoul, but the two should be no match for Bloom's increased fairy strength! The best strategy for this boss is to take advantage of some of the game's faulty programming and manage to get the boss stuck in a corner. To get rid of the ghoul, fly over to Stella, and then hide behind her and fire from there, since the ghoul cannot go that far out of the boundary and winds up stuck in place. Attack Knut next, since the ghoul won't be able to

interfere. You can attack Knut head on or just lure him into a corner as I suggested before. After hitting him with a couple of Light Orbs and plenty of Pixie Rain, Knut will collapse in defeat. Bloom runs back over to Stella and Kiko, at which they introduce one another. Stella offers Bloom an invitation to come join her at Alfea, School for Fairies in Magix, where she can fulfill the full potential of her newly discovered powers. A diary entry is entered for May 1st. Bloom is on her way to Alfea!

[6] Part 2- Alfea (1)

[6.1] Welcome to Alfea

Once the girls arrive at Alfea, Headmistress Faragonda introduces herself and the school to all of the teenage fairies. She tells the girls that down the left hallway is the classrooms, which pans to the left and shows the 4 rooms. On the right is the library, Faragonda's office, the trophy room, and the portal room, which pans to the right and shows the extensive library. Faragonda also adds that you can go upstairs using the staircases in the left and right hallways. She finishes up by saying that you're free to roam the school, as classes begin tomorrow. The girls separate and leave Bloom and Stella to briefly chat. Bloom is awed by the prestigious school, while Stella's quite used to the atmosphere. Stella then suggest they go find their dorms upstairs. Afterward, you'll receive the picture "Alfea" for the photo collection. Go and save at the save crystal near the front door. You'll notice that you now have the option to go places using the save crystals. This enables you to return anywhere you've gone once before (excluding Red Fountain, which is a one-time level). After saving, head down the right hallway and enter the library. Speak to Professor Dufour and you'll receive the picture "Classroom". Exit the library and enter Faragonda's office, the last room on the left. Speak to her and she'll ask a favor. She needs three books from the library, "How to Get Your Dragon Bone Its Whitest", "Magic Wand Organization un 5 Easy Steps", and "Flora and Fauna of Black Mud Swamp". Head back to the library and go to the bookcase on the left at the lower corner of the library for the first book. For the second book, go to the bookcase on the right next to Professor Dufour. For the last book, go to the left side and go to the 5th bookcase down. Take the books back to Faragonda and she'll reward you with a firefly. Head upstairs using either of the hallway staircases and take the upstairs hall to the north. Turn left and you'll meet up with Stella outside the dorms.

[6.2] Alfea Tour

As Bloom and Stella talk, a girl comes out of one of the dorms and introduces herself as Flora, Bloom's roommate. Stella says she's got her own room, the same as last year and wonders who is in the third dorm. Two other girls come out and join them, introducing themselves as Musa and Tecna. After joking about an incident involving Stella wrecking one of the labs, Bloom says she's going to continue looking around and says she'll see them later. Enter Bloom's side of the dorm and go over to her desk to obtain the "Kiko" picture for the photo album. If you talk to Kiko, you'll find that he's not feeling too well. Flora suggests you get some carrots from Earth to help Kiko feel better and she'll give you a reward. Go over to Flora's desk and obtain the "Flora Relaxing" picture for the photo collection. Next, enter Stella's room and pick up the "Stella Pose" picture from her desk. Talk to Stella and she'll ask you if you could find a pair of earrings she lost back in Gardenia Park. In return for the earrings, she'll give you a reward. Before you head out, save at the save

crystal downstairs and then teleport to Gardenia Park. This time around, there's no Knut, but there are still some ghouls roaming around. Be cautious! Back at the gates, travel along the path from the beginning after the bridge and shake the first tree to obtain a carrot. Make your way through to where the mountain ledges are and shake the tree across from the two Dragon Flowers to receive a second carrot. Proceed up to the summit where you fought Knut, but go to the right on the ledge where the hidden chest was located. Shake the tree right beside that to get one of Stella's earrings. Go up to the boss area and shake the tree in the back right corner for the second earring. Afterward, head to the save crystal and return to Alfea by selecting that option. Head upstairs and give Kiko the carrots to receive the "Kiko Sits" photo. Give Stella her earrings and you'll receive a firefly. Go downstairs to the library and speak to Professor Dufour twice and she will ask you a favor. Dufour explains that Amaryl, Spika, and Ortensia, three girls that also attend Alfea, have overdue books that are in high demand. She asks that you collect them and return them to her. It seems easy enough, but there's a catch. When you talk to the three girls, each will ask you a question, and will only give you the book if you answer correctly. Talk to Spika in the foyer and she will ask "Who of the following is NOT one of the Specialists?" The correct answer is Braven. You'll receive the book. Talk to Ortensia in the room in the top left corner and she'll ask "Which of the following is NOT one of three magic schools in Magix?" The correct answer is Cloud Fountain. You'll receive another book. Lastly, Amaryl is in the dining room across from the foyer. Amaryl will ask "Who is the headmaster of Alfea?" The correct answer is Faragonda, despite the fact that Amaryl says "headmaster". With all three books in hand, return to the library and give Dufour the books for a reward of a firefly.

[6.3] Venture into Black Mud Swamp

The class the girls are to attend tomorrow has the goal of using their senses to navigate through the Black Mud Swamp safely. But before you head to Black Mud Swamp, talk to Flora in the dorm and she'll ask if you could get her a mini Quietus Carnivorous from Black Mud Swamp for her collection. When you're ready to take on the swamp, one of the most difficult areas to navigate, head to the classroom at the lower right of the left hallway. When you arrive, the other Winx girls will be in class. Professor Palladium informs the group that class will be held in Black Mud Swamp for today and that he's already sent the other groups into the swamp. When you're truly ready, talk to Professor Palladium and he'll take you to Black Mud Swamp.

[7] Part 3- Black Mud Swamp

[7.1] Trust Your Instincts

For this class exercise, you must navigate Bloom through the seemingly endless Black Mud Swamp. As you arrive, Palladium explains that each group must make it through the swamp to a clearing in Gloomy Wood Forest. Head to the right and climb up on the ledge. Walk across the path and climb down the next ledge. The way down is much too far, which is why a glyph is conveniently located there. These glyphs call in a Winx member to assist Bloom. Stand on the glyph and Flora will be summoned to grow vines leading to the ground. Take the vines down into the swamp and use the save crystal. The save crystal is essential to getting through the swamp, or it'll be brutal having to keep starting back from the beginning. At the left is a new enemy, a swamp spider. These spiders are faster than the ghouls, fire nasty slime at Bloom, and are much more persistent. You'll need to be extra

careful when facing them. As you continue, Bloom will discover that Amaryl and Ortensia have already lost their way. Amaryl's ignorance is what got them lost and she's not willing to receive help. Ortensia however, thinks that is their best option. You can choose whether or not to help them (it does determine whether or not you receive a reward), but I've decided to help them. Bloom directs (or doesn't) Amaryl and Ortensia back to the correct path. Walk back to the left and jump over the tree, but Musa and Flora will warn you of the gas bubbles in the swamp and how dangerous they are to Bloom's health. To avoid taking the grunt of the damage, put up your Fairy Shield. As you walk to the left, head north into a small section and shake the tree to receive a piece of the "Killer Frogs" picture. Climb up on the ledge and open the chest to get a firefly. Shake the tree back where the fallen tree was and you'll receive another piece of the "Killer Frogs" picture. If you head south and to the right, beware of the bee enemies, as they're even tougher to hit due to their size and even faster than the spiders. It's easiest to just avoid the bees. Also waiting for Bloom is the killer frog enemies. The killer frogs take a lot of damage and like to run from Bloom's attacks. Shake the tree to receive a firefly. Bloom will have increased to the "Alfea #1 Student" title. Shake the next tree to get another piece of the "Killer Frogs" picture. Head north and jump over the tree to return to where you discovered Amaryl and Ortensia. This time go back into the swamp and head to the south, but to the left down the path. Shake the tree and obtain the last piece of "Killer Frogs", but try to avoid the bee! Proceed down the path and shake the tree at the right to earn a firefly. Get rid of the spider and the bee, and then shake the tree in the top right corner to get a piece of "Black Mud Swamp" picture for the photo collection. Down the path the spider was on, there's shallow water you can cross to reach the other side. Take out the frog and shake the tree to receive a piece of "Black Mud Swamp". Keep going north and you'll see a strange shadow flying overhead and seemingly coming closer. The shadow crashes violently up ahead. Time to check it out!

[7.2] Enter the Specialists

Jump over the tree and shake the tree to get the third "Black Mud Swamp" piece. Enter the clearing to the up ahead. The shadow that flew overhead was a ship piloted by the Specialists, who were transporting a vicious Troll back to base. The girls catch up and meet up with the Specialists. Brandon asks what they're doing in the swamp, to which Bloom replies they're in the middle of an assignment for class. Besides that, the Troll they were transporting has escaped, as though he received help. Riven suggests the girls get back to their assignment and let them handle the situation. Of course, the boys care for the girls' safety, so they venture on ahead. But don't worry. You'll be seeing them again VERY soon. Bloom asks what they should do. Stella thinks they should help the guys and follow them to catch the troll, while Flora interjects about the assignment. Tecna agrees with Stella, noting that the craft didn't suddenly crash, but that the craft was hit. That means the Troll was helped to escape. Shake the tree near the entrance to the clearing to get another firefly. Use the save crystal in the bottom left corner of the clearing so you won't have to get through the swamp again. Start moving down that path until you reach the next area of the swamp. The red plants that you pass will make a strange sound, but so far, I haven't seen them prove any harm or good. So, just keep going. Shake the tree to receive the last piece of "Black Mud Swamp". Proceed south.

[7.3] The Quietus Carnivorous

For now, we're out of the more dangerous parts of the swamp. That means we're getting closer to Gloomy Wood Forest. Keep going south and you'll see the girls. They've got nothing important to say, so continue onward. You'll come to a spider on the path at the right, so get rid of it. Shake the tree to earn another firefly. To the south of that tree is a tiny plant. Approach it and it will make like it's going to attack. This must be a miniature Quietus Carnivorous, the one Flora wanted. With that, take the path up north and turn right. Amaryl and Ortensia are waiting there. The rest of the Winx follow behind you. Amaryl will snidely remark that you must've lost your way, but at least Ortensia provides a thank you. And if you helped them, Ortensia will give you a firefly. Afterward, the other girls will leave again. Take the path to the south and you'll come to a fork in the road. Don't bother taking the path at the right, as you'll just find enemies and nothing valuable to make up for it. Jump over the tree and keep going south. To the left is a save crystal. Save your game and move to the left. A spider and a frog are wandering around, so take them out. In this clearing is a Dragon Flower, which is useful if your health is low. Or you could always go to the save crystal. Shake the tree in the corner to receive a piece of the "The Specialists" picture. Jump over the fallen tree and open the chest at the left for a firefly. Bloom increases to the "Monster Slayer" title and gains "Magma Orbs" as an attack. Leave that little clearing and go to the right, avoiding the bee. You and the Winx girls will come to a patch of Quietus Carnivorous. These plants get nasty when there's too much noise, which means you can't get too close! The safest way to navigate through them is to go up where the Moai-like head is and walk onto the stone ruin in the dirt, and keep going down until you're in the water again. Walk to the right and past the remaining plants. It would appear that the Specialists had gotten caught by the plants and would've been stuck until the girls showed up! You receive the picture "Quietus Carnivorous". The boys finally decide that maybe it's best if they all work together to capture the Troll. Walk to the end of the path and use the save crystal. Jump over the tree and take out the spider and two frogs roaming the remaining swampland. Cross the swamp into the purple area. You've reached Gloomy Wood Forest! Shake the tree at the entrance of the forest to get a firefly.

[7.4] Enter the Witches

As you enter the forest, you'll come to a giant boulder blocking your path. It's been moved, so obviously the Troll is aware that the group's been chasing him. Shake the tree near the boulder to get another firefly. Get close to the boulder and press the A button, and the rest of the group will approach. Using teamwork, they manage to get the boulder out of the way. The Troll isn't intelligent enough to know someone is following unless it had help. At the end of the path, you'll find giant footprints in the mud, meaning the Troll has been here recently. Jump over the tree and follow the footprints. Watch out for the spider and frog up ahead, but shake the tree for a piece of "The Specialists". Avoid the bee and use the save crystal up at the top. This is your last chance to save before the big fight. Shake the tree by the crystal for the last piece of "The Specialists". Follow the path and shake the tree on the northern path for a firefly. A terrified scream is heard, which comes from Amaryl. The Troll is in the clearing and has Amaryl and Ortensia trapped. Much like the Knut battle, Bloom will have to swiftly attack him, but the Troll is better at evading attacks and is much stronger than Knut. It's much more difficult to get the Troll stuck in corners in this

area, so you'll have to attack him head on! Before the fight, Tecna explains the Help Meter, which shows which of the Winx can assist you in the fight once enough magic sparks are gained. The Troll is surprisingly pretty fast, so you'll have to attack and move pretty quickly. Musa will probably be most helpful in this battle, since she speeds Bloom's movements. After the battle, the girls allow Amaryll and Ortensia to go ahead and leave the scene. But before the girls can join them, a hideous cackle is heard. The witches have arrived! And they have Tecna held hostage! The witches threaten to freeze Tecna forever unless they're given what they want. And they want Stella's Ring of Solaris! Stella hesitantly gives the witches her ring in exchange for Tecna's safety. After the witches depart, Timmy and the Winx girls run over to make sure Tecna's okay. Afterward, Bloom adds a diary entry for May 5th.

[8] Part 4- Alfea (2)

[8.1] The Ring of Solaris

Upon returning to Alfea, Bloom decides that they should find out more about the Ring of Solaris and what could be so interesting about it that the witches would want it. Tecna suggests starting the research in the library. From there, the girls separate. You'll receive the picture "The Witches". Be sure you save at the save crystal before heading into the library. Enter the library and Bloom will scan the shelves for a book on Solaris. When she finds the book, Bloom will head upstairs to the dorms to meet up with the other girls. According to the book, Stella's ring is the Sword of Power, part of the lineal right of the Princess of the Sun and Moon of Solaris. But that doesn't explain why the witches wanted the ring. However, there's more to Stella's ring. The legend tells that the Sword of Solaris was created long ago, sculpted out of a stone immersed in the spring of light that still flows today. The spring of light is considered one of the many gifts offered by the great sacred fire. The enchanted universe of the Magical Dimension was formed eons ago by a mythical dragon that created the sacred fire. Flora comments that it's a lot to take in, but there's still a lot of missing information. That's all that could be found in Alfea's library however. Musa suggests ask Headmistress Faragonda, who probably knows a lot more than the book could offer. Enter Tecna and Musa's dorm and go over to Musa's desk to receive the "Unhappy Musa" picture. Next, approach Tecna's dresser for the "Tecna Street" picture. Head down the hall and enter the first vacant dorm. Go over to the bookcase to receive the picture "Stella Obsessing". In the next vacant dorm, approach the dresser to receive the picture "Candid Winx". Before going to Faragonda's office, talk to Ms. Griselda in the hall. She apparently has been getting a bit too soft and is in need of a discipline book. Head downstairs and talk to Faragonda in her office.

[8.2] The Dragon

Talk to Headmistress Faragonda and she'll explain the story of the Dragon. She says that in the beginning, there was nothing but darkness. A dazzling light suddenly appeared, which marked the birth of the great dragon. The dragon created a variety of magical worlds using its fiery breath, spreading life, light, and heat to the corners of the universe. After all this creation, the dragon grew tired and lay to rest on a world called Sparks. Bloom mentions that Stella says Sparks is a cold, dark, and unfriendly place. Faragonda adds that Sparks became that way, but used to be a happy place before evil forces attacked and put out the Dragon's Flame. By snuffing the flame, the Magical Dimension hasn't been the same since. Faragonda

becomes curious as to why Bloom is so interested. Bloom just answers that everything is new to her in this realm, which Faragonda understands. With that information, meet up with the girls upstairs again. Talk to Stella and she'll say she just wants her ring back. Tecna thinks they should be the ones to ambush the witches, but Flora believes they might not be capable of taking on all three witches. Bloom suggests taking them by surprise by infiltrating Cloud Tower, which Flora adds that she's heard rumors of tunnels under Alfea that lead to Cloud Tower. Stella says that no one knows where the tunnels are located or how to access them. Tecna explains that it's logical to assume the entrance to the tunnels would be marked by something related to Cloud Tower. The code to the trophy case is in a book in Faragonda's office. Before you venture back down there, talk to Musa and she'll ask if you can retrieve a Minotaur hair to replace her guitar string. Go downstairs to Faragonda's office and check the bookcase on the far left. With the code to Cloud Tower's tunnel, enter the trophy room opposite the library and access the trophy case on the right. Inside the case is a miniature of Cloud Tower. Head up to the room at the north end of the hall. Place the miniature on the pedestal to access Cloud Tower's tunnels. When you're ready, make your way to Cloud Tower.

[9] Part 5- Cloud Tower, Learning Annex

[9.1] Infiltrate Cloud Tower

Now that you're at Cloud Tower, you're out of your own territory. Move to the left and break the pot (Link would be proud) on the left side of the door for a piece of the "Minotaurs" picture. Now head down the right hall and break both pots. One contains a firefly and the other has another piece of "Minotaurs". Head down to the south end of the hall and go south down the hallway. Turn right and approach the corridor. The other Winx girls will catch up. Bloom mentions that it has been surprisingly easy to get in, which Musa adds that it's best to hurry and get the ring before the witches return. Enter the bedroom and you'll find it's too dark to see much of anything. Walk to the right and stand on the star glyph. This summons Stella to bring light to the room. Before accessing the next room, go over to the side table and pick up the "Icy in Power" picture. Enter the next room and check out the side table drawer. Inside is Stella's ring! With the ring back in Stella's possession, it's time to get out of Cloud Tower! Walk down the door at the south end to enter the basement. Shake the barrel for a firefly. Bloom goes up to the "Feisty Fairy" title and learns the "Nymph Rain" spell. Walk down the basement path until you reach a doorway. This is where the Minotaur guards sleep. But don't worry, this one won't wake up. Nab a hair from the beast (the sparkle near the sleeping Minotaur) and exit out the top left door.

[9.2] The Learning Annex

You're back upstairs in the Learning Annex of Cloud Tower. Use the save crystals, because at this point, you'll find monsters roaming the halls that deal major damage. Head to the right hallway and break the pots in front of the door for a firefly and another piece of "Minotaurs". Head back into the corridor and go to the south end. Break the pot for the last piece of "Minotaurs". Break the other pot for a firefly. Enter the library and pick up the discipline book (the sparkle at the bottom right bookcase) for Ms. Griselda.

[9.3] Escape from Cloud Tower

Walk towards the back of the library and approach the book on the pedestal. Bloom's name is on the cover. The other girls will catch up as Bloom checks out the book. Flora wonders why the witches would have a book about Bloom, which Tecna replies that Cloud Tower has an archive rumored to have a volume for every witch and fairy in existence. Bloom thinks it could tell her something useful about her future and her powers. Musa warns that some things are better off not knowing. As Bloom takes a quick look at the book, Ms. Griffin, Cloud Tower's Headmistress appears. She threatens to show you how Cloud Tower handles trespassers. Before disappearing, she summons a guardian statue monster into the library. These guys are pretty strong, so keep your distance and keep firing at it. Unfortunately, Ms. Griffin will have them roaming the halls now, as well as spiders and Minotaurs. She will threaten you to see if you can survive in the lunch room. Exit the library and head to the right hallway. Break the pot for a firefly. Make it to the end of the corridor and exit out of the north door. Once in the lunch room, save at the save crystal. You're about to enter a boss fight, so it's a good idea to save here. Walk down the stairway to the floor when you're ready. Break the pot on the floor below where the entrance was for a firefly. Head for the door and make like you're going to exit. However, Ms. Griffin will stop you and summon a powerful blob monster to keep you in Cloud Tower! The strategy for this particular boss is similar to Knut. Try to lure the monster into the top right corner and pin him between the broken pot and the window. At a safe distance, keep firing at him to keep him from escaping. After defeating the creature, Bloom will enter a diary entry for May 10th.

[10] Part 6- Alfea (3)

[10.1] Bloom's Vision

Back at Alfea, Bloom decides that she should call her parents about her vision with the baby in the burning building. You'll receive the picture "Cloud Tower Archives". Save your game and then head upstairs to give Ms. Griselda the discipline book. For your trouble, Griselda gives you a firefly. Bloom increased to the "Winx Princess" title and learned the "Spark Shield" spell. Next, give the Minotaur hair to Musa and she'll reward you with a Dragon Seed. This gives you another heart on your lives. And if you haven't already, give the Mini Quietus Carnivorous to Flora for another Dragon Seed. This gives you four hearts total. Head back out to the hallway and use the phone near Ms. Griselda. Bloom will call her parents to try and get an explanation. Bloom tells about the vision of her father saving a baby from a fire. Bloom's parents realize that now is the time they have to tell her the truth. Her father tells her that he saved her from a fire sixteen years ago, adding that it seemed as though the fire protected her. He mentions that she was surprisingly calm despite the fire and that they knew that Bloom was very special. Bloom is a bit hurt for not being told before, but her father says that they were going to, but her magic never came back. And the day Stella arrived, everything happened so quickly that they never got to talk about it. Relieved that everything was cleared up, Bloom says goodbye and ends the call. Suddenly, a crash is heard from the ballroom!

[10.2] Bloom's Past

Head downstairs and enter the ballroom, the room to the north of the foyer. It looks like Icy, Darcy, and Stormy have intruded Alfea and it seems like Stella's ring isn't what they wanted after all! The witches talk of searching for the "Dragon Fire", adamant that this said power is located at Alfea. As Bloom confronts them, the witches

decide to ambush Bloom. Darcy will summon two shadow monsters to the ballroom. These monsters are incredibly strong and take a couple of hits to get rid of. Try and get the two separated and then corner them at the edges of the room, taking out one at a time. Upon seeing Bloom's immense powers, the witches discover that the "Dragon Fire" is within Bloom. However, the ruckus was enough to wake the others up, so they depart quickly. Faragonda and Griselda rush to the scene and demand to know what's going on. Faragonda asks calmly what happened, which Bloom replies that the witches came back. Faragonda asks that Bloom keep the incident to herself until they can talk about. With that, she sends her up to bed. After a night's rest, Bloom awakens and remembers that Faragonda wants to see her. Head down to Faragonda's office and talk to her. She informs Bloom that the Advisory Committee had just finished a meeting. Bloom responds a bit tiredly, to which Faragonda decides it's time Bloom knew the story about her past. Faragonda explains that the voice Bloom hears every night is the voice of Daphne, one of the historical nymphs of Magix. The legend tells that Daphne lived in the depths of the lake, as the guardian of the Dragon Fire - the power that birthed the Magical Dimension. With some more information revealed, Bloom will have to discover the rest about herself on her own. She thanks Faragonda and must go tell the girls what she's found out so far. Head upstairs, but first go towards the right where the entertainment room is. Approach the envelope on the rug and you'll find it contains the answers to Professor Wizgiz's upcoming quiz. Stella of course, will want to look at the answers, but it's up to you to decide what to do with it. If you decide to return the envelope to Wizgiz down in the simulator room to the right of Faragonda's office, he'll reward you with a firefly and congratulate you on passing your quiz. He adds that some things are more important than good grades. Afterward, return to the dorms upstairs. Stella mentions something about a great learning experience, which Musa replies that she just wants to see her Prince. The girls become worried as they notice Bloom's weary expression. She says she's tired, but Stella assumes that it's Brandon. Bloom mentions that she hasn't heard from him in a while. Stella says that she and the others were considering going to Red Fountain to watch the exhibition at the Day of the Royals. Bloom says she'd like to see Brandon and wonders if Red Fountain has a similar tunnel to Cloud Tower's. Tecna believes so. Musa tells Bloom to call Brandon, as she's sure he'd love to hear from her.

[10.3] A Casual Chat

Head out to the hall and use the phone to call Brandon. The two greet each other and Brandon asks how she's been. Bloom tells him she's felt very confused lately, which he tells her that she can talk to him about anything and can use the Red Fountain statue to access its tunnel. Like Cloud Tower's, Red Fountain's statue requires a code, which Brandon willingly gives to Bloom. The code is 0001. She thanks him and the two agree to see one another later. Enter the trophy room downstairs and open the left trophy case. Inside is the Red Fountain miniature. Take it and enter the room at the left of the ballroom. Place the Red Fountain miniature on the pedestal and head over to Red Fountain when you're ready.

[11] Part 7- Red Fountain

[11.1] Red Fountain's Training Maze

*Note; This level is playable only one time. So you'll need to take care of everything here before you leave!
Upon entry, the girls find themselves in Red Fountain's courtyard.

Everyone must be in the arena watching the exhibition. Save at the save crystal. Walk towards the left and use any of the three pathways to reach the top. You'll come to the entrance of the maze. Once you've entered the maze, the training session will initiate and you must stealthy make your way through the maze. Throughout the maze are patrol bots that can send you back to the beginning if they detect you. Luckily, they don't deal damage to your health! The patrol bots crawl along the top of the maze and scan with a blue light. You'll have to time your movements in order to avoid detection. Move forward and go to the left, being careful of the bot above. Next, go north and to the right. Avoid the bots and keep going until you reach a southern pathway. Two more bots are surveying the area, but turn left at the bottom of the path and then go north to reach Red Fountain's fountain. This is a safe spot. Go back out from where you came and enter the path at the far right. Weave through the path carefully until you reach the far right. Go carefully up that path and turn left to reach the end of the maze. You'll receive the picture "Courtyard". Walk up the north path and you'll reach a Flora glyph. She'll grow vines along the outside of the building to help you reach the top most balcony. As you climb the vines, look out for the Red Fountain guards. They have a scanner similar to the patrol bots and can return you to the ground. Climb up and then turn right, going up the vines in between the two balconies. Take either the vines on the left or the right to reach the right most vines near the top. Climb to the left and up to reach the balcony at the top. Enter through the open door.

[11.2] Through the Halls

Once you enter the building, the guards will begin to patrol, as the alarm's been set off. You'll have to sneak around and hide behind weaponry shelves and in open rooms to avoid being seen. Use the save crystal near the door. Shake the plant on the right of the door for a piece of the "Patrol Bot" picture. Sneak past the first two sets of guards. The open rooms have nothing valuable except hiding places. After the third guard, shake the plant on the right for a firefly. Shake the plant on the left for a piece of "Patrol Bot". Head north and sneak past the guard into the elevator. You've entered the armory. Shake the two plants for a firefly and a piece of "Patrol Bot". Much like before, avoid the guards. Go to the left to save. Head to the right and shake the plant on the right of the door for the last piece of "Patrol Bot". Continue to the right and shake the plant to the left of the pillars for a firefly. Shake another plant for a piece of the "Specialists in Uniform" picture. Enter the elevator at the right and you'll be back in the hallways. Go north and save. You have to be twice as careful here, as there's no places for you to hide. Make your way to the right and then go south. Go to the room at the far right of the hall and pick up the "Fairy Bloom" picture from the bedroom. The room turns out to be Brandon's, but he's not here at the moment. Shake the plant for a piece of "Specialists in Uniform". Enter the room to the left of Brandon's a shake the plant for a piece of "Specialists in Uniform". The room to the north of that bedroom is another hallway. Enter through there and shake the first plant for the last piece of "Specialists in Uniform". Shake the next plant for a firefly. Bloom levels up to the "Elemental Heiress" title with the spell "Blazing Barrier" gained.

[11.3] Bloom vs. Diaspro

Continue to the left and Bloom will find herself in a large room. A rude, blonde girl walks into Bloom and drops a photo. She calls Bloom a "clumsy cow" as Bloom picks up the photo "Sky". Bloom asks what

she's doing with a photo-hologram of Brandon. The blonde named Diaspro rudely insults Bloom, calling her a horrible servant and that she could have her fired immediately for her behavior. Bloom believes Diaspro to be Icy in disguise, trying to ruin the Day of the Royals. Bloom transforms into a fairy and attacks the girl. However, Bloom was unaware that Diaspro was also a fairy and could transform. She is capable of a some pretty strong fights for this boss. I recommend staying as far as possible from her. Diaspro creates a shield using diamonds which can harm Bloom. Keep your distance and fire continuously at her, and use the Nymph Rain to your advantage. After taking her out, Bloom will enter a diary entry for May 15th.

[12] Part 8- Alfea (4)

[12.1] Secrets Revealed

Due to Bloom's attack on Diaspro, the Day of the Royals was ruined. At Alfea, the girls discuss what was discovered about Brandon and Sky. The two boys apparently switched identities before starting at Red Fountain, both seeking a different lifestyle. In reality, Brandon is actually Prince Sky and Prince Sky is actually Brandon, Sky's squire. Sky wanted to be viewed as a normal guy, hence the identity change. From how the situation unfolded, both Stella and Bloom are over them. Forget boys, bunnies are where it's at! Save using the save crystal.

[12.2] Trouble Brewing

Head to Faragonda's office and talk to her. The other girls will join you. Faragonda informs you that the witches are preparing to attack Alfea, just as their ancestors did when putting the Magical Dimension in danger. She explains that with Bloom's power added, it strengthens the witches ambition and power of wanting to steal it. For that, Faragonda wants Bloom and the girls to travel to Sparks, in hopes that the old palace has a clue to help Bloom find the Dragon Fire. Bloom is their only hope. With that, Faragonda dismisses you to the simulator room when you're ready. You'll receive the picture "Alfea from Above". Before you head off, talk to Professor Palladium and he'll ask for 2 ice samples from Sparks. Afterward, head to the simulator room across the hall and talk to Professor Wizgiz. When you're ready, go to Sparks via the simulator's passageway.

[13] Part 9- Sparks

[13.1] Cold and Alone

Sparks is possibly the most dangerous area in the game. The surface of the planet is blanketed in ice and is crawling with frightening ice creatures. You'll have to be extra careful against the ice worms and the ice gargoyles. As the girls start walking, Bloom suddenly approaches a ravine. Before she can get a word in, a frightening ice monster approaches, causing her to fall down into the ravine. She will temporarily be separated from the other girls. Use the save crystal in the bottom left, as you'll definitely need it here. Shoot the ice crystal on the top right for an ice sample. Shoot at the ice shard at the left to get a firefly. Jump over the small gap, but watch out for the ice ghouls wandering around. These are twice as strong as regular ghouls. Break the ice shard after the two ghouls for a piece of the picture "Ice Worms". Break the next shard for a firefly. Climb down the ledge at the left and break the shard for a piece of "Ice Worms". Climb down another ledge and jump over the gap. Take out two more ghouls and break the shard for another firefly. Ahead is an ice worm.

These things are aggressive and will only emerge from the ground if you come too close. They hurl ice shards which deal quite a bit of damage. It's best to try and avoid getting too close. Jump over the gap and sneak past the ice worm. Break the shard for a piece of "Ice Worms". Break the next shard for the second ice sample for Palladium. Jump down from the ledge and you'll come to tiny ice bats. They won't hurt you, but they show you what's to come. Get ready for the nasty ice gargoyles. They're quick and vicious, so I find it best to run and dodge their attacks as best as possible. Sidle along the narrow path and you'll come to an ice gargoyle. Get rid of the gargoyle by staying on the edge of the narrow path. Use the Blazing Barrier as he comes into the line of fire. Destroy the shard to receive a firefly. Sidle along the next narrow path and climb down the ledge. On the wall in front of Bloom are small ice formations that she can climb down similar to the vines. Make your way down to the ledge at the right. Look out for the ghoul as you hop up on the next ghou. A second ghoul waits up there. Luckily, there's a save crystal, which is definitely nice if your health's a bit worn! Climb down that ledge after saving and break the shard for the last piece of "Ice Worms". Using the ice formations, climb downward towards a ledge with a chest. Open it to receive a firefly. Bloom advances to the "Enchanted Diva" title and learned "Dragon Fire Orbs" and "Aurora Shield". Climb back up to the top and go to the right towards the ledge at the top. Three ghosts will emerge and it appears that someone has woken up on angry terms. An ice gargoyle emerges. You can either run or get rid of him with the Nymph Rain. Get back onto the formations and climb straight down. Take out the ice ghoul. Climb along the next set of formations and climb down to the ground. Get rid of the next ghoul and sidle along the narrow path at the right.

[13.2] Sparks' Royal Palace

You'll come to two Moai-like statues as well as a floating stone head with a blue aura. The head seems surprised to have a guest and asks who Bloom is. Bloom introduces herself and reprimands him on his rudeness. The head welcomes her to Sparks' Castle and introduces himself as the Guardian. He says that the castle door is ahead, but it appears there's no way across to that ledge. The Guardian explains that the crystal statues must be charged to form a bridge. Stand on the ice pedestal and charge up the Blazing Barrier spell. Charge this up six times in order to fully power the statues. Once inside the castle, the Guardian will tell you that you must solve four riddles all linked to the symbols of Sparks. By answering these four riddles correctly, Bloom will be able to access the throne room. First, go to the bottom left corner of the room to save. To answer the riddles, you'll need enter one of the four doors in the area and pull the correct lever. The first riddle is "I am always hungry, I must always be fed, but a dousing of water is what I most dread. What am I?" Enter the room at the left and go to the lever at the top right. The correct answer is "Fire", pull the lever. Return to the Guardian for the next riddle. The second riddle is "At night we come without being told, by day we are gone without being stolen." Enter the room at the bottom left and pull the lever at the bottom left. The correct answer is "Stars". Return to the Guardian for the third riddle. The third riddle is "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. What am I?" Enter the room at the right and pull the lever at the bottom right. The correct answer is "Candle". Return to the Guardian for the final riddle. The last riddle is "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. What am I?" Enter

the bottom right room and pull the lever at the top left. The correct answer is "Sun". Talk to the Guardian and he will congratulate you for completing the riddles. In doing so, the spirits of the people of Sparks were freed! Bloom is glad to have helped, but needs to find a way to save the Magic Dimension. The Guardian asks what Bloom seeks, which she replies that she was sent for a piece of the Dragon Fire Flame to defeat the witches. The Guardian states that as the heir to Sparks, the Dragon Fire is her birthright but he is unsure where it's located or if it's even on Sparks. Bloom is not sure what to do next, thinking there's no hope and the witches will destroy the Magic Dimension. The Guardian suggests that Bloom visit the throne room, adding that there is always hope. The Guardian allows her to pass through the door into the throne room, wishing her luck on her quest. You'll receive the picture "The Guardian". Enter through the door at the south end and you'll be in a hallway that leads to the throne room.

[13.3] The Snow Beast

Run through to the hall and you'll approach the other Winx girls, safe and sound. The girls are happily reunited. Bloom asks how they got into the castle. Musa replies that the beast from earlier had chased them around for a while, but Stella was able to melt a tunnel through the ice so that they could hide. After talking with the girls, head north and through the doorway to enter the throne room. In between the two pillars at the north end is a mysterious golden figure. Approach her and she'll greet Bloom. She adds that everything in the castle is rightfully Bloom's. Go up to the throne behind Daphne and retrieve the photo "Sparks". Next, go down the hall at the left and proceed north. Exit through that doorway and you'll come back outside. Unfortunately, the beast from earlier has returned and is still seemingly angry. For this boss, I recommend pinning him to the wall at the right and continuously firing at him and using Nymph Rain. After a couple Nymph Rains, he'll be done for. As the girls come outside, the Specialists have arrived as well. Afterward, Bloom will add a diary entry for May 25th.

[14] Part 10- Alfea (5)

[14.1] Alfea in Shambles

Upon return to Alfea, the school is in horrible shape and the witches are outside preparing to attack upon Alfea. Faragonda welcomes you back. Stella notices that Knut is in the office, but Saladin defends him, saying that he fought back against the attack. Knut mentions that Cloud Tower is in pretty bad shape as well. Faragonda adds that they've received no word on Headmistress Griffin or any of Cloud Tower's students. Saladin solemnly adds that Red Fountain has been destroyed. And Sky says that Riven is missing. Although the group has already been on a dangerous mission, they must go on another. They must go to Cloud Tower and retrieve the Dragon Fire. Faragonda has asked Knut to lead the group through some secret tunnels. You'll receive the picture "Ice Gargoyles". As you walk around, you'll find that nearly all areas of Alfea have been damaged or destroyed in some way. Most doorways have been blocked off by rubble and you won't be able to access them anymore. Go to the foyer and talk to Professor Palladium. As a reward for the ice samples, Palladium gives you a Dragon Seed, putting you at five hearts. Before you leave talk to Saladin in Faragonda's office and he'll ask if you can rescue his partner Codatorta, as he believes that he may have been captured.

Next, enter the library and speak to Cersei, the witch in the top right corner. She'll ask if Bloom could take a note to the handsome Red Fountain guard that's always near Saladin. Bloom accepts, but mentions that Markus would probably love to hear it from herself. Take the note to Markus in the hallway. Markus reads it and then tells Bloom to tell Cersei that his duty must come first and he must guard Saladin 12 hours a day with the only break being lunch. Return to Cersei and keep going back and forth about 5 times. After helping the young couple, talk to both of them and you'll receive one Dragon Seed from both. Now, go back into Faragonda's office and speak to Knut when you're ready to go to Cloud Tower.

[15] Part 11- Cloud Tower, Dungeons

[15.1] A Risky Mission

Once in the underground dungeons, save your game at the save crystal. Exit through the doorway at the south end of the room and shake the barrel for a firefly. Jump over the rubble and head south to the open room with the large barrel inside. Shake the barrel at the right for a firefly. Next, head south, but a Minotaur guard will be wandering around. Stella will quickly pull you to safety in that room with the large barrel. Suddenly, the barrel opens and someone urges you in. The mysterious stranger reveals himself as Riven. As they begin to ask questions as to where he's been, Riven confesses that he was stupid and fell for Darcy, who stuck him in the dungeon for overhearing their plans. He's accepted back into the group, ready to help in the search for the Dragon Fire. Exit back through the barrel and jump over the rubble to the south where the Minotaur was. He's no longer there, luckily. Enter the room at the left and shake the barrel at the left for a firefly. Before you can go into the room at the end of the hall, first go back to where the Specialists and the Winx girls are. Save at the save crystal and head north. As you enter the dungeon area, Minotaur guards are roaming, but there are also scanners that can send you back, similar to the patrol bots at Red Fountain. Walk to the left and approach the dungeon door next to the barrel. Inside is Ms. Griffin who tells Riven that he shouldn't have come back, but he replies that he couldn't leave and he's got help. Ms. Griffin explains that the dungeon doors can't be opened until she has her crystal ball. It's in her office on the balcony of the Great Hall. Exit through the barrel again and walk down to the south end of the hall. Save at the save crystal and be careful, the area is full of Minotaur guards, spiders, and patrol scanners. Break the pot at the left for a firefly. Go up to the north, but look out for the scanners. Once in Ms. Griffin's office, take out the two Minotaurs with Nymph Rain and then retrieve the crystal ball from her desk. Go out the door on the right and look out for the scanners. Break the pot for a firefly. Go back into the office and exit the way you came. Return to where the Specialists and the girls are. Make sure you save! Go up to Ms. Griffin's dungeon and the door will open. Talk to her and she'll thank Bloom for saving her. She tells Bloom that she can keep the crystal ball to free any other prisoners and that she will see her soon enough. Walk down the right hallway and shake the barrel for the last firefly. Bloom will go up to the "Fire Goddess" title and learn "Fairly Rain" and "Dragon Fire Barrier". Return to the left hallway and go to the north and you'll come to Codatorta's cell. Free him and he will thank Bloom, saying that Saladin will have a reward for his rescue.

[15.2] The Dragon Fire

After rescuing both Ms. Griffin and Codatorta, return to the center of the dungeons and go north, avoiding the patrol scanners. The room ahead is the chamber holding the Dragon Fire. Enter, but watch out for the two spiders. Approach the pedestal holding the treasured flame and the girls will join you. When it looks like Bloom may finally have it, the witches arrive. Things look bad, until Icy's magic suddenly becomes corrupted and the flame freezes over. Ms. Griffin appears and says that she will have sentence all three of them to detention. She tells the girls to hurry back to the entrance and she'll meet them there. She tells them not to worry, but she can only hold the three witches for so long. Save at the save crystal near the Specialists and return to the entrance where Knut is. After a few moments, Ms. Griffin arrives safely and prepares a portal to take them back to Alfea. Afterward, Bloom will enter a diary entry for May 30th.

[16] Part 12- Alfea (6)

[16.1] Up to Bloom

Back at Alfea, Faragonda is pleased to see everyone back safely. It seems that the witches are ready to strike a final blow on Alfea and level the place completely. It's up to Bloom to rescue everyone, especially now that she has the Dragon Fire. Faragonda tells Bloom that she's told the guard at the front door to let her out when she's ready. Sky then approaches Bloom and kisses her, telling her to be careful. You'll receive the picture "Sky and Bloom". Before you leave, talk to Saladin and he'll thank you for saving Codatorta. As a reward, Saladin gives you a Dragon Seed, putting your health at 8 hearts total. When you truly are ready to take on the witches and save Magix, talk to the guard by the door. Don't worry; with 8 hearts of health, the Dragon Fire, and this guide, the witches will be stopped!

[16.2] The Final Showdown

The battle against the witches is separated into three parts. You first battle Darcy, then Stormy, and then Icy. Darcy is the easiest to fight. Darcy's attacks involve using her powers over darkness and manipulation and she tries to get close to Bloom, but trust me, she's a pushover. Get her cornered at the right and keep using Fairy Rain on her. This will get rid of her quickly. Next is Stormy. She's a bit faster than Darcy and uses strong attacks that are good at distances. Like Darcy, try and corner Stormy as best and possible and use Fairy Rain on her. If that doesn't work, simply keep firing Dragon Fire Orbs and dodging her barrier attack. All that's left after Stormy is Icy, the most difficult. Icy's very fast and she has an ice barrier that can be a bit of a pain to avoid. If you're lucky, you can corner Icy and just keep using Fairy Rain. The nice thing about cornering the boss is it disables them from attacking due to them having set footpaths to follow that they can't move to. This gives time for your magic to charge up if you need it. If you really want to wipe out Icy quickly, call for Stella into battle and she can get rid of Icy in one hit. After the fight, Alfea and the rest of Magix is saved! The epilogue rolls;
"United the Winx were able to defeat the Witches and save Magix. Even with their fame and glory, all Bloom and her friends wished for was to get back to their normal lives, and to continue their friendship with the Specialists. The End."

[17] Magic

[17.1] Bloom's Spells/Fairy Levels

Being that Bloom is a fairy, she gains skills as she progresses through her adventures. These skills are applied to her spells and magic. Each time Bloom advances a Fairy Level, she gains a new spell to use. There are 11 Fairy Level Titles in total, consisting of;

- Human
- Fairy in Training
- Charming Pixie
- Magic Winx
- Alfea #1 Student
- Monster Slayer
- Feisty Fairy
- Winx Princess
- Elemental Heiress
- Enchanted Diva
- Fire Goddess

Below are the spells Bloom can gain in the game by collecting a certain amount of fireflies. The spells she can learn vary from basic attack magic, powerful attack magic and defensive attack magic. There are also effects on enemies, cost of magic used, and the rate of fire, as well as pre-requisite needed and the fairy status needed. The amount of fireflies needed are also listed.

=Basic Magic Attacks=

These attacks are fired instantaneously by Bloom upon pressing the A button. While quick, these are weaker attacks.

Light Orbs (0 fireflies) - Bloom fires orbs of light from her extended hand.

Effects: 1 hit of Damage, 1 Magic Energy, fire 3 orbs per 2 seconds.

Pre-Requisite: Default

Status: Fairy in Training

Magma Orbs (20 fireflies) - Blooms fires orbs of magma from her extended hand.

Effects: 1.5 hits of Damage, 2 Magic Energy, fire 4 orbs per 2 seconds.

Pre-Requisite: Light Orbs

Status: Charming Pixie

Dragon Fire Orbs (40 fireflies) - Bloom fires orbs of Dragon Fire from her extended hand.

Effects: 2 hits of Damage, 2 Magic Energy, fire 4 orbs per 2 seconds.

Pre-Requisite: Magma Orbs

Status: Magic Winx

=Powerful Magic Attacks=

These attacks Bloom can use upon holding the A button down for an amount of time. While these attacks are stronger, there's the expense of having to power them up. These also require a larger amount of Magic Energy.

Pixie Rain (5 fireflies) - Bloom fires a spray of blue energy (30 degrees) from her joined hands at an enemy. Hold A button for 1 second.

Effects: 7 hits of damage per second, 13 Magic Energy, 2 meter range.
Pre-Requisite: Default
Status: Alfea #1 Student

Nymph Rain (25 fireflies) - Bloom fires a spray of purple energy (30 degrees) from her joined hands at an enemy. Hold A button for 1 second.

Effects: 14 hits of damage per second, 18 Magic Energy, 2 meter range.

Pre-Requisite: Pixie Rain

Status: Monster Slayer

Fairy Rain (45 fireflies) - Bloom fires a spray of green energy (30 degrees) from her joined hands at an enemy. Hold A button for 1 second.

Effects: 18 hits of damage per second, 22 Magic Energy, 2 meter range.

Pre-Requisite: Nymph Rain

Status: Feisty Fairy

Shining Barrier (15 fireflies) - Bloom emits a yellow circle of magical energy at the ground. Hold A button for 3 seconds.

Effects: 10 hits of damage per second, 25 Magic Energy, 3 meter radius.

Pre-Requisite: Default

Status: Winx Princess

Blazing Barrier (30 fireflies) - Bloom emits an orange spreading ground circle of magical energy. Hold A button for 3 seconds.

Effects: 15 hits of damage per second, 30 Magic Energy, 3.5 meter radius.

Pre-Requisite: Shining Barrier

Status: Enchanted Diva

Dragon Fire Barrier (45 fireflies) - Bloom emits a glowing red spreading ground circle of magical energy. Hold A button for 3 seconds.

Effects: 20 hits of damage per second, 35 Magic Energy, 4 meter radius.

Pre-Requisite: Blazing Barrier

Status: Fire Goddess

=Defensive Shields=

These shields Bloom can use to her defend herself from various enemies. While the shield does provide protection, Bloom still takes a small amount of damage, but it's better than a large amount taken without the shield. These are enabled by holding the R button down.

Fairy Shield (10 fireflies) - Bloom emits a shield that forms a transparent pink globe around her.

Effects: 1 magic point per second, 1 magic point per damage to player absorbed.

Pre-Requisite: Default

Status: Fairy in Training

Spark Shield (35 fireflies) - Bloom emits a shield that forms a transparent blue globe around her.

Effects: 1 magic point per second, .5 Magic Energy per damage to player is absorbed, 2 hits of damage to any enemy that makes contact.

Pre-Requisite: Fairy Shield

Status: Alfea #1 Student

Aurora Shield (40 fireflies) - Bloom emits a shield that forms a transparent purple globe around her.

Effects: 2 magic points per second, .5 Magic Energy per damage to player absorbed, 3 hits damage to any enemy that makes contact.

Pre-Requisite: Spark Shield

Status: Winx Princess

[17.2] Winx Glyphs

During Bloom's adventure, she's going to need a little help from her friends. Located in various areas of the game are Winx Glyphs, tiny platforms with a symbol representing a member of the Winx Club. Each member provides a unique ability that will help Bloom advance and progress past an obstacle. Press the A button near a glyph to receive assistance.

Flower Glyph - This glyph calls Flora, who accelerates the growth of plants, useful for climbing ledges that are otherwise unreachable.

Music Note Glyph - This glyph calls Musa, who influences the mood of living creatures with music, useful for calming irritable creatures.

Sun Glyph - This glyph calls Stella, who brightens dark areas, useful for rooms or areas that are too dark to see well.

Diamond Glyph - This glyph calls Tecna, who can handle computers and other technology, useful for hacking systems and accessing electronic-guarded areas.

[18] Pictures

[18.1] Pictures/Descriptions

Alfea's art library is missing pieces of artwork that have been stolen and hidden by an art thief. Pieces of the pictures are found in the various levels in the game. I've listed the pictures down below in categories, as completed in the game. In the walkthrough itself, I will guide you on where to locate the pieces needed for these pictures.

=Bloom's Diary May 1=

-Kiko-

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

Obtained: Complete Gardenia Park.

-Sceptre-

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

Obtained: Complete Gardenia Park.

-Stella-

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

Obtained: Complete Gardenia Park.

=Bloom's Diary May 5=

-Brandon-

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

Obtained: Complete Black Mud Swamp.

-The Witches-

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

Obtained: Complete Black Mud Swamp.

-Timmy-

Description: "Timmy was really worried about Tecna."

Obtained: Complete Black Mud Swamp.

=Bloom's Diary May 10=

-Ms. Griffin-

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

Obtained: Complete Cloud Tower, Learning Annex.

-Blob Monster-

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

Obtained: Complete Cloud Tower, Learning Annex.

-Eye Opens-

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

Obtained: Complete Cloud Tower, Learning Annex.

=Bloom's Diary May 15=

-Despair-

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

Obtained: Complete Red Fountain.

-Saboteur-

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

Obtained: Complete Red Fountain.

-Danger Building-

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

Obtained: Complete Red Fountain.

=Bloom's Diary May 25=

-Guardian-

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

Obtained: Complete Sparks.

-Puzzle Room-

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

Obtained: Complete Sparks.

-Flashback-

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

Obtained: Complete Sparks.

=Bloom's Diary May 30=

-Portal-

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

Obtained: Complete Cloud Tower, Storage Area.

-Riven-

Description: "Riven warned us that thousands of shadow monsters were about to attack us."

Obtained: Complete Cloud Tower, Storage Area.

-Courage-

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

Obtained: Complete Cloud Tower, Storage Area.

=Winx=

-Multitasking-

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

Obtained: In Gardenia Park.

-Stella Pose-

Description: "Here's Stella doing a perfect Winx Fairy pose!"

Obtained: Stella's dorm room desk at Alfea.

-Tecna Street-

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

Obtained: Tecna's dorm room dresser.

-Unhappy Musa-

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

Obtained: Musa's dorm room desk.

-Flora Relaxing-

Description: "Flora looks so elegant, doesn't she?"

Obtained: Flora's dorm room desk.

-Candid Winx-

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

Obtained: Dresser in first vacant dorm room at Alfea.

-Fairy Bloom-

Description: "Hot enough for ya! Hehehe."

Obtained: Sky's bedroom at Red Fountain

-Stella Obsessing-

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

Obtained: Bookcase in second vacant dorm room at Alfea.

=Enemies=

-Killer Frogs-

Description: "This Black Mud amphibians will eat anything that moves!"

Obtained: First section of Black Mud Swamp.

-The Witches-

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

Obtained: Return to Alfea from Black Mud Swamp.

-Ice Gargoyle-

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

Obtained: Alfea Under Attack.

-Icy in Power-

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

Obtained: Icy's desk at Cloud Tower, Learning Annex.

-Patrol Bot-

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

Obtained: First section of Red Fountain.

-Quietus Carnivorous-

Description: "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!"

Obtained: Pass the Quietus Carnivorous in Black Mud Swamp.

-Ice Worms-

Description: "On Sparks, these icy invertebrates cause quite a commotion!"

Obtained: Sparks.

-Minotaurs-

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

Obtained: Cloud Tower, Learning Annex.

=World=

-Bird-

Description: "There are beautiful birds in Gardenia."

Obtained: Open park gate at Gardenia Park.

-Alfea-

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

Obtained: Alfea.

-Classroom-

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

Obtained: Talk to Professor Dufour at Alfea.

-Cloud Tower Archives-

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

Obtained: Alfea.

-Alfea From Above-

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

Obtained: Talk to Headmistress Faragonda.

-Courtyard-

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

Obtained: Pass the training maze at Alfea.

-Black Mud Swamp-

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

Obtained: Second section of Black Mud Swamp.

-Sparks-

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

Obtained: Throne in the throne room in Sparks.

=Miscellaneous=

-Kiko-

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

Obtained: Bloom's dorm room desk at Alfea.

-The Specialists-

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

Obtained: Third section of Black Mud Swamp.

-Sky-

Description: "Hang ten!"

Obtained: From Diaspro at Red Fountain.

-Firefly-

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

Obtained: After encountering the first ghoul in Gardenia Park.

-Specialists in Uniform-

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

Obtained: Second section of Red Fountain

-Kiko Sits-

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

Obtained: Reward for Kiko's favor.

-Guardian-

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

Obtained: Answer the Guardian's 4 riddles in Sparks.

-Sky and Bloom-

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

Obtained: Alfea before the final boss.

[19] Favors

[19.1] Favors

Favors are special side tasks that Bloom can complete for various characters in the game. These are useful quests that can give Bloom really great rewards in return! Below is a list of the favors, the rewards, and the locations. The actual guide will run through where exactly to find these items.

=Park Attendant=

Item Needed: Park Gate Key

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

Location: In the tree in the upper left of the park entrance.

Reward: Entrance to Gardenia Park

=Faragonda's Books=

Item Needed: Three Books

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

Location: Alfea's library, located at the bottom bookcase of the library, lower left bookcase, and the bookcase next to Professor Dufour.

Reward: Firefly

=Dufour's Books=

Item Needed: Three Books

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

Location: Alfea, located by talking to Spika in the foyer, Ortensia in the upper-left room, and Amaryl in the dining room.

Reward: Firefly

=Kiko's Carrots=

Item Needed: Two Carrots

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

Location: Gardenia Park, first tree after the park gate and the tree across from 2 Dragon Flowers.

Reward: "Kiko Sits" picture

=Stella's Earrings=

Item Needed: A pair of Earrings

Description: Find Stella's missing earrings in the small trees of Gardenia Park.

Location: Gardenia Park's summit, in the tree to the right of the secret treasure chest, black right tree in the Knut battle area.

Reward: Firefly

=Flora's Plant=

Item Needed: A Quietus Carnivorous

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

Location: Black Mud Swamp

Reward: Dragon Seed

=Griselda's Book=

Item Needed: Discipline Book

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

Location: Cloud Tower's library.

Reward: Firefly

=Musa's String=

Item Needed: Minotaur Hair

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

Location: Cloud Tower, in the basement.

Reward: Dragon Seed

=Icy Position=

Item Needed: Ice Samples

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

Location: Sparks, pillar on the right in the first area, 2nd pillar after two ice worms.

Reward: Dragon Seed

=Love Line=

Item Needed: Notes

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

Location: Alfea

Reward: 2 Dragon Seeds

=Saladin's Partner=

Item Needed: Codatorta

Description: Save Codatorta from the dungeons of Cloud Tower!

Location: Cloud Tower, in the dungeons.

Reward: Dragon Seed

[20] Final Word

[20.1] Final Word

After quite a while of playing through this game, I've finally brought Winx Club to completion. (: In the end, I always have fun playing this game, even through some of its more difficult and unclear moments. I hope this guide was helpful to anyone who needs it! And as a side note, I would recommend watching the show, if interested. While some of it can be a bit girly, there are some pretty serious and intense battle moments that I'm sure would appeal to those who love action. I know the show's pretty far ahead from where the game takes place. ^^' Anyway, I'm off to find some more games to complete walkthroughs for. Til then, see you later!

~SuperOtakuAlex

Update: Recently I have allowed Neoseeker to post my guides on their site. So if you find any of my walkthroughs on Neoseeker, they have my permission and don't need to be reported.

[A] Email/Contact Information

Below is my e-mail, which you can contact me at if you have any questions or something to add to the guide. *However, read through the ENTIRE guide before you send me an e-mail. If I've already answered something in the guide, your e-mail will be ignored.*

superotakualex@yahoo.com

When you e-mail me, don't be rude, inconsiderate, or use profanity. Also, have a subject for your e-mail so I know what it's about. Don't send me spam, something unrelated to the guide, technical difficulties regarding the game and/or console, or something already answered in the guide.

I speak English primarily, so I won't be able to understand an e-mail written in Spanish, Italian, French (I only know the basics of the language), German, or any other language. The e-mail should be straight-forward and to the point. I don't want an e-mail that is

off-topic. I also don't want the e-mail to be written in horrible English. Nobody is going to understand someone that types like this, "so how you paly gaem. Am stuk. Hallp meh." You don't have to be formal with the e-mail, but simple, casual writing will do.

If you send me an e-mail with any information to add to the guide, you will be credited in the Credits section in the guide.

[B] FAQs

There are no FAQs at the moment.

[C] Credits

This section is where credits towards this guide and any other information will go. Your name used on the site will be used to credit you on your information.

Thanks goes to;

Konami, for the development of Winx Club

Me, for making this guide

[D] Copyright

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