

Amazing Island FAQ/Walkthrough

by DERAMAZ

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AMAZING ISLAND for Nintendo GameCube
FAQ/Walkthrough
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I. UPDATES

V0.5 7:28 PM EST October 18, 2004

Finally done. Actually, not quite- I still need to work on the rest of section IV and all of sections V, VI, and VII... but there's enough here to get you started. Good luck!

II. STORY AND INTRO

A. Story of Amazing Island

(story taken from the instruction booklet)

One day, an eleven-year-old boy named Andy discovered an old book called "The Secrets of the Amazing Island" stashed away in a dusty storeroom.

The story was an ancient picture book that told all about a mysterious island where incredible creatures lived together happily.

Andy was amazed!

One night, after Andy had fallen asleep, a voice called to him.

"Help us!" it cried. "Won't you save us from our fate?"

Before he knew it, Andy found himself floating above an ancient island.

Moments later, he began to fall. As he landed on the

ground, he woke up from his dream, but the world he woke up to was not the world he had known before.

B. Intro by DERAMOZ

Hey! This is my second guide I've written for GameFAQs. It's been a while since I did this. Be aware that I might or might not install a high score system like my first guide (see it here: http://db.gamefaqs.com/portable/gbadvance/file/wario_ware_microgames.txt), which was a huge success.

Also, here's an anatomy of how I write stages:

Name of Action Stage
at Place Held

Directions:

1. These are the directions
2. given to you by the game
3. before you play.

Strategy:

This is where I put my tips for beating that stage.

Difficulty: A rating between * and *****, as for the difficulty of that stage.

Silver Rewards: These are the rewards from breaking high, but not top, scores for individual action stages. These are usually patterns, eyes, accessories, or voices for decking out your monster.

Gold Rewards: These are the rewards from breaking top scores for individual action stages. These are Monster Cards, which are stored in your Album.

Big Reward(s): From beating a course for the first time. This is usually a Frame and a Vision Orb.

Big Reward 2: From beating a course's top score. This is always a Frame.

Anyway, I mostly just want to tell you thanks for reading my guide!

III. BASIC CONTROLS

A. Field and Menu Screens

Button	Field	Menu
Start/Pause	Pause	
Control Stick	Move Character, Scroll Speech	Choose Option
A	Speak	Select Option
B		Cancel
C Stick	Move Camera	
L	Center Camera	
R	View Surroundings	

B. Before/During Action Stages

Button	Before	During
Start/Pause	Start Game	Pause
A	Scroll through instructions	(Various - see below)

I will explain individual controls for action stages in the walkthrough.

IV. STORY MODE

A. Starting the Game

After you select "Story Mode" from the main menu, choose "New Game" to start playing. If you have a saved file, choose "Continue Saved Game" to start from the Elder's Hut.

You'll see a cutscene, explaining some stuff, then you get to choose your gender, name your character, and set the rumble feature. Another cutscene. You'll hear someone trying to talk to you, to get you to help them... You get a Monster Card and end up in a foggy area. Try walking forward and you'll be confronted by an Eviling. He challenges you to your first, of many, Eviling Volley mini-games.

Eviling Volley (Level 1)
at Gloom Corridor

Directions:

1. Toss fireballs at your enemies to knock them off their narrow footholds!
2. First, press the A button to send the ball their way!
3. Hit the ball back by pressing the A button at the right time!

Strategy:

This is pretty simple. First, just mash A to send the ball their way first. When it gets to you, hit A to send it back. You can also hold A to charge up a super-fast shot, or press B to send the ball in a high arc. Hit him three times before he does to you!

Big Reward: Red Vision Orb

After you beat it (you DID, didn't you?!?), the Eviling melts away, and you get your first Vision Orb! You'll learn more about them later.

His underling (who, by the way, is named Chinto) awakens from his hypnosis. He's surprised you're a human, and he runs off in a hurry to tell Lagu.

B. Creating a Monster

If you walk out around the center of this tiny village, you'll hear (actually, see, but... yeah) a voice coming from the Hall of Life (that tree thingy over there). When you walk in, you'll meet Lagu, who'll briefly explain what's happening, then send you over to the Elder's Hut.

The Elder (who is named Jimba) explains a lot more, including what that Orb majigger is that you got from winning Eviling Volley for the first time. After he's done, Lagu takes you back to the Hall of Life, where you meet his buds, Chinto and Folu. First, Folu will ask you 5 different questions. Answer truthfully, and you'll get a monster that looks like your personality. Anyway, from those answers, you'll see him drawing each body part. Then, there's a stupid cutscene in which the strawberry falls down and they all dance :-\

Your newly created life form has arrived! Chinto will deck it out with a pattern, a voice and a few accessories. Usually they turn out to be really dumb, so he'll let you change them.

People playing this game for the first time, skip this paragraph. After you beat the first course, you gain the power to draw monsters for yourself. To begin using this power, choose a frame. At the beginning of the game you have only one frame, Dragon, but by beating courses you can get up to 18 (see my Full Item List for a list of the frames). Once that's done, you can draw each individual body part from the side or front. Choose a drawing tool and start. You only have 2 drawing tools at the beginning, Pen and Mirror Pen, and you can only use Mirror Pen (draws a symmetrical line across from the line you're drawing) on the Front view. You can also earn drawing tools like Line, Mirror Line, Stamp, etc. After you draw that body part, choose how thick to make it. If the game gives you an error message, you probably didn't connect a line somewhere. When a line connects, it makes a little circle around it to show that it's complete. Make each part, then go to Finish to complete your monster's structure and move on to accessorizing it.

I don't think I need to explain much about adding accessories, as it's pretty self-explanatory. Hit the "Pattern" button, go to the pattern you want and choose the color you want, go to "Eyes" and place and adjust the eyes, etc. I have a Full Item List at the bottom of this section (IV) just in case anyone needs it. Once you're done accessorizing, you have to name your monster. Then take a Foto. Basically, move the C stick for camera angle, Control Stick for camera position, Y to choose a pose for your monster to hold, and A to snap a shot.

After the Foto, Chinto suggests you go visit the Elder. But first take a look at your guy's stats. Depending on how they look, they'll have different stats. A big Dragon with 20 weapons sticking out of it, for example, will have more in the Power rating than a Hamster with a big heart on its forehead. But that Hamster may have more in the Mental department. Once you gain the power to draw your own monsters, try to make monsters that have the stats you want by changing the way they look.

When you walk out, you'll find out that your monster follows you around in the village. In addition to the Elder's Hut (to the left where you come out), you'll see a Shop (closed at the moment), a big stone structure (also closed), a dock to the right, a cave to the left (both closed), and a platform hat juts out into the water directly ahead.

Before you go in the Elder's Hut, I want to explain a bit about the Pause Menu. Try pressing Start, and you'll get a menu - Status or Rumble Feature. If you choose Rumble Feature, you can set whether you want it on or off. But for now choose Status. You'll see all sorts of things.

```
 /
 |                               \
 |           YourName           |
 |   Money      0G      * x 2   |
 |   Items      7%      Events   3% |
 |
 |   Speed      S x 0      M x 0      L x 0 |
 |
 |   Power      S x 0      M x 0      L x 0 |
 |
 |   Mental     S x 0      M x 0      L x 0 |
 |
 |   Stamina    S x 0      M x 0      L x 0 |
 |
 |           O
 \

```

YourName - Obviously, your name is here.

Money - The amount of gold you have. You get gold by winning action stages, and you can spend money on potions (see below) and items in shops. I'll explain more about shops later in the walkthrough.

* - The number of chance stars you have. Get chance stars by creating monsters. When you lose an action stage, you can choose to use a chance star or quit the course. If you quit, you'll end up back at the Maboo village and have to start the course over, or you can use a chance star and try the action stage again. If you have no chance stars left and lose, you must start over. Note that the chance stars are renewable; you get them all back every time you win/quit a course.

Items % - Percentage of items collected out of all items in the game. Collect items by winning action stages with high scores, or by buying them in shops. I have a Full Item List at the end of the walkthrough.

Events % - Percentage of events taken place. Once you get to 100%, you have to face the Black Evil.

Speed, Power, Mental, Stamina - Potions. Use potions before action stages to

temporarily boost your monster's stats. Get potions by winning action stages with relatively low scores or by buying them in shops.

O - Vision Orb. Collect 8 of these to open the doorway to the Black Evil. Get Vision Orbs by clearing courses.

Now that that's over with, walk into the Elder's Hut and talk to him. Get ready for another lengthy explanation of all of his menus.

I have to do this, OK?

Ask about things: A basic FAQ about the story, Vision Orbs, courses, etc.

System Menu:

Save Game - Saves your Player and Game Data into a memory card. I, personally, think it's stupid to have two separate files for this game, plus each monster takes up 8 blocks... this is why I got the Memory Card 1019.

Change Monster - Switch your current monster for another one on your memory card or in your Album. The Album is... well, an album of all of the Monster Cards you've collected. Collect these by getting high scores on individual action stages. Be aware this is different from the GBA game, Monster Card, which is explained in chapter VIII. I have a list of all of the Monster Cards you can collect on the Full Item List, which is at the end of this chapter.

Save Monster - Save your current monster to a memory card.

Delete Monster - Delete a monster on a memory card. WAAH! Well, I guess if you have to...

Monster Cards - All explained in chapter VIII.

Alright! Finally, go talk to Ruby, the bird thingy on the long pier. She'll offer an explanation, then send you straight into your first course.

C. Beginner Course

Jungle Dash
at Sea of Trees - East

Directions:

1. Beat your opponent! Dash as fast as you can to win the race!
2. Keep pressing the A button to build speed.
3. Press the B button to dash and dive! Use it just before the goal line to get an extra burst of speed!
4. Watch out for false starts! That will cause you to stumble and lose speed.
5. Try to get the best time to reach the goal!

Strategy:

As soon as it goes "Start!" (not before, that'll be a false start and it'll slow you down) begin mashing A. I mean really mashing, if you want to get a high score. This is a terribly easy game. Well, I guess they need one for the first stage of the first course. Anyway, once you're maybe 6 feet away from the goal, press B to dash and dive. If you press it any time before it'll slow you down dramatically.

Difficulty: *

Silver Rewards: Crooked (Eyes)
Elongate (Eyes)
Oblong (Eyes)
Round and Black (Eyes)
Sharp (Eyes)

Gold Rewards: Abominax
Djinn
Steiner

Waterskip Slider
at Cape Dyna

Directions:

1. Press the A button repeatedly to build speed!
2. Spring up from the top of the jumping platform!
3. When the gauge is full, release the Control Stick to leap up!
4. Flick the Control Stick at the right time to skip on the water!
5. Try to jump as far as you can!

Strategy:

This is actually pretty difficult. First, mash A, then get as far up the jumping platform as possible and press down on the Control Stick. A meter will appear. Release the Control Stick when the bar is at least in the red to jump really far! Then, about a quarter second BEFORE you hit the water, flick A up. If it says "Miss", that's BAD. You're aiming for a "Great!" every time you flick, which isn't that hard to get once you've played it enough. Get at least 600m to beat it.

Difficulty: ***

Silver Rewards: Bony (Pattern)
Frozen Marble (Pattern)
Plaid (Pattern)
Polka Dot (Pattern)
Round n Round (Pattern)

Gold Rewards: Gnu
Mirror
Santa Mew

Spin Break
at Caustic Cauldera

Directions:

1. Hold down the A button to accumulate spin power. Release to make yourself spin!
2. Accumulate until the gauge is full to get a Super Spin! Keep it stored up, and...
3. Push your opponents off as they approach!
4. You can jump when the volcano erupts!

Strategy:

Pretty hard, actually. There's a timer at the beginning. Charge up during that time, and release your spin power when your enemies approach. There's 16 enemies you have to knock off in 90 seconds, which gives you about 5 1/5 seconds per. There's one enemy in particular that won't give up.

Difficulty: ***

Silver Rewards: Bull (Horn)
Deer (Horn)
Lightning (Horn)
Little (Horn)
Long (Horn)
Medium (Horn)
Unicorn (Horn)

Gold Rewards: Bombast
Broud
Dragonus

Stone Spire Smash
at Hardhead Pass

Directions:

1. Destroy the towering spire! How fast can you do it?
2. Press the button that's indicated in time with the gauge.
3. When the Boss appears, attack by hitting the button rapidly!
4. Finish off the Booss as quickly as possible!
5. Stop attacking when you see /!\ to avoid his counterattack!

Strategy:

This is kinda fun. Look at the button on the first section, and press that button when the gauge is in the red to smash it immediately, or 2 or 3 times when you get it in the green. If the next spire is a different button, press the button to charge up into that "mode", which has a different gauge, then continue smashing. Do this for about 20 sections, until you reach the Boss. Mash the button that appears on the screen, unless you see /!\, in which case STOP. If you continue mashing, you get stunned for a long time. If the next button is different, press the button to change the "mode" while the Boss is attacking, to save time. Get a lot of hits in to work his meter down to 0 and beat him. You have to do all this in 90 seconds, which doesn't sound like a lot, but believe me, it's plenty.

Difficulty: **

Silver Rewards: Dragon Fin
Mechanical Hand
Steel Hand

Gold Rewards: Glinos
Urz
Viking

Big Reward 2: Dinosaur Type

Eviling Volley (Level 2)
at Gloom Corridor

Directions:

1. Toss fireballs at your enemies to knock them off their narrow footholds!
2. First, press the A button to send the ball their way!
3. Hit the ball back by pressing the A button at the right time!
4. You can change who to throw back to using the Control Stick!
5. Hold down the A button and then release it for a Super Shot!
6. Press the B button for a feint shot that goes higher!

Strategy:

Still too easy. They just give you all the directions this time. I don't know why they gave you #4, though, as you won't need it until Level 3.

Difficulty: *

Big Rewards: Orange Vision Orb
Hero Type

After you beat the course for the first time, you'll see tons of stuff happens:

- You gain the ability to draw by yourself.
- A guy next to Jimba appears.
- A guy to the right of the entrance to the Hall of Life appears.
- The Intermediate Course Transporter Watchman appears.
- The training mode Transporter Watchman appears.
- The rocks blocking your path to the dock retract.
- Ow L. Rankin appears in the center of town, giving you all your rankings on demand.
- Someone actually starts to sell items in the Shop.

-*-*-*-*-*-*-*-*-*-*-*-

More later!

-*-*-*-*-*-*-*-*-*-*-*-

Z. Full Item List

In alphabetical order. I'm pretty sure this is all complete, but e-mail me if you find something I missed.

1. Frames

Bunny
Cat
Dinosaur
Dog
Dragon
Dragon-Man
Evil Beast
Evil Spirit
Giant
Hamster
Hero
Horse
Kid

Macho
Mantis Worm
Scorpion Worm
Spider Worm
Tiny

2. Patterns

Armadillo
Beetle
Bony
Brick
Camouflage
Cat
Ceramics
Chameleon
Cow
Crab
Cute Machine
Dog
Dragon
Evil Spirit Armor
Frozen Marble
Glass
Gleaming
Haniwa
Hero's Tights
Hexagon Marble
Large Scale
Lava
Leather Armor
Living Armor
Lizard
Luxurious
Maboo
Marble
Metalwork
Mummy
Ninja Suit
Parrot
Pastel
Pavement
Pebble
Plaid
Plastic
Polka Dot
Primary Colors
Protector
Real Machine
Retro Machine
Robot
Rock
Round n Round
Santa Claus
Skin
Stained Glass
Steel Armor
Tiger
Transparent
Vine

Wood
Zigzag

3. Eyes

Angry
Antenna
Big
Boy's
Cat's
Coal
Connected
Crooked
Demon's
Dot-Like
Elongated
Frog's
Girl's
Goggle
Insect
Neon
Oblong
Purple
Round and Black
Scope
Searchlight
Sharp
Shining
Snail's
Thorned

4. Voices

Dinosaur
Dragon
Giant Hero
Transforming Hero
Phantom
Kung Fu
Heroine
Dog
Wolf
Cat
Tiger
Horse
Elephant
Bird
Creature
Cutie
Cute Animal
Alien
Machine
Musical Instrument

5. Accessories

Alien's Mouth
Ardent Eyebrow
Axe
Ball

Banner
Barrel
Baseball
Baseball Cap
Basketball
Bat
Bee Stinger
Bell
Big Horn
Bird Wing
Blowhole
Bolt
Bomb
Bowl
Braid
Breastplate
Brooch
Broom
Bull Horn
Butterfly Wing
Cape
Cat Whisker
Cat's Claw
Cat's Ear
Chain Gun
Cheek Guard
Chimney
Cockpit
Crab Pincer
Crystal
Cube
Curved Sword
Cute Wing
Da Vinci Wing
Deer Horn
Demon Wing
Demon's Horn
Disk
Dog Collar
Dog's Nose
Dorsal Fin
Double Claw
Doughnut
Dragon Fin
Dragon Horn
Dragon Wing
Dragonfly Wing
Drooping Ears
Duck Beak
Eagle Beak
Encyclopedia
Evil Spirit's Mask
Eye Glasses
Eye-Like Ball
Fairy Wing
Fake Nose
Fan
Fang
Fin Crest
Fish Fin

Flaming Mane
Fluffy Hair
Football Helmet
Gloves
Guitar
Heart
Hooves
Human Ears
Human Hands
Human Head
Imp's Horn
Jaw
Jewel
Laser Gun
Lightning Horn
Lion Mask
Lips
Little Horn
Long Drill
Long Horn
Illumination Light
Maboo Hat
Maboo Staff
Mechanical Hands
Medium Horn
Missile
Muffler
Necktie
Ogre Horn
Pail
Parabolic Antenna
Ponytail
Propeller
Pyramid
Quadratic Prism
Rat's Tail
Rhino Horn
Ribbon
Ring
Robot Hands
Rod Antenna
Rose
Round Claw
Round Nose
Rugby Ball
Santa's Beard
Saw Hook Claw
Screwdriver
Sheep Horn
Shield
Short Drill
Shoulder Armor
Siren Light
Skull Stone
Sneakers
Soccer Ball
Spinning Saw
Springing Star
Star
Steel Hands

Straight Horn
Straw Hat
Sunglasses
Sword
Tachometer
Tail Assembly Wing
Tentacles
Thick Eyebrow
Thin Eyebrow
Thorned Claw
Thorned Collar
Tire
Tongue
Toy Hammer
Transparent Ball
Triangular Cape
Triple Claw
Triple Hook Claw
Tube
Umbrella
Unicorn's Horn
Vernier
Viking Helmet
Whisker Base
Witch's Hat

6. Monster Cards

Abominax
Afoo
Amigo
Beeboy
Black
Blizzard
Blublade
BlueX
Bodigar
Bombast
Broud
Bydelle
Canistar
Dillo
Djinn
Dogvow
Dragonus
Drillist
FaeGator
Farflung
Feiberos
Felina
Firarmor
Firesnax
Foo
Georgie
Glassrog
Glinos
Gnu
Gore
Gossamer
Grandall

Greeter
Gridora
Gustar
Hairykit
Highwind
Homlar
Hoppy
Hydrum
Kitmunk
MagmaGoo
Maniac
Meteron
Mirror
Momumomu
Motochet
MrJones
Neptune
NoirNoir
OiOiOi
Omega
Ooky
Padeechy
Panpang
Potage
Prettie
PSB
Ragrag
RedDuke
Rollin
SantaMew
Seanymph
Seathing
Shadoze
Skyjin
Starduck
Steiner
Stickman
SuperSam
Thundar
Tucker
Typhoon
Uniphone
Urz
VegaIII
Viking
Warkitty
Watern
Windcut
Wysteria
Yamanya
Yenty

V. MULTIPLAYER MODE

UNDER CONSTRUCTION

VI. TRADING MONSTERS

UNDER CONSTRUCTION

VII. MONSTER CARD

UNDER CONSTRUCTION

VIII. CONTACT ME

My e-mail address is at the top of this guide.

If you e-mail me, please put "Amazing Island FAQ" or something similar in the title bar. If you put something unrecognizable in the title, or if the e-mail falls under the "unaccepted" category, I will probably delete it.

Accepted e-mails:

- Praise
- KIND Complaints
- Questions
- If I left something out, got something wrong, or you want to add something, I'll credit you.

Unaccepted e-mails:

- Spam
 - Angry or stupid complaints
 - E-mails asking if you can use this guide on your site. I will turn down every one. I repeat - EVERY ONE.
-
-

IX. COPYRIGHT INFORMATION

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