

Billy Hatcher and the Giant Egg FAQ/Walkthrough

by WishingTikal

Updated to v2.0 on Jul 1, 2013

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Billy Hatcher is a good game, but nothing more sadly... If you complete and collect everything in the game, the longevity will be quite long and the gameplay has some interesting ideas, but I still think they could have done so much more with the idea of hatching eggs and getting creatures from inside them... Sure, some creatures can be use for simplistic tasks, but is it enough? I think not... why aren't the creatures use for much more than just this? The gameplay is quite repetitive and unexciting, the levels are somehow pretty linear (why not a large area where you hatch eggs and use the animals for finding new paths etc ?), never noticed how all the levels are somehow divided in sections? The idea of hatching eggs is nice, but they didn't use it properly... anyway, just wanted to share my thoughts with you. This FAQ is probably one of my longest one to date (even more than my Vexx FAQ...) and will take me some time to cover entirely... be patient, there's so much more I want to add to this FAQ! Feel free to share your ideas with me.

WishingTikal
(visit me on Youtube! :) <https://www.youtube.com/WishingTikal>)

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0 2. F R E Q U E N T L Y A S K E D Q U E S T I O N S 0
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Send out your questions or concerns to wishingtikal@hotmail.com
Please make sure your question isn't already answered here!

Q: How do I use the Circus Hat?
A: This is really simple... Once you're wearing the Circus Hat, simply hop onto any egg to ride it! Jump right on top of the egg and it should work... You can then go into the water or sand while riding the egg.

Q: How do I access Giant Palace?

A: Complete Sand Ruin mission 3.

0 3. W A L K T H R O U G H 0

- a)Stage 1 Forest Village
- b)Stage 2 Pirates Island
- c)Stage 3 Dino Mountain
- d)Stage 4 Blizzard Castle
- e)Stage 5 Circus Park
- f)Stage 6 Sand Ruin
- g)Stage 7 Giant Palace

Stage 1

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- Mission 1 - Save Chicken Elder Oma-Oma!
- Mission 2 - Defeat Era Gecko!
- Mission 3 - Secret little forest hut
- Mission 4 - Traveling Mini Game Salesman
- Mission 5 - Secret inside the waterfall
- Mission 6 - Secret of the windmill!
- Mission 7 - Save the 8 Chickens!
- Mission 8 - Defeat 100 Crows!

Forest Village - Mission 1

From the starting point, go forward and when you enter the village, jump on the ledge at the right. Go on the trunk and take the shining egg to receive the Legendary Chicken Suit. You are now able to use eggs for various moves. Go down the ledge and take the egg below. Then, go forward and to the left, so you can jump into the orange hoop near the arrow (you need an egg!). You will then reach the ledge above after pressing A. You now have to step on the blue glowing switch on the ground with an egg to activate it, opening a gate. Return where you came from, but this time, go to the right into the other orange hoop. Once you're in the area above, go forward and break the wooden fences near the wall. Do a Bounce Jump (A+A) to reach the green hoop above you and go on the ledge above. Press the switch there with a Bounce Jump and you'll open up the gate below. Go in the new open area and jump into the green hoop to reach the slide above. Slide it down and in the next area, go up the hill and kill the big cat enemy to free up the golden egg. Take that golden egg, feed it with some fruit and hatch it (R). The Chicken Elder of Forest Village will come out and bring morning back to the forest. Talk with him and he'll give you the Emblem of Courage. Pick up the emblem on top of the hill.

--CHICK COINS--

- 1\ Right after you go through the first gate, the Chick Coin is on your right.
- 2\ Right after the second gate, go straight on your left on the patch of grass. You should see the shadow of the coin on the ground. Do a Bounce Jump to reach the coin above your head.

- 3\ You can get this one when sliding on the slide half-way through the level. The coin is on the right but can be quite difficult to reach. If you have a big egg, it'll slide slower so you can get the coin more easily.
- 4\ At the top of the hill where the golden egg is (Elder Oma-Oma), if you turn around you should be able to see the Chick Coin floating in the air near the edge of the hill. Run toward it and press R to dash, then jump just before the edge and you should get it with the Long Jump.
- 5\ At the top of the hill with the golden egg, the Chick Coin can be found in the last bush on your right.

Forest Village - Mission 2

Take one of the eggs at the start and jump on the blue rail with it. Once on the ground, kill all the enemies and a gate will open. Then, slide down on the large slope... Don't mind the big cat enemy at the bottom and cross the bridge to the next section. Kill all the enemies there and a cage containing a green hoop will open. Get into that hoop and into the blue ones. Jump in the yellow hoop and place it so you can be launch in the section above. Now, go to the left and pick up the blue egg, which you'll have to feed (kill enemies for fruit) and hatch. Catch the water animal which will come out of the egg. You now have to throw that animal on the switch surrounded by fire to take out the flames (throw with Y). Take another egg and hit the switch with a Bounce Jump. Get into the hoop and into all the other green hoops until you reach the top. Stand on the Dark Gate...

BOSS 1 -FOREST VILLAGE- Era Gecko

Take an egg (obviously) and try to grow it some more with fruit around the area. The bigger the egg is, the faster you'll beat the boss. When the lizard shrinks, try to locate him in the grass and Bounce Jump on him. He'll grow back to normal size; hit his belly the more times you can (I usually do Bounce Jumps on his belly very rapidly). He'll then attack you, but if you stay out of the grass, none of his attacks will reach you... Repeat the process until he's defeat.

--CHICK COINS--

- 1\ After you slide down from the rail at the very beginning of the level, you'll end up in an area with enemies and two gates. One of the gates is leading to the slide and you can open it by killing the enemies, but the second one, leading to a bridge, won't open. You'll have to walk around it. Go on the left side of that gate, jump on the ledge around the area, bypass the gate and jump to the bridge. You'll now be in an area full of bees so be careful. Drop down the hill and in the area below you'll find the coin in plain view. To leave this place you have to hit the switch on the hill and go into the green hoop.
- 2\ When sliding on the big slide at the start of the level, stick to the left and jump over the pit to collect the Chick Coin.
- 3\ After you get into the first green hoop, you'll end up on a tree trunk platform. From there, you should see the coin floating in the air. Dash toward it and do a Long Jump to reach it.
- 4\ When you arrive at the place where you have to put down the flames around a hoop, the Chick Coin is inside one of the crates around the place.

5\ At the end of the level, right behind the purple warp portal leading to the boss, in the bushes.

Forest Village - Mission 3

Go forward and cross the bridge. Go near the metal crates in this area and Bounce Jump to break the wooden crates above the metal ones. Bounce Jump again to get on the metal crate and jump in the green hoop to reach the area above. In this area, go near the metal crates again and do as before to break the wooden ones and go on the metal crate. Get into the blue hoops, then the green one and finally the blue ones again to reach the next section. There, take the red egg, grow it and hatch it. Catch the fire animal inside. Stand in front of the gate blocked by huge boulders and press Y to launch your animal on it, destroying the boulders. Now go through the gate and into all the blue hoops. Destroy the enemies in front of the gate to open it. In the next area, take the blue egg at the right of the gate and feed it to hatch it. Now go forward and to the right, where you can see a switch surrounded by fire. Throw the water animal on it to take out the flames and press the switch so a gate will open. Go through that new opened gate and up the slope to the top. Watch out for the bee enemy and go to the right to hit another switch to open another gate. Now you can collect your Emblem of Courage.

--CHICK COINS--

- 1\ At the place with the first giant bee, near it you should see the shadow of a hoop on the ground. Jump with an egg to get into this green hoop over you to reach the tree trunk above. Then jump into the blue hoop to reach the second tree trunk, with the Chick Coin on.
- 2\ After you blow up the boulders with the fire animal, go through that new open gate and right after, go to the left to find the Chick Coin next to it.
- 3\ This one is behind the switch surrounded by fire, at the edge of the path.
- 4\ At the end of the level, where the second giant bee is, the Chick Coin is inside the crate next to it.
- 5\ After getting Chick Coin 4, go near the edge with the egg and fruit. You'll see the coin floating in the air, so dash toward it and do a Long Jump to collect it.

Forest Village - Mission 4

Go talk to the Chicken Salesman. He'll offer you to try out his mini-game, which consists of collecting 30 Chicken Coins under 2 minutes. Accept and go down the hill, where you can collect 11 coins there, in total. Hit the switch next to the crates to open the gate. In the next area, you can collect 6 coins in total, so you already have 17 coins... Hit the switch in the center of the room to open the next gate. Go through the blue hoops and dash + Long Jump for 3 coins in the air. (There's red coin on this platform, if you touch it 10 times you'll get 5 coins) Then, go down in the area below. Collect the coins and go forward. Hit the switch next to the gate to open it, and go down in the village. There are 3 coins you can collect on the ledge behind the windmill and some around it. If you still need some, you can hit the switch on the trunk where you found the Chicken Suit to open a gate, and behind that gate are 5 coins. You should have enough by now. When time is up, talk to the salesman and if you have collected

enough coins, he'll reward you with an Emblem of Courage.

--CHICK COINS--

- 1\ At the start, behind the bush to the right of the path leading down the hill.
- 2\ At the beginning, go down the hill and near the gate, the Chick Coin is inside one of the haystack.
- 3\ After going through the second gate, turn straight to your left and you'll find the coin next to the gate.
- 4\ After going through the first blue hoops, you'll end up on a tree trunk platform. Drop down from it, and below, just next to the trunk is the Chick Coin.
- 5\ At the very end of the level, on the tree trunk where you started the game on in Mission 1. The switch to open the gate to this area is located on the tree trunk where you got the Chicken Suit in the first mission.

Forest Village - Mission 5

Go in the area below and take the purple egg at the left of the gate. Make it hatch and grab the Circus Hat inside. With this hat, you can simply jump on top of an egg, and ride it into water or sand. So jump on an egg and ride it into the water. Go down the river, avoiding the obstacles. Once you're in the lake at the end, go near the shore, into the blue hoop, to end up in the village. Behind one of the houses, you'll find a purple egg. Make it hatch and inside will be the animal with the power of ice. Catch it and get into the green hoop near the shore. Go through the blue hoops and you'll end up on the island in the middle of the lake. Jump on small wooden platforms until you are in front of the waterfall. Now, throw your ice animal (Y) to the waterfall and the water will freeze, revealing a way behind the waterfall. Get in that new passageway, take an egg, and go in the blue hoops. Kill all the enemies that will appear in this area and the gate blocking your way to the Emblem of Courage will open.

--CHICK COINS--

- 1\ At the start of the river, on your right.
- 2\ A little after the first one, still on your right.
- 3\ After the second one, but in the middle of the river.
- 4\ After the river part, on the lake forward, to your left.
- 5\ To the left of the waterfall, in the corner of the lake.

Forest Village - Mission 6

In the area where you start in, kill all the enemies and the gate will open. Slide down the slope behind the gate and don't mind the bees, go directly to the other slope and slide it down. Once again, kill the enemy so the gate will open. Enter the room and kill all the enemies that will appear to open that other gate. Jump on the blue rail with an egg and then drop down from the platform to fall back in the village. Go on the trunk where you found the

Chicken Suit in Mission 1 and into the green hoop. Then, into the blue ones and on the windmill's propeller. Do a Bounce Jump on it to start the windmill and to open the gate leading inside. Go in the windmill to collect your Emblem of Courage.

--CHICK COINS--

- 1\ In the room where you start, the Chick Coin is hidden in the crates on your left.
- 2\ At the start, take the yellow egg behind the trunk you start on, and hatch it. Inside you'll find the wings, which allow you to double jump. Return on the trunk and double jump (press A twice) in direction of the wooden platform above the trunk, next to you. Double Jump to the next one and continue like this until you reach the last one, with the coin on. (Press A once in direction of the platform and wait until you are near it to press A a second time.)
- 3\ Over the pit in the second slide.
- 4\ To the left of the gate just before the rail.
- 5\ Behind the house to the right of the tree trunk where you found the Chicken Suit in Mission 1.

Forest Village - Mission 7

There are 8 chickens to find and free here...

Chicken 1) Go on the trunk where the Chicken Suit was in Mission 1, hit the switch and the chicken in the cage at the right behind the house will get freed.

Chicken 2) Go on the ledge behind the windmill and on the metal crates. Jump into the blue hoops and on the windmill's propeller. Do a Bounce Jump on it to open the gate leading inside. Go in and step on the red pad on the ground to free the chicken.

Chicken 3) Kill all enemies in the village to open the gate to the area above. Go in that area and go forward in the green hoop. On the ledge above, take the purple egg and hatch it. Go in the blue hoops to get on the island in the middle of the lake. Jump on the wooden platforms and throw the ice animal to the waterfall. Get behind it and into the green hoops. Kill all the enemies to open the chicken's cage.

Chicken 4) Return in the area above the village. Get into the green hoop at the left of the gate and press forward to hit the switch on the wall so the gate will open. Go through that gate and to the right, into the green hoop. Reach the wooden ledge above and go to the left. Press the switch to free the chicken and do a Bounce Jump to jump over the flames to reach the chicken.

Chicken 5) Return on the wooden ledge and dash + Long Jump in direction of the green hoop to get in it. Jump on the slide and slide it down. Then, go to the left and Bounce Jump to get on the metal crates. Go on the highest one and step on the blue pad to open the chicken's cage below.

Chicken 6) Go up the hill and go into the green hoop on your right. Hit the switch on the ledge above to free the chicken.

Chicken 7) Kill all enemies downhill to open the gate and go inside. Bounce Jump to get on the metal crates and jump into the green hoop. Hit the switch on the ledge above to free the chicken.

Chicken 8) Kill all the giant cat enemies in the room to open the next gate. Go through and at the left of the gate, break the crate to reveal a blue pad. Step on it to free the last chicken at the right of the gate.

Go through the blue hoops and return to the village, the Emblem of Courage is in front of the windmill.

--CHICK COINS--

- 1\ Behind the tree trunk you start on.
- 2\ Go on the ledge behind the windmill and on the metal crates. Do a Bounce Jump to get into the blue hoops and then on the windmill's propeller. Now jump to the right to get the coin.
- 3\ Get around the tower with the fire on, halfway through the level and go to the right near the gate to find the Chick Coin.
- 4\ Near one of the last locked chickens are some metal crates. Get on them and do a Bounce Jump to reach the coin in the air above the cage.
- 5\ Near the locked chicken behind the waterfall, you'll find a blue egg. Hatch it and inside will be a kind of fish you can ride. Get on him and go in the lake near the waterfall. Go where the river is and you'll notice fences preventing you from continuing. Jump over them and go up the river until you reach its end. Get on the ground on your left, don't mind the enemies, continue to the left and climb around the tower. At the top you'll find the Chick Coin.

Forest Village - Mission 8

You'll need to defeat 100 enemies to get the Emblem... From the start, kill all the 26 enemies in the village area (some will appear after you defeat others) and the gate will open as usual. Get in that area above the village and defeat all the enemies there. Another gate will open. Go into the blue hoop behind the gate and into the slide. Go up the hill and hit the switch to open the gate below. Kill the enemies, then enter the next area. Kill the other enemies inside... You should have enough by now. When you've defeated 100 enemies, the Emblem of Courage will appear on a ledge above. Hit the switch and go in the green hoops to reach the ledge above and pick up your Emblem.

--CHICK COINS--

- 1\ At the start, when you enter the village, go to the left and break the small tree trunk on the ground to reveal a Chick Coin.
- 2\ After going through the second gate, go to the right to find the coin.
- 3\ In the slide, on the right.
- 4\ In a haystack at the left of the third gate.
- 5\ At the end, from the ledge on which the Emblem of Courage appears on, dash and do a Long Jump to collect the Chick Coin in the air.

Stage 2

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- Mission 1 - Save Chicken Elder Uri-Uri!
- Mission 2 - Hurry to the Pirate Ship!
- Mission 3 - Race against King Clippen!
- Mission 4 - Save Rolly!
- Mission 5 - Treasure in the Captain's Room
- Mission 6 - Defeat 100 Crows!
- Mission 7 - Chick and the Game Salesman
- Mission 8 - Save the 8 Chickens!

Pirates Island - Mission 1

At the start, go on the long slide and you'll end up on the beach. Kill all the enemies on the beach to open up the cage containing the golden egg. Take that golden egg and try to feed it with fruit on the beach. Then, go to the left into the blue hoop and on the bridge with gaps. Once on the other beach, feed the egg some more and hatch it. The Elder will come out... talk to him to receive the Emblem of Courage, which will appear on top on the small fortress. (To collect it, go up the slope on the beach and to the left. Jump into the green hoop and then into the blue ones to reach the top.)

--CHICK COINS--

- 1\ On the slide at the beginning, over a pit on the right.
- 2\ After sliding down the slide, you'll end up on the beach. Don't take any egg with you! Go to the right and jump on the rock heaps to reach the Chick Coin at the top.
- 3\ Take the blue egg at the beginning of the level and slide down to the beach. Grow it up and hatch it. Go up near the golden egg with your water companion and to the right, past the giant frog. Throw your penguin friend at the coin surrounded by fire to take off the fire and collect the coin.
- 4\ On the platform over the water with the butterfly egg on, behind the small pillar.
- 5\ In the last area of the level, go near the edge of the water, at the place with no fence. Walk around the fence and continue to the right, following the shore. You'll find the Chick Coin in the corner.

Pirates Island - Mission 2

From the start, cross the bridge and go down the slope with holes. Go to the right and into the green hoop. Hit the switch at the top to open up the gate. Jump into the canon and place the pointer way above the blue pirate flag. Shoot and you should get launch into the flag, and fall back on the platform below. Now slide down the curved slope and go to the left into the green hoop. When you're in the yellow hoop, try to get launch on the platform above the area where you were. Cross the bridge and go into the canon. Place the canon above one of the eyes of the giant skull and you should get launch into the eye.

Inside that cave, go past the snake with a Dash + Long Jump (you don't even need to mind that snake...) to reach the ledge behind it. Go on the narrow path at the end of the cave and hit the switch to open the gate. Go into the blue rings and into the yellow one. Get launch on the platform you can see forward. Then, go up the slope to the left and jump on the ledge above. Cross the footbridge and hit the switch behind the 2 canons to open the gate below. Drop down and go through that gate. Jump onto the blue rail with your egg and finally, stand on the Dark Gate.

BOSS 2 -PIRATES ISLAND- Pirate Fish

He'll start by shooting water bubbles at you, run around to avoid them. Then, he'll create water puddles on the ground (you can walk on it, it doesn't do anything). To defeat him, simply hit him the more you can when he's out of the water. This boss is rather easy...

--CHICK COINS--

- 1\ At the beginning of the level, after sliding down from the platform with holes, jump on the rock heap on the left to reach the coin at the top or do a bounce jump with the egg to reach it.
- 2\ When you arrive to the first canon at the start, don't go in it, but instead, drop down from the platform you are on now, to end up on the beach below. You'll come to a place where you have to kill 2 frogs in order to open the gate above. At the start of this area are crates and inside one is the coin.
- 3\ Jump in the first canon at the start and aim way above the pirate flag so you'll fall back on the platform where the flag is. Now slide down on the platform with holes and jump over the pit on the left to obtain the coin.
- 4\ After you exit the cave with the snake and go through the blue hoops, you'll be in a yellow hoop. Try to end up on the beach below and go to the left side of it. Climb up the rock heaps to get the Chick Coin at the top.
- 5\ After getting Chick Coin 4, go to the right and into the orange hoops to reach the area above. Continue your way to the top and just before you cross the narrow wooden bridge, break the crates next to the wall on your right to reveal a Chick Coin.

Pirates Island - Mission 3

Talk to King Clippen and he'll offer you to race against him. This is really easy, just follow the arrows and run the fastest you can. Be careful on the bridge with swinging anchors, though. Reach the goal before him to be awarded an Emblem of Courage.

--CHICK COINS--

- 1\ At the very start, at the place full of wooden fences, on your left.
- 2\ When you have to jump into 2 green hoops in a row, the Chick Coin is in the air above the first one.
- 3\ When sliding on the platform with holes, the coin is on the left side over a pit.
- 4\ After the slide, the Chick Coin is above the second rock heaps near

the big arrow. Climb on top and jump to get the coin.

- 5\ Just before the goal, go near the left small pillar on the edge of the platform. Dash and do a Long Jump in that direction, and try to fall back on top of the small fortress on the beach below. The Chick Coin is on top.

Pirates Island - Mission 4

You have 5 minutes to save your friend Rolly, but don't worry, this is more than enough. From the start, advance forward and go down the slope. Cross the bridge with swinging anchors, Bounce Jump over the flames, kill the frog and go into the blue hoop. Hit the switch there to open the gate. Go in the next area, on the beach, and kill all the enemies so the gate above will open. Get in the green hoop to reach the ledge above. This part is quite hard. You have to face the slide and dash + Long Jump to get into the orange hoop onto the slide. Then, you jump in direction of the next orange hoop and try to fall into it... The next hoops are easier to jump into. Once you reach the top, go into the green hoop and into the blue ones. Go up the slide there too, like you did previously. Then, cross the bridge and take the bomb next to Rolly. Throw that bomb into the water to save your friend. Talk to her to receive the Emblem of Courage.

--CHICK COINS--

- 1\ At the start, don't go down where all the enemies are, go to the right instead and break the crates to reveal a Chick Coin.
- 2\ At the place where you have to kill many enemies in order to open the gate above, go where the metal crates are on the beach, and do a Bounce Jump to break the wooden crates above the metal ones. Now, bounce again to fall on the top crate, and do a Dash and a Long Jump to fall back in the green hoop above the water (kind of hard to do...). Jump into the blue hoops above and in the next green hoop and finally on the platform. Cross the bridge, kill the frog, and jump in direction of the coin to grab it.
- 3\ On the slide you have to climb up using the orange hoops, the Chick Coin is on the left side, half-way through the slide.
- 4\ After the first slide, go to the left where the purple egg is and break the crates next to it to reveal the Chick Coin.
- 5\ In the second slide, in the middle of 2 holes.

Pirates Island - Mission 5

On the beach, go to the left and jump into the 2 green hoops. Once in the yellow one, try to get launch on the blue pad on the wall. The gate on your left will open. Cross the swinging anchors bridge and at the place with the swirling birds, go up the small slope and go to the left. Dash and do a Long Jump to reach the yellow hoop. Get on top of the small fortress and into the next 2 green hoops. Kill all the enemies in the next area to open the gate above. Go into the green hoop and to the left in the canon. Get launch on the distant beach. Once there, take the blue egg and hatch it to get the water animal. Go on the first wooden big platform and throw the animal to the next platform, to take out the fire surrounding it. You can then go into the blue hoop to reach that platform. Repeat the process with the other platforms and on the last one,

press the switch to open the gate to the captain's room. Go inside that treasure room to find your Emblem of Courage.

--CHICK COINS--

- 1\ In the area at the start, go into the green hoop on the beach and the Chick Coin is above the second green hoop.
- 2\ On the bridge with the swinging anchors, the Chick Coin is just after the second anchor. Do a Bounce Jump with an egg to reach it above your head.
- 3\ After the swinging anchors bridge, go to the left and grab the purple egg. Feed it, hatch it, and wear the Circus Hat inside. With this you can ride an egg. Jump on any egg and go on the water. Near the shore you will find the Chick Coin.
- 4\ Before the treasure room at the end, go on the platforms surrounded by fire and on the last one, the one with the switch. Look around and you will see a coin in the air. Dash in direction of it and do a Long Jump to grab it.
- 5\ In the treasure room, just next to the Emblem of Courage.

Pirates Island - Mission 6

You have to destroy 100 enemies in the level. Start by killing the frogs and other enemies in this area (19 total). Then, go on the wooden bridge and into the blue hoops. Cross the swinging anchors bridge and kill the bird enemies at the end. Go up the small slope and hit the switch on your left to open the gate. Go in the green hoop and in the canon, place it above the flag to end up on the platform below. Cross the bridge, other enemies here. Go down the slope and kill all the enemies so the gate opens. Go in the green hoop and in that canon, shoot above the flag as usual, kill the enemies there. Go down the slope for other enemies. The gate will open after you defeat them all. Then, drop down and kill the other enemies. The Emblem of Courage will appear on the main beach after you defeat 100.

--CHICK COINS--

- 1\ After you leave the treasure room, continue forward past the frogs and go on the platform on your left. Reach the ledge above with the blue egg on. Take an egg, dash and do a Long Jump in direction of the other platform farther. You'll find the Chick Coin on.
- 2\ In front of the first pirate flag, aim the canon above the flag to get launch into the coin.
- 3\ On the first slide, on the right side.
- 4\ In front of the second pirate flag, aim the canon above the flag to get launch into the coin.
- 5\ After the second slide, in the place full of pirate birds, in a corner at the left of the small tower.

Pirates Island - Mission 7

Talk to the Chicken Salesman for a little mini-game. You now have to collect 40 Chicken Coins under 2 minutes! Slide down at the beginning for 12 coins, and at the end of the slide, go into the left blue hoop for more coins! Take the ones on the beach and hit the switch to open the gate. Cross the swinging anchors bridge and collect the coins. Then, go up the small slope to the right and press the switch to open the gate. Go in the green hoop, cross the bridge and go down the slope. At this point, you should have more than 40 coins if you didn't miss too much so when time is up, talk to the salesman for your Emblem of Courage.

--CHICK COINS--

- 1\ On the long slide at the start.
- 2\ After the long slide at the start, you'll end up on the beach. Go to the right and break the boulder in the corner to reveal a Chick Coin.
- 3\ On the bridge with swinging anchors, over a pit on the left.
- 4\ At the end of the slide with the holes, in the middle over a hole.
- 5\ At the left of the last slide.

Pirates Island - Mission 8

Let's find the 8 chickens...!

Chicken 1) Kill the enemies on the beach at the start to free the first chicken.

Chicken 2) Go to the right from the beach, into the green hoop to the ledge above and into the other green hoop. Cross the bridge above and get into the canon. Shoot above the skull's eye to get inside. Kill all the enemies inside to free the Chicken.

Chicken 3) Continue in the skull cave, hit the switch to open the gate and dash + Long Jump to reach the platform farther. Go up the slope at the left, jump on the ledge above and cross the footbridge on your right. Step on the 4 blue pads around the cage to free the chicken.

After freeing chicken 3, drop down and step on the pad under a crate between 2 walls to open a gate. Jump on the blue rail and into the cannon. Get launch on the distant beach. This time, go to the left and kill the enemies to open the gate.

Chicken 4) Go forward into the blue ring and on the beach where the treasure room is. Go in the treasure room and kill the frogs to free the chicken.

Chicken 5) Leave the treasure room beach using the canon and shoot above the blue rings. You should fall back on the main beach. Go to the left again but this time in the blue hoop on the right, to cross the swinging anchors bridge. After the bridge, kill all the enemies to free the chicken on top of the small fortress.

Chicken 6) Now hit the switch to open the gate and go into the green hoop and in the canon. Place the pointer just above the flag, not too much, to end up on the platform below. Then, dash and Long Jump to reach the blue hoops in the air near the platform. You'll end up in an area that looks like a arena of some sort. Kill all the enemies on the beach to free the chicken.

- 1\ At the left of the golden egg, under some crates.
- 2\ Near the start, in the area with a lava lake in the center. Dash and do a Long Jump in direction of the small lava 'waterfall' to grab the coin above the lava.
- 3\ Half-way through the level, in the area with the first dinosaur face on the ground, the Chick Coin is on the left in a corner near the left gate. (Next to the small mountain)
- 4\ Near the end, you have to jump on 2 rock platforms over the lava to reach the other side. The Chick Coin is above the second platform, do a Bounce Jump to reach it.
- 5\ Go on the platform where the Emblem of Courage appears when you complete the mission. Look around and you'll see a similar platform not so far from the one you're one, with 2 palm trees on. Dash in direction of it and do a Long Jump to end up on it. Cross the bridge to find the Chick Coin on the other side.

Dino Mountain - Mission 2

In this mission, you have to find the 3 Bone Dinosaurs (big dinosaur skulls) and defeat them. To defeat them, you'll need the animal with the power of ice; Richie. From the starting area, go to the left and grab the purple egg. Hatch it to get Richie. Now go up the slope and into the green hoop. Throw Richie to the big boulder blocking the red rail to get rid of it. Take an egg, push it very slowly on the red rail... and go to the right. Climb the mountain using the small handles of its side. Jump on the platforms and try to arrive before the egg falls off the ledge (this is why you need to push the egg very slowly on the rail!). Now, take your egg and go to the right, avoiding the flames, and hit the switch to open the gate. Go into the green and blue hoops to reach another area above. Climb up the mountainside using the handles and once on top, throw Richie to the Bone Dinosaur to defeat it.

Return below and hit the switch to open the gate. Then, go in the blue hoop and kill the dinosaur on the platform to access the slide. So go in the slide and after it, climb up the small 'mountain' at the left. Go through the blue hoop and then on the ledge where the golden egg was on in Mission 1. From there, jump on the small platforms to reach the ledge above. Throw Richie to the Bone Dinosaur there to defeat it.

Return to the area below and hit the switch there. This will open a gate above. Go into the green hoop to access the area above and go down the curved path. Kill the dinosaur at the end to open the gate. Climb on the wall with handles and go on the window's ledge. Wait for the moving platform and jump on it when it comes. Jump on the top and throw Richie to the last Bone Dinosaur. Now drop down and go in the cavern. Stand on the Dark Gate.

BOSS 3 -DINOSAUR MOUNTAIN- Bone Dragon

He'll start by throwing 2 series of rocks at you, which you can easily avoid most the time. Then, the bone dinosaur which he is on will smash its head onto the platform and send the boss flying away. Use that opportunity to hit the enemy as many times as you can. Sometimes, he'll breathe fire at you; to avoid it, hold the egg in front of you in direction of the flames to use it as a shield. The process will then repeat and always do the same thing until he's defeated. That wasn't hard...

--CHICK COINS--

- 1\ From where you start, don't go forward but turn around and go to the opposite direction. Jump on the platforms over the lava and collect the Chick Coin on the last platform.
- 2\ After killing the second Bone Dinosaur, drop down below and you will find the Chick Coin.
- 3\ In the long slide, stay on the left side and you'll eventually slide into it.
- 4\ Before the third Bone Dinosaur, there's a curved passageway with flaming gaps. Above the second gap is a Chick Coin in the flames. Dash and do a Long Jump above to collect it.
- 5\ Just next to the third Bone Dinosaur. Jump to grab it.

Dino Mountain - Mission 3

You now have to defeat 100 enemies...

Cross the bridge at the beginning, go down the slope and through the blue hoop. In the next area, go into the 2 green and blue hoops and go down the small slope. Kill all the enemies in this area and the gate will open. Go through the gate, kill the enemies here too and go up the slope. If you killed all the enemies, you should have killed enough by now, so the Emblem of Courage will appear in the starting area. To get to it, push the egg on the red rail and climb on the mountain to the right. Take your egg at the end and do Bounce Jumps to get over the flames. Then, hit the switch to open the gate. Go into the blue hoop and into the yellow one. Then, go the small mountain and into the green hoop (dash + Long Jump to reach it). Return to the start to collect the Emblem.

--CHICK COINS--

- 1\ Near the start, in the area with the small lava lake in the center, the Chick Coin is above the fire. Dash and do a Long Jump over the lava to grab it.
- 2\ In the same area as Chick Coin 1, before going into the green hoop, go to the right of the big arrow and you'll find the Chick Coin between 2 palm trees.
- 3\ After Chick Coin 2, go into the green hoop and then into the blue hoops. You'll end up on a platform with a chick running around. Break the dinosaur skull on your left to find a Chick Coin under.
- 4\ On top of the rock platform after you push your egg on the rail.
- 5\ Over the yellow hoop above the lava near the end.

Dino Mountain - Mission 4

You have 5 minutes to free your friend Chick. At the start, cross the bridge and go down the slope, into the blue hoop. Then, go near the green hoop in the cage. Jump into the yellow hoop next to it and hit the switch on the wall to open the cage. You can now go into the green hoop and into the blue ones to reach the next area. Go down the slope there and pick up the blue egg. Hatch it and throw the water animal to the switch surrounded by fire. Hit the switch to open the

gate. In the next area, go up the slope and into the green and blue hoops. Cross the bridge and go near Chick. Take the bomb next to him and throw it in the lava. Talk to Chick for the Emblem of Courage.

--CHICK COINS--

- 1\ In the slide at the very start, jump to grab it.
- 2\ After the slide at the start, you'll be in an area with a small lava lake in the middle. Go on the ledge where the golden egg was in Mission 1 and break the crates on your left to find the Chick Coin.
- 3\ In the same area as Chick Coin 2, go where the caged green hoop is and jump on the cage. Do a Bounce Jump to get the Chick Coin above.
- 4\ Go in the area with bat enemies (after the small slope with rocks), and go to the right side near some palm trees. Break the crates next to it to reveal the Chick Coin.
- 5\ Go in the area with the dinosaur enemies near the end, and go to the left side near a big arrow and a gate. Do a Bounce Jump to reach the coin above.

Dino Mountain - Mission 5

8 Chickens to find and free, as usual.

Chicken 1) At the start, go to the right side in the cave and kill all the enemies to free the chicken.

Chicken 2) After the place with the curved path, on the platform near the Bone Dinosaur, press all red pads on the ground around the cage to free the chicken.

Chicken 3) After chicken 2, go in the green hoop on the right to reach the top of Dino Mountain. Kill all the enemies there to free the chicken.

Chicken 4) Go on the ledge where the golden egg was in Mission 1 and jump on the small platforms near it. Go to the right and climb the wall using the handles. Press the red switch on top to free the chicken.

Chicken 5) Return to the starting place, and go to the left side this time. Kill all the enemies to open the gate and go in the next area. Bounce Jump on top of the metal crates and into the green hoop. Go on top of the small mountain and step on the blue pad hidden under a crate to free the chicken.

Chicken 6) After the red rail part and after you go through the blue hoops, step on the red pad to unlock the chicken.

Chicken 7) On the big square shaped platform, kill the enemies to free the chicken.

Chicken 8) After the long slide, kill all the enemies in this area to unlock the chicken on top of the small mountain.

The Emblem of Courage will appear in the starting area.

--CHICK COINS--

- 1\ From the start, cross the bridge and break the skull on your left to find the

Chick Coin.

- 2\ In the area with the small lava lake in the middle, hatch the yellow egg to get the wings and go on the ledge where the golden egg was in Mission 1. Jump on the small platforms until you are near the Bone Dinosaur. Go to the left and double jump on the other small platforms there. On the last one is the Chick Coin.
- 3\ In the middle of the well on top of the mountain. You'll fall back below after collecting it.
- 4\ Near one of the white locked chickens, on a high platform, look around to see the small platform in the air near you. Double jump (you need the wings) to reach each platform and on the last one is the Chick Coin.
- 5\ In the long slide, somewhere on the left side of the slide.

Dino Mountain - Mission 6

Ready to collect 40 Chicken Coins in 2 minutes? Talk to the Chicken Salesman to start the mini-game. This one is quite harder than the previous ones. Don't lose any time collecting the red coins, only collect the blue ones the fastest you can. What you could also do to complete that mission easily is going through the whole level before talking to the salesman and open every gates. Then, restart and talk to the salesman to begin the mini-game. Now that all the gates are already open, you won't lose any time opening them and will have enough time to collect more than 40 coins. This will save you quite some time. When time is up, if you have 40 coins or more, talk to the salesman for the Emblem of Courage.

--CHICK COINS--

- 1\ At the start, break the rocks on the slope to reveal a Chick Coin on the right side.
- 2\ Over the third platform after you push your egg on the rail.
- 3\ After going through the blue hoops, dash to the right and do a Long Jump in direction of the platform in the air. The Chick Coin is on.
- 4\ On the big square platform with a sun painted in the middle and a dinosaur on, the Chick Coin is on the left, in a corner next to the edge.
- 5\ In the large area at the end, look around the ledge where the golden egg was on in Mission 1 to find the coin just next to it.

Dino Mountain - Mission 7

Talk to Champion Runny and he'll offer you to win against him (her?) for an Emblem of Courage as a reward. This race is quite easy, just be careful not to hit the flames added to the path. Follow the arrows and reach the goal before Runny to win.

--CHICK COINS--

- Mission 5 - Save the 8 Chickens!
- Mission 6 - Race against Queen Rabbish!
- Mission 7 - Makin' money with mini games!
- Mission 8 - Defeat 100 Crows!

Blizzard Castle - Mission 1

Go through the blue hoop at the start, kill the enemy if you wish, and go to the left, over the gap. Go down the next two slopes, up the third one and down the fourth one. You should be in the area with the giant pine tree in the center. Now, go to the right and pick up the blue egg there. Hatch it to get the water animal. Then, throw the water animal to the flame under the green hoop. Jump in the green hoop and then into the next two and finally in the yellow one. Get on the next platform and kill all the enemies there to open the cage of the golden egg. Take the golden egg and slide down the slide. Kill all the enemies at the bottom, feed the egg and hatch it. The Elder will come out and bring morning back. Talk to him to receive the Emblem of Courage.

--CHICK COINS--

- 1\ From the start, after the blue hoop, you'll be in a place with a giant cat enemy (kill it if you wish...). Now, don't go in the direction pointed by the arrow, go in the opposite direction, in the slide. Stay on the left side and go on the small ledge in the slide. Do a Bounce Jump to reach the coin above.
- 2\ In the slide with the spiked fences, at the right side.
- 3\ Behind the trunk of the giant pine tree.
- 4\ After getting Chick Coin 3, go into the green hoop and into the next one, but don't go into the third one, try to end up just next to it, without falling into it. Jump over the 2 spiked fences (Bounce Jump) and then jump over the large gap to the other side (Dash + Long Jump). Jump over the 2 spiked fences again and go to the right. Drop down on the platform below to get the Chick Coin.
- 5\ After you get the golden egg, go into the slide and take the left path at the fork. There's a Chick Coin over a pit.

Blizzard Castle - Mission 2

Kill all the enemies at the start to open the gate. Go up the slope using a dash (R) and break the ice in the center of the area with a Egg Dunk. Go in the green hoop and the yellow on to reach the area above. Then, go down the slide on your left to end up next to the castle. From there, follow the arrows to the right. Bounce Jump to get over the spiked fence and go up the slope. Go in the green hoop and hit the switch on the next platform to open the castle's gate. From here, you'll need the fire animal, which you can find at the right of the slope around the castle. Return in front of the castle and enter it. Go near the big arrow inside and climb up the wall using the handles. Jump on the moving ice platform to reach the top of the castle. Throw (Y) the fire animal to the three snowflake gears around the platform. Once the 3 gears are destroyed, the Dark Gate will appear below. Drop down and stand on it.

BOSS 4 -BLIZZARD CASTLE- Moles the Walrus

This guy is one of the hardest boss of the game due to the fact that one of his

attacks is almost impossible to avoid and you lose 1 complete health unit each time he damages you... His first attack will be to dash into you, something you can easily avoid. After this attack, you get the chance to hit him many times before he continues his charge. His second attack (which is very hard to avoid), will be to turn into an ice ball and roll around the area. You can avoid this if you place the camera in a right angle so you can see where he is coming from, otherwise he'll be hard to completely avoid. Then, the ice will break and turn into several small ice balls, also quite hard to avoid. After this attack, you can also attack him the most you can. You can break the small ice balls with your egg to get fruit and feed it so it will be more powerful and do more damage to the enemy. Repeat until the boss is defeated.

--CHICK COINS--

- 1\ After the gate at the beginning, go to the right near the low wall. Bounce Jump to reach the ledge above. Once there, Bounce Jump again to reach the other ledge above. You'll find the Chick Coin near the wall behind some ice barriers.
- 2\ On the first slide, on the left before a gap.
- 3\ Before entering the castle, go around it and hit the switch to open the door of the castle, as usual. After hitting the switch, dash and do a Long Jump to reach the platform below, on the other side of the gap. There's a Chick Coin on it.
- 4\ After getting Chick Coin 3, drop down on the ledge below and then jump on the round platform. Do a Bounce Jump to reach the coin above the platform.
- 5\ Inside the castle, around the tower at the top. (Use the ice platform to get there)

Blizzard Castle - Mission 3

From the start, go to the left and take the snowball. Now go to the right with the snowball and in the area with a lot of snow on the ground. Increase the snowball's size by rolling over the snow in this area. When the snowball is big enough, go up the slope to the right and jump into the green hoop to place the snowball head on the snowman's body. It seems that making a snowman is an act of courage so you'll receive an Emblem of Courage for that.

--CHICK COINS--

- 1\ Get an egg and return to the start. You'll see a coin floating in the air above a big gap. Go on the ledge near it and do a Bounce Jump to reach it. You'll die after collecting it though.
- 2\ From the start, take the left path. Before jumping on the platform over the pit, do a Bounce Jump with an egg to reach the coin above the edge.
- 3\ After getting Chick Coin 2, continue on the left path and get into the green hoop. There's a coin in the air next to it so try to get it while you're in the air.
- 4\ After getting Chick Coin 3, go into the next green hoop, and you'll be on a platform with crates in the center. Break the wooden ones above the metal ones and you'll find a Chick Coin.

5\ After Chick Coin 4, get past the big snowman and just before the slope, drop down to the left. Break the small snowman there to reveal ?
Chick Coin.

Blizzard Castle - Mission 4

You have 5 minutes to save your friend Bantam. From the starting place, go to the right in the hoops to reach the next platform. Jump over the gap and go down the slope. Jump in the green to the left and hit the switch on top to open the gate. Now go in the blue hoops and through the gate. Push your egg on the red rail and go through the small opening in the wall. Jump on the small ice platforms and grab your egg at the end of the rail. Go into the blue hoop and into the next ones. When on the large platform with a hole in the center and a snake blocking your way, you don't really need to kill that snake, just dash and perform a Long Jump to pass by it. Then, get into the green hoop and through the blue ones. When you're the ice veil, do some Bounce Jumps to break all the layers and you'll fall down in a room under the ice. Take the bomb next to Bantam and throw it through the ice window to save your friend. Talk to him for the Emblem of Courage.

--CHICK COINS--

- 1\ At start, go to the right into the blue hoop and then into the green and the blue again. From here, don't go in the direction the arrow is pointing, go in the opposite direction, on the slide. The Chick Coin is on the right.
- 2\ Near the start, at the place where the green arrow points you to go into the green hoop, don't go in it, instead go behind the arrow, on the slide. Now go in the area with the giant pine tree and inside one of the snowmen is the coin.
- 3\ After you push your egg on the red rail, there's a Chick Coin above one of the ice platforms.
- 4\ In the place with the giant snake, go on the platform in the middle (dash + Long Jump) and collect the Chick Coin over it.
- 5\ Before the end, when you have to break the ice floor, the Chick Coin is over the second layer.

Blizzard Castle - Mission 5

Eight chickens are waiting for you to free them.

Chicken 1) From the start, go to the left over the pit. Step on the blue pad hidden under the icicle to open the gate. Go through it and step on the red pad to free the chicken.

Chicken 2) After Chicken 2, jump on the small ice platform near where you are and climb the wall using the small handles on its side. Go through the next three green hoops to reach the snow ledge above. Step on the blue pad hidden under the snowman to free the chicken.

Chicken 3) After Chicken 3, go up the slope on the platform and slide down to the blue hoop. In the next area, kill all the giant cat enemies to open the gate. Go through the gate and to the right into the green hoop near the wall.

Go on the ledge above and up the small slope. Hit the switch on top to free the chicken.

Chicken 4) Around the tower just before the long slide, go in the green hoop and to the top of the tower. Kill all the enemies there to open the chicken's cage.

Chicken 5) In the area before the giant pine tree, after the slide with the spiked fences on, go in the green hoop to the right and jump over the pit on that ledge above. Bounce Jump to get over the fences and hit the switch in the middle to free the chicken.

Chicken 6) In the area with the giant pine tree in the center, kill all the enemies around to open the chicken's cage.

Chicken 7) After the long slide, go the right around the castle and up the slope. Jump on the ice platforms to reach the platform above. Kill all the enemies on to free the chicken.

Chicken 8) After the long slide, go to the left and jump over the gap. Go in the green hoop and into the blue one. Once on the ledge above, approach the cage and many enemies will appear. Destroy them all to free the chicken.

The Emblem of Courage will appear near the castle area. Press the switch near it to open the gate leading to the Emblem.

--CHICK COINS--

- 1\ After freeing one of the first chickens (the one you have to press a red switch to open its cage), go on the ice platforms at the left and climb up the ledge. There's a Chick Coin in front of the gate there.
- 2\ After freeing the purple chicken on the snowy ledge in the air, go up the slope and break the crates on your right to find the Chick Coin.
- 3\ On the ledge near the castle where you have to battle many enemies to free the chicken, go near the wall of the castle and you should see the Chick Coin in the air near the ledge. Dash and do a Long Jump to reach it.
- 4\ The last purple chicken around the castle, the Chick Coin is above its cage. You have to jump on its cage and do a Bounce Jump to reach the coin above (do this before freeing the chicken).
- 5\ At the end, in the area where the Emblem of Courage appears. The Chick Coin is in the small statue at the left of the door.

Blizzard Castle - Mission 6

Talk to the Queen Rabbish. She wants you to race against her and win for an Emblem of Courage. This race is very easy and short, I even got an S-Rank on my first try... At the start, in the slide, take to the left fork to save up some time. Then, just follow the arrows and don't loose any time to make it to the goal before the Queen. One more Emblem of Courage.

--CHICK COINS--

- 1\ On the blue rail behind where you start, dash and do a Long Jump to get it. You'll die after collecting it though.

- 2\ On the slide at the beginning, take the right fork.
- 3\ After the slide at the beginning, go to the left instead of right, and you'll see a Chick Coin on a platform on the other side of a gap. Dash and do a Long Jump to reach that platform and the coin.
- 4\ From the start, look around and you'll see a blue hoop at your left. Jump in direction of it and you'll fall back below. Go to the right and down the small slope and you'll be in a place full of swinging bird enemies. Pick up the Chick Coin in the center.
- 5\ After collecting Chick Coin 3, return where you were and take the left path, the one indicated by the arrow. Go into the green hoop and into the next one. This time, try not to end up in the third green hoop, but next to it. You'll be on a platform with rows of spiky fences. Do bounce Jumps to get over them and collect the coin at the edge of the platform.

Blizzard Castle - Mission 7

Talk to the salesman for yet another mini-game. As usual, you dispose of 2 minutes to collect 40 Chicken Coins. You can open the gate with the switch on your right before talking to the salesman to save you some time. Behind the gate, you can hit 10 times the red coin for 5 Chicken Coins. Go up the slope and break the ice in the center with an Egg Dunk. There are 4 coins below. Go in the green and to the area above. Go around the tower starting from the right for 3 more coins. Go down the slide, on which you can collect around 15 coins. After the slide, go to the left above the pit for 4 coins (but don't go in the green hoop yet). You can collect the rest of the coins around the castle, in various places. When you have 40 coins and the time is up, talk to the salesman for an Emblem of Courage.

--CHICK COINS--

- 1\ At the start, in the first snowman on your right.
- 2\ After going up the slope near the start, stand near the gap on the right, between the wall and the slope. There's a coin above the pit. Dash and do a Long Jump over it to collect the Chick Coin.
- 3\ On the slide half-way through the level, take the right fork when the path splits. You'll have to jump to grab the coin.
- 4\ After the slide, you'll go through ice, breaking it. Go to the left and you'll see a gap and a ledge on the other side of it. Dash and do a Long Jump to go over the gap. Next to the green hoop, you'll find the Chick Coin.
- 5\ After jumping over the spiky fence near the end, you'll go up a slope. Once on top, jump to the right to grab the Chick Coin in the air.

Blizzard Castle - Mission 8

You have to destroy 100 enemies in the whole level. You can start by destroying the enemies around the castle. Then, hit the switch to open the gate. When you are in the slope with spiked fences on, go through the blue hoop at the end to

end up in a room full of enemies. There are also a lot of enemies in the giant pine area. Always follow the arrows, some bring you to more enemies and always kill all the enemies in an area before going somewhere else because some enemies appear only after you kill others. When you've destroyed 100, the Emblem of Courage will appear on top of a mountain.

--CHICK COINS--

- 1\ Straight ahead from your starting point, in a crate near the wall.
- 2\ In one of the slides with spiked fences, on your right. You'll have to jump over the fences to grab it.
- 3\ Behind some crates between 2 walls, near the area with the giant pine tree (up the slope near that area).
- 4\ In the area with the giant pine tree, the Chick Coin is above the blue egg in a corner. You can't reach it so go up the slope and do a Bounce Jump near the big arrow on your left to reach the ledge above. Once there you can jump for the coin below.
- 5\ In the castle area (around it), go to the right of the place with the breakable ice window (dash + Long Jump over gap). The Chick Coin is above the egg in the left corner. Do a Bounce Jump to reach it.

Stage 5

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- Mission 1 - Save Chicken Elder Allani!
- Mission 2 - Secret of the Fun House!
- Mission 3 - The clock stands still...
- Mission 4 - The Caged Crow and the Emblem!
- Mission 5 - Fireworks party!
- Mission 6 - Save the 8 Chickens!
- Mission 7 - Defeat 100 Crows!
- Mission 8 - Win a prize from the Game Man!

Circus Park - Mission 1

Go down the slope at the start and turn to the right. Then, Bounce Jump to the platform at the right of the closed gate. Pick up the blue egg there and feed it until you can hatch it; the water animal will come out. Throw the animal to the switch surrounded by fire just in front of the gate, it will then open. Go through the gate and jump into the light blue hoop. When the hoop is at its highest point, press A to jump into the next one and repeat. Once in the next area, kill all the enemies to open the cage containing the green hoop. Jump into it and reach the next area with the golden egg. Step on all the pads around the golden egg to open its cage and grab it. Go on the path with fire and enemies and you'll reach the section with a red rail. It seems like there is a glitch it that makes it very hard to push the egg on the rail, so just don't do it. Instead, jump on the rail (like if it was a blue rail) with your egg and you'll be able to cross to the other side on the rail. Then, press the switch to open the gate and repeat the same thing with the next rail. After this, go up the slope and turn to the right, jump on the blue rail with your egg and then over the pit. Jump in the green hoop and reach the area above. Here, step on all pads until they're all pink (hearts). The gate will open. Feed the golden egg and

hatch it to free the elder. Talk to him to receive the Emblem of Courage.

--CHICK COINS--

- 1\ After the slide at the start, go to the right and Bounce Jump to the ledge above (with a blue egg on). Dash and Long Jump to reach the Chick Coin in the air near the platform (or you could also use the Wings found in an egg below).
- 2\ In the second area from the start (after you go into the light blue hoops), the Chick Coin is behind 2 barrels at the right of the green hoop.
- 3\ After you push the egg on the first red rail and go through the small opening in the wall, the Chick Coin is to the left of the other side of the opening.
- 4\ After you get the golden egg, and after you go on the blue rail, kill the cat enemy and jump over the pit. Go into the green hoop and on the red tent roof. Dash and Long Jump to the right to grab the coin in the air.
- 5\ To the left of the last gate before the Emblem of Courage (where you have to turn all the pads the same color to open the door), there's a slide going up with holes through. The Chick Coin is in the center at the start of the slide. Dash + Long Jump in direction of it to get the coin.

Circus Park - Mission 2

At the start, hit the 2 switches each side of the door to open it. Enter the Fun House and dash (R) + Long Jump to cross over the gap. Kill the enemies in front of the door to open it. In the next room, go into the left mirror to access the second room. Hit the 5 switches in this room to open the next door. Then, go down and go into the middle mirror. In this room, defeat all the enemies to open the cages and press the 3 switches to open the other door. Jump over the pit and take the blue egg in the next room. Go through the middle mirror and kill all the enemies to open the door. Feed the egg and hatch it to get the water animal. Go over the pit in the passage and throw the animal to the switch surrounded by fire. Press the switch to open the gate leading outside. Finally, stand on the Dark Gate.

BOSS 5 -CIRCUS PARK- Circus Monkey

The first step is to hit the mirror in which the monkey is in. He'll then come out of it and walk straight while juggling with balls. Stay right behind him and hit him the whole time he walks forward. If you stay next to him, none of his balls should touch you. Then, he'll be on the mirror in the center of the room and try to suck you in. Stay away (outside of the red carpet) and dash (R) the whole time, never stop dashing. You won't get sucked in that way. After this attack, he'll fall off the mirror and you can hit him many times before he stands up again. His last attack will be to duplicate himself into many copies inside the mirrors. You have to hit the mirror that has the monkey different from others in. You can then hit him until he dies.

--CHICK COINS--

- 1\ At the start, on the right side, jump below into the green hoop there. Jump to the area below and at the left in this area, the Chick Coin is inside a cage.
- 2\ In the starting place, the Chick Coin is above the switch next to the column

at the right of the gate. Bounce Jump to reach it.

- 3\ When you enter the Fun House, in the first room, the Chick Coin is inside some crates on your right.
- 4\ Go through the gate after the room where you had to press 3 switches inside cages. At the left of this gate is a Chick Coin.
- 5\ At the end of the level (outside the Fun House), drop down from the platform with the purple pad on and go to the left where the slide is. Dash + Long Jump in direction of the slide to get into the orange hoop on it. Jump and press R when you're high enough (while holding forward) to reach the top of the slide. Repeat the same thing with the second slide and collect the coin at the top.

Circus Park - Mission 3

First, step on all the pads on the ground until they are all blue. Take the yellow egg, go through the now open gate, jump in the hoops and reach the platform above. Now, go down the slide, jump into the blue hoop and into the yellow one and reach the area above. You're now around the tower with a giant clock on top and must activate all 4 batteries around the tower so the clock can start working again. This is the time to hatch your yellow egg to get the monkey animal with thunder powers. What you simply have to do is to throw (Y) the animal to the 4 batteries that are around the tower to finally activate the clock. Isn't that simple enough? Once you're done, slide down the slope near the tower, and press the 2 switches while sliding to open the 2 gates on the slide. At the end of the slide, you'll find an Emblem of Courage waiting for you.

--CHICK COINS--

- 1\ In the slide at the start, when the path splits in two for the first time, take the left fork and jump over the flames to get the Chick Coin behind them.
- 2\ In the same slide, over the second gap, jump to grab the Chick Coin.
- 3\ Somewhere around the clock tower, the Chick Coin is under some crates.
- 4\ In the slide at the end (after the Clock Tower), stick to the left side at the beginning of the slide to grab the Chick Coin on your way.
- 5\ In the same slide, over the pit just before the first gate, the Chick Coin is on the left.

Circus Park - Mission 4

Go down the slide at the beginning and hit the switch in front of the gate to open it. Go through the gate, dash and Long Jump to get into the green hoop, and into the next 2 ones to reach the platform above. Jump into the other green hoop and slide down the slope. Then, get into the blue hoops to the next area. Once there, go on the path with flames and Bounce Jump to get over them. Use the glitch to jump on the red rail with your egg and repeat with the second rail. Then, go up the small slope and turn to the left. Press the switch to open the gate and go into the green hoop. Jump in the next one to reach the area above.

Now go to the left where the slide is and use the hoops to climb on top of it. Once on top, go to the right, dash + Long Jump to get into the green hoop, and jump into the other ones until you reach an area with 3 cages containing enemies. Only hit the switch of the left cage and kill the enemies inside to receive the Emblem of Courage.

--CHICK COINS--

- 1\ After the slide at the start, go to the right and on the ledge above (don't open the enemy's cage!). Dash and Long Jump from that ledge to get on top of the big cage with the enemy inside. Then, jump to get the coin in the air.
- 2\ In the second small slide, on the left side.
- 3\ After you go up the slope just after the part with the two red rails, go to the right and jump on the blue rail with your egg. The Chick Coin is on.
- 4\ On the slide you have to go up (with all the hoops on it), once on top of it, slide it down and stay in the center to get the coin that is on.
- 5\ After the slide going up with the hoops, go to the right and jump into the green hoop. The Chick Coin is in the middle of these 4 hoops, in the air above. Jump in direction of it from any hoop to grab it.

Circus Park - Mission 5

At the start, go down the slope and avoid the holes. Take the firework at the end of the slide. You'll have to bring that firework to the cannon at the end of the level, and that's not all; if you touch any enemy, you'll instantly die. So be careful. First, step on all the pads until they're all pink to open the gate. Then, go through the door, into the green hoop, down the next slide, into the other green hoop, down yet another slide, and finally, drop down below. Jump in the green hoop and then in the yellow one. Launch yourself in direction of the other one you can see from there. Then, go in the light blue one and finally to the last area. Go to the left, be careful of the enemies, and get into the canon to start the fireworks and receive your Emblem of Courage.

--CHICK COINS--

- 1\ After the slide with the flames you have to jump above, drop down in the area below (in the area below the section with the yellow hoops you have to go through). Break the crates in this area to reveal a Chick Coin under one of them.
- 2\ After the section where you have to through the yellow hoops, go in the next area at the right side to find a Chick Coin in a cage next to the wall.
- 3\ Drop down from the ledge with the canon on to the platform below. The Chick Coin is in a jar to the left of the gate.
- 4\ After Chick Coin 3, go in the hoops from this place to reach the other areas of the level. When you arrive to the section with the red rails, the Chick Coin is into one of the small openings at the left of the rail.
- 5\ After the second red rail, go up the slope and to the left. The Chick Coin is just in front of the gate.

Circus Park - Mission 6

Save the 8 chickens... once again.

Chicken 1) After the slide at the start, kill all the enemies to free the chicken on the platform at the right of the gate.

Chicken 2) In the second area from the start, hit the switches to free the enemies and kill them all to unlock the chicken.

Chicken 3) In the third area, kill all the bird enemies to free the chicken.

Chicken 4) Drop down in the area below after freeing chicken 3. Step on all 6 pads in this area to free another chicken.

Chicken 5) After chicken 4, go back up using the yellow hoop and hit the switch in front of the gate to open it. Slide down the slope and in the next area, turn all pads green (clover) to open the gate. Reach the platform above and step on the pad hidden under the crates at the right to free the chicken.

Chicken 6) After chicken 5, slide down the slope in this area and kill all the enemies in the next area to free the chicken.

Chicken 7) After chicken 6, go in the yellow hoop to reach the part with the red rails. After the 2 red rails, go up the small slope and go to the right on the blue rail. Then, press the switch to free the chicken.

Chicken 8) Continue to the right in the green hoops and once in the area above, turn all pads yellow to open the gate. Go through it and press the switch to free the last chicken.

You'll receive the Emblem of Courage once all 8 chickens are free.

--CHICK COINS--

1\ In the area after the slide at the beginning of the level, the Chick Coin is in a cage at the left of the platform where the first locked chicken is.

2\ In the area with many bird enemies, hit the switch to open the gate and go down the slide. The Chick Coin is on the right side.

3\ In the area where you have to turn all the pads on the ground the same color (green/clover) to open the gate, go through the gate after it's open and right after, Bounce Jump to reach the Chick COin in the air.

4\ After Chick Coin 3, slide down the slide and right after the slide, go in the yellow hoop at the right and when the arrow of the hoop is pointing up, jump to collect the coin above the hoop.

5\ In the area of the second locked chicken, don't open the 3 cages containing the enemies yet. Jump on the chicken's cage and Bounce Jump to get on top of the enemy's cage. Then, jump on the other cages to the last one on which the coin is on.

Circus Park - Mission 7

There's a trick I found here to get 100 enemies in very little time and effort.

- Mission 1 - The Secret of the Giant Egg!
- Mission 2 - Defeat Dark Corvo!
- Mission 3 - Open the Rainbow Gate!
- Mission 4 - Even more mini games!
- Mission 5 - Save the 8 Chickens!
- Mission 6 - Sand Ruins under attack!
- Mission 7 - Emblem atop the pillar
- Mission 8 - Race against King Biboo!

Sand Ruin - Mission 1

Take an egg and jump into the green hoop. Dash and Long Jump on the 2 next platforms to cross the pits. Bounce Jump on the third one to get into the green hoop above. Go through the blue and yellow ones to the area below. Go in the green hoop there to reach the area above. You're now in front of the temple. Go up the stairs of the temple and turn to the left. Watch out for the falling pillars. Avoid the flames and continue to the left. Jump into the green hoops to cross to the other side. Bounce Jump over the fire and go up the slopes. Jump into the green hoop to reach the section above. Turn left and avoid the pillars and enemies. Kill the bees in the alcove of the wall and then go in the yellow hoops to reach the top of the temple. Step on the blue pads on the ground to open the cage in the center. Take the golden egg and feed it with fruits around the temple. Hatch it and talk to the Elder to receive the Emblem of Courage in front of the temple.

--CHICK COINS--

- 1\ In the starting area, in the jar just in front of you next to the wall.
- 2\ When you arrive in front of the stairway leading to the temple, go on the first stair and face the right side. Dash + Long Jump to reach the coin in the air.
- 3\ In the area just before the temple's stairway, there's a well in the center and two statues breathing fire each side of it. The Chick Coin is behind that well.
- 4\ When climbing around the temple, after going up the first slope, go to the left instead of right and drop down from the ledge. Follow the way to the left and you'll find a Chick Coin.
- 5\ After you go up the second slope around the temple, go in the green hoop and then turn left. Go a little forward and slide down the temple's side on the left for a Chick Coin.

Sand Ruin - Mission 2

At the start, go in the blue hoops to the next area. There, kill all the enemies to open the gate on the ground. Go underground and slide down the slope to the green hoops. Slide down the other slope and kill all the enemies on the other side to open the gate above. Go in the blue hoop and once outside, press the switch there to open the gate. Go inside and slide down the slope. Kill the bees to open the gate and drop down. Now it's quite confusing because the layout of the room is never the same. Long Jump to reach the platforms over the sand (never step on it) and find the switch somewhere in the room. Press it and the sand will start to raise. Hurry up and find a way to go up. Then, find the

other switch the open the gate leading to the exit. Once outside, go to the right and Long Jump to the platform over the sand and to the next area. Press the switch there to open the gate on the ground. Drop down below and perform Bounce Jumps or Long Jumps to cross on the platforms over the large gap. At the end, Long Jump to get into the blue hoops. Then, jump over the pits and pick up the green egg. Hatch it for the bird animal. Go in the room with fog and press Y to throw the animal and clear the fog for a while. Go to the right and continue until you reach the big chicken statue. When there is fog, throw the animal again to clear it. Press the switch next to the statue to completely stop the fog. Drop down below to the left and press the switch to open the gate next to the statue. Now go back all the way to the statue and go through the gate. Long Jump to the blue hoops to cross to the other side and stand on the Dark Gate.

BOSS 6 -SAND RUIN- Dark Corvo

Dark Corvo has 5 attacks, which he will use one after the other. After each attack, he will retire on the platform and you can only hit him at this moment!

Attack 1: He will summon the boss of Forest Village, that kind of giant lizard. He will run after you on the platform, but you can simply avoid him by dashing (R) the whole time.

Attack 2: He will summon the boss of Pirates Island, the giant whale thing. He will shoot some water canon balls at you, but you can see their shadows on the ground before they fall, so don't stay on a spot where you see a shadow...

Attack 3: He will summon the boss of Dino Mountain, the bone dinosaur. When he creates a wall of fire coming at you, hold the egg in direction of the fire to use it as a shield and avoid damages.

Attack 4: He will summon the boss of Blizzard Castle, the walrus. He will simply dash in your direction, attack you can easily avoid with a Dash (R).

Attack 5: He will summon the boss of Circus Park, the juggler monkey. This one is the hardest because his attacks do a lot of damages and rarely misses.

However,

if you stay right behind the monkey all the time (sometimes you'll need to dash to catch him up), none of his balls will hit you. All you have to do to avoid the balls is staying close to him.

Attack 6: Dark Corvo will create some clones and try to surround you on the platform to beat you up. You have to avoid that at all cost! Never let them catch

you up. My trick is to dash around the platform continuously until they stop moving. When one stops moving, hit him. If it's only a clone, he will disappear and you'll have to repeat until you find the real Dark Corvo. If you hit the real one, the attack will end.

Dark Corvo will be defeated when you hit him enough times.

--CHICK COINS--

1\ When in the first underground room, the Chick Coin is at the right of the first slope, after the green hoops.

2\ In the underground room with the raising sand, on a platform at the right of where you start. Try to find a way to get there, the path isn't always the same.

- 3\ After you exit the room with the raising sand (outside of the underground room), face the wall near where you just left the underground from and jump in the green hoop at the left of this wall. Get on the ledge above and break the block there to reveal a Chick Coin.
- 4\ In the third underground room, where you have to jump on many platforms to reach the other side of the room, go on the third platform and face the starting place. Dash + Long Jump to reach the Chick Coin in the air.
- 5\ In the large underground room with the fog, behind the big chicken statue.

Sand Ruin - Mission 3

Go up the slope at the beginning (dash in direction of the slope and jump when you're half-way through the slope to reach the top) and go down the other one. Press the switch at the end and go into the green hoops to the gate in the ground. Once down there, go to the right and climb on the wall with the handles. Jump on the platforms and step on the red pad to open the gate at the left. Now go back and take an egg. Push it on the red rail and return to the other side. Pick up the egg and press the switch to open the gate to the next room. Kill all the enemies in this room to open the gate above. Jump in the blue hoop to get outside. Once there, go in the green hoops in this area and down the slope. Go in the other green hoop to reach the ledge above. Bounce Jump over the flames and Long Jump to the green hoop at the left. Go through the blue hoops to the next platform. Bounce Jump again to get on the ledge above. Slide down the slides until the end and go to the left in the blue hoops to the front of the temple. Now, do you see the 2 big chicken statues on each side of the area in front of the stairway? There's a blue pad corresponding to each of these two chickens. When you hit the pads, the chickens will start spinning. When you hit the pad again, the chickens will stop. You have to place the chickens so they will face each other. Once that's done, the entrance of the temple will open. Go in and stand on the pad in the center of the room to active the Rainbow Gate that allows you to access Giant Place. Pick up the Emblem of Courage for your efforts.

--CHICK COINS--

- 1\ At the start, after the 2 slopes, don't press the switch yet! Go in the hoops to end up on the closed door on the ground. You can now pick up the Chick Coin.
- 2\ After the underground room with the red rail and the one with enemies, you'll be back outside again. In this area, go behind the wall near where you just came out from the underground room to find a Chick Coin at the end of the passageway.
- 3\ After the long slide, go in the green hoop on your left and then in the next green hoop. Jump from the hoop and press R to jump/dash in direction of the coin in the air above you.
- 4\ Just before the end of the section with slides, the Chick Coin is above the pit of the last slide.
- 5\ Go in front of the stairway leading to the temple near the end of the level and drop down from the ledge at the left of the stairs. There's a Chick Coin in a corner of this area.

Sand Ruin - Mission 4

Talk to the salesman to start the mini game. You still have to collect 40 chicken coins under 2 minutes. Don't lose your time collecting the coins around the temple, they are too sparse. Go in the place around the temple where there are two slopes. After going up the first slope, drop down to the left and you'll find a red coin (hit it 10 times for 5 coins). Then, continue to the left and go into the blue hoops to cross the gap. Drop down in the area below, at the left of the temple. There are 2 red coins there. Collect the coins on the platforms near and go back up to collect some more coins in the area in front of the temple behind the pillars. When you have enough, talk to the salesman for your Emblem of Courage.

--CHICK COINS--

- 1\ Where you start, at the right of the small chick with the blue cap, jump to reach the Chick Coin in the air.
- 2\ Go in front of the temple's entrance, there's a Chick Coin in a jar at the right of the door.
- 3\ In front of the stairway leading to the temple, face the right side and dash + Long Jump to reach the coin in the air.
- 4\ Go in front of the stairway leading to the temple and drop down from the ledge at the left of the stairs. Go in the green hoop, there's a coin above it.
- 5\ After Chick Coin 4, go on the next platform and long jump over the pit. On the platform you are on now (with the small bouncing cat enemies), there's a Chick Coin behind one of the pillars at the right.

Sand Ruin - Mission 5

Find the 8 chickens... let's do it.

-Chickens around the temple:

Chicken 1) Make your way to front of the temple and press the switch under the fire breathing statue to free the chicken behind.

Chicken 2) Go around the temple and at one point you have to go up 2 slopes. After going up the first slope, drop down below to the left. Press the pad on the wall there (Bounce Jump) to free the chicken.

Chicken 3) Climb to the very top of the temple and press the switch to free the chicken.

-Chickens in the sand area:

Chicken 4) Hatch the purple egg in front of the temple to get the Circus Hat. Ride an egg into the sand and find the platform in the sand with 2 dinosaur enemies and small bouncing cats. Go in the blue hoop to get on it. Then, go in the green hoop to reach the ledge above. Avoid the fire and press the switch to free the chicken.

Chicken 5) Return in the sand and find the place with 2 slopes (one going up, one going down). Go up the first slope (dash and jump while on it) and press the switch to free the chicken.

Chicken 6) Near Chicken 5, return in the sand and go into the row of blue hoops. Reach the top of the pillar above and kill all the enemies to free the chicken.

Chicken 7) From the platform of Chicken 6, Long Jump to the blue hoops in the air near the pillar. In the next area, kill all the enemies again to free the chicken.

Chicken 8) Find the hole in the sand leading to the underground near Chicken 4 and go down below. Go in the blue hoop and the purple one to reach the platform with the chicken. Defeat the dino enemy to free the chicken.

One more Emblem of Courage.

--CHICK COINS--

All the Chick Coins are on the sand.

- 1\ Between two platforms you went on, near the start.
- 2\ Near the platform you started on.
- 3\ Behind one of the platforms with a caged chicken on. (Edge of sand area)
- 4\ Under the big slide.
- 5\ Behind one of the structures with a caged chicken on. (Middle of sand area)

Sand Ruin - Mission 6

Now you have to defeat 100 enemies again. You can choose to go around the temple and kill enemies until you defeat 100 or you can use the trick with the purple scarab enemy in front of the temple. He spits some smaller enemies so don't kill the big one, only the small ones! Once all small enemies are defeated, the big one will throw other small enemies once more! He will do this until he is defeated. Repeat the process until you have defeated 100 of them, and the Emblem of Courage will appear for you.

--CHICK COINS--

- 1\ From the start, go in the pink hoop to the next platform. There's a Chick Coin behind one of the pillars at the right.
- 2\ Near the start, after going through the second pink hoop (in the place with the bees), the Chick Coin is in a jar next to the wall.
- 3\ When climbing around the temple, after going up the first slope, drop down from the ledge at the left. Once in the area below, step on the pad hidden under the block to open the cage containing the Chick Coin.
- 4\ After going up the second slope when climbing around the temple, go in the green hoop and jump in direction of the coin in the air to grab it.
- 5\ Near the top of the temple, go in the green hoop leading to the top and jump in direction of the Chick Coin in the air to reach it.

Sand Ruin - Mission 7

Go behind the wall where you start with all the jars and pick up the blue egg at the end of the passage. Feed it and hatch it for the water animal. Throw it to the flame under the orange hoop and jump into it to reach the ledge above. Go down the slope and Bounce Jump to the left in the yellow hoop. Shoot yourself in the blue hoop above to reach the other ledge above. Go forward in the blue hoops and in the purple one to the platform below. Go up the slope and down the second one. Dash + Long Jump to get into the light blue hoop. In the next area, kill all the enemies to open the cage containing a green hoop. Jump into it and into the yellow one to the big pillar platform. Now dash and Long Jump to get into the blue hoops to the platform with bees. Long Jump to next blue hoops to the other platform. Jump on the platforms over the sand and go into the blue hoops at the end to the ledge above. Bounce Jump over the flames and Long Jump to the green hoop. In the next area, Bounce Jump to the top of the metal crates and to the ledge above. Go in the green hoop and into the next ones to the pillar platform with the Emblem of Courage on.

--CHICK COINS--

- 1\ In the starting place, go into the passageway where the blue egg with the water animal is. Jump on the small ledge behind the blue egg, at the edge of the platform. Walk on the ledge to the right and you'll find a Chick Coin behind the wall.
- 2\ After you go up the first slope, there's a Chick Coin at the right in the second slope that goes down.
- 3\ In the area with the green hoop locked in a cage, Bounce Jump at the left of the hoop to reach the Chick Coin in the air.
- 4\ In the area with 3 dinosaur enemies, at the right of the big arrow near the edge of the platform, in a crate.
- 5\ At the end, on the platform with the Emblem of Courage on, dash and Long Jump to reach the Chick Coin in the air near the platform.

Sand Ruin - Mission 8

Talk to King Biboo to start the race. This one is quite hard, but if you use the shortcut you should be able to win. When you arrive on top of the temple's stairs, go to the right instead of left (opposite direction of arrow). Dash to avoid the falling pillars and go in the blue hoops to the other side of the pit. Also, after the slopes, go to the left instead of right. Always dash and you should arrive to the goal on top of the temple before Biboo. He will reward you with an Emblem of Courage.

--CHICK COINS--

- 1\ In the starting place, in jar at the back of the area.
- 2\ Before going up the temple's stairs, go to the right near where you just came from (near the well in the center of the area). There's a Chick Coin in the air above a green hoop. Dash and Long Jump to get it and fall back into the hoop.

Then, he'll throw some missiles at you. To avoid them, you have no other choice but to dash (R). Now to damage Dark Raven, you'll have to find a way so the missiles will hit him... The safest way to do it is to run (dash) around Dark Raven in very close circles until one of the missiles touches him. Then, avoid the other missiles and hit Dark Raven in his weakness moment.

He will then repeat these 2 attacks until you defeat him, but there will be more puddles and the missiles will be faster.

FINAL BOSS - Crow

Thought it was over...?

You have to get hit once to really start the fight. You will lose the Chicken Suit after being hit and after the crow finishes his round of attacks, you will get the suit back and a message will tell you to press B to catch the dark energy balls to turn them into light energy balls. His first attack will be to dash very quickly in your direction, you have to dash to avoid that. He will repeat that twice before sending the dark energy ball at you. Face the boss and place an egg just in front of you. As soon as the energy ball touches the egg, rapidly press B to turn it into a light energy ball (it doesn't always work, you'll have to start over many times...). Take the new energy ball and avoid the crow's attack. Then, when he stops, hit him with the light ball and he'll turn into a ball. Take an egg and hit him in his ball form the most times you can. His second attack will be to throw some missiles at you, but a dash will help you to avoid them without any problems. In his latest attacks, he will turn all the place into darkness and still attack you. You can see his eyes shining in the darkness so you can still avoid him. Repeat the same process until he has no more energy left.

--CHICK COINS--

- 1\ In the place where you have to lit up two lights each side of a door to open it. The Chick Coin is in a vase at the edge of this area, near the wall at the right.
- 2\ After the room where you have to roll the egg on purple circles to make them disappear, go down the slope, dash and Long Jump to get the coin in the air.
- 3\ After the room with the crow shadows, exit the room and look at the left of the gate to find a Chick Coin.
- 4\ In the slide at the end of the level, above a gap.
- 5\ When you go in the green hoops and on the pillars around the tower before the boss, before going in the last green hoop on top, jump to the right of the platform to get the coin in the air.

Giant Palace - Mission 2

First, kill all the enemies in the room to open the gate. Then, drop down and go to the left OR dash and Long Jump into the purple hoop in the air forward. Once on the grass platform, Long Jump to the right over the gap to reach the other area. Defeat all the enemies here to open the door. In the next room, capture all the crow ghosts and push them into the light swirl to open the door. In the next area, you have to hurry and step on the 4 pads around the room consecutively to open the cages. Kill all the enemies that were in the cages to open the gate to the Emblem of Courage.

--CHICK COINS--

- 1\ From the start, go to the left in the second opening in the wall. There's a Chick Coin next to the wall of that window.
- 2\ After you open the first door at the start, drop down below and go to the opposite direction of the one pointed by the arrow. Long Jump to the platform below and get the Chick Coin in front of the gate.
- 3\ After you open the first door at the start, drop down below and follow the direction pointed by the arrow. Jump over the flames and the gap and Bounce Jump the higher portion of the ledge above. Stay there and Bounce Jump again to reach the Chick Coin in the air.
- 4\ After you open the first door at the start, Long Jump to get into the purple hoop forward. Reach the next platform and go to the right. Long Jump again in direction of the next platform and grab the Chick Coin in the air on your way.
- 5\ In the room with the crow shadows, exit the room through the gate and look at the left of it to find a Chick Coin.

Giant Palace - Mission 3

Kill all the enemies in the starting area to open the main gate. In the next area, go up the slopes and on the ledge above. Now go to the right and Long Jump to the blue hoops next to the platform. Once you're on the grass ledge, Bounce Jump over the flames and jump on the big pillar at the right of the ledge. Dash and Long Jump to the next pillar and into the blue and finally the green hoop to the next grass ledge above. Long Jump over the pits and go down the slope. Dash + Long Jump between the two arrows to end up on a pillar below. Go in the green hoop and on the next platform. Jump into the blue hoop to reach the top and kill the 2 purple cat enemies to open the gate. Now slide down the long slope to the bottom and to the Emblem of Courage.

--CHICK COINS--

- 1\ When you're on the grass ledge above the level (near the start), at one point you'll have to jump to the right on a big pillar, but go up the slope behind the arrow instead. Just before the closed gate, jump to the left on the big pillar and collect the Chick Coin.
- 2\ On the second grass ledge, jump over the first pit and jump over the second one for the Chick Coin in the air on the right.
- 3\ After Chick Coin 2, go down the slope and Long Jump at the left of the arrows instead of between them. You'll get the Chick Coin in the air on your way.
- 4\ This Chick Coin is on the slide near the end of the level.
- 5\ On the last part of the slide just before the end, on the left side.

Giant Palace - Mission 4

Kill all the enemies in the starting area to open the main gate. Then, kill all

the bats in the next area and other enemies will open. Go in the room with purple puddles after this and kill all the enemies. Defeat every enemy in the room with water to open the door. You should have defeated enough when you arrive in the room with crow ghosts. Once 100 enemies are defeated, the Emblem of Courage will appear at the end of the level. Go and collect it.

--CHICK COINS--

- 1\ Behind the pillar at the left of the main door at the start of the level.
- 2\ In the room with the purple puddles on the ground, in a crate at the right of the door.
- 3\ After you exit the room that usually has crow shadows inside, go on the ledge at the right and Bounce Jump to reach the coin in the air.
- 4\ On the slide after Chick Coin 3.
- 5\ Before the place where the Emblem of Courage appears, go in the green hoops at the right to reach the grass ledge over the place. Follow the path to the end to find the Chick Coin.

Giant Palace - Mission 5

This is your last time collecting the eight chickens.

Chicken 1) On top of the tower at the start, kill the purple cat enemy to free the chicken.

Chicken 2) From the top of the tower at the start, Long Jump into the blue hoops forward to reach the area below. Kill all the enemies in this area to free the chicken.

Chicken 3) From the top of the tower at the start, Long Jump to the right on the grass ledge below. Go up the slope and hit the switch to free the chicken on the other side of the gap.

Chicken 4) In the area before entering the Giant Palace (where you often start the missions), go to the edge of the area where you usually start and kill all the enemies to free the chicken.

Chicken 5) In the room with the purple puddles, clear all these puddles with an egg to free the chicken.

Chicken 6) In the room with water on the floor, hit the invisible switch at the right of the chicken's cage to free him. Hit the other invisible switch to leave this room.

Chicken 7) After the room with water, exit it and use the green hoops to get in an area inside the palace above. Kill all the enemies in this room to free the chicken.

Chicken 8) In the room with the crow ghosts, capture and destroy them all to free the chicken.

The Emblem of Courage will appear in the area you started in.

--CHICK COINS--

- 1\ In the starting place, in a vase next to the exterior ledge of the platform.
- 2\ After freeing the chicken in the round area full of dino enemies, dash and Long Jump in the way pointed by the arrow to collect the coin on your way.
- 3\ After climbing on top of the tower at the start, choose the right path leading to the grass ledge. Dash + Long Jump the reach that ledge and the coin on your way. (Don't stand too near the edge of the platform when dashing or you won't touch the coin)
- 4\ Before the closed the gate on the first grass ledge, jump to the right on the big pillar. Long Jump to the next one with the Chick Coin on.
- 5\ After freeing the chicken in the dark passage in the upper section of the palace, go out and dash + Long Jump to the left for the coin in the air.

Giant Palace - Mission 6

To go up the slide, you have to jump and dash (R). You can use the green hoop between each portion of the slide to help you. Reaching the top is extremely hard and will require you a lot of practice... Once on top, dash + Long Jump to the right to reach the grass ledge below. Then, jump on the big pillars and dash + Long Jump to reach the ones on the edge of the area. The Emblem of Courage is on the last pillar. Watch out for the bat enemy over the second pillar.

--CHICK COINS--

- 1\ On the slide at the beginning, in the middle of a platform.
- 2\ Half-way through the slide at the beginning, jump from the second green hoop to the portion of slide with the Chick Coin on.
- 3\ At the top of the slide, after the last green hoop.
- 4\ On the grass ledge, just before the gate, jump to the left on the pillar. Dash and Long Jump to the next pillar to get the Chick Coin.
- 5\ On the pillar just before the Emblem of Courage, dash and Long Jump to get the Chick Coin in the air.

Giant Palace - Mission 7

Before talking to the salesman, go through the first portion of the level and hit all the switches to open every gates until the purple puddles room. Then, back up and talk to the chicken to start the mini-game. This one is really easy, you should have more than 40 coins when you reach the purple puddles room. Remember that hitting 10 times a red coin gives you 5 blue coins. You'll receive the Emblem of Courage when 40 blue coins are collected.

--CHICK COINS--

- 1\ On the ledge at the left of the first red Chicken Coin.
- 2\ After the room with the purple puddles, go down the slope and dash + Long

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o-----o

EGG 1 Fire Comb

Add fire power to your eggs!

o-----o

EGG 2 Water Comb

Gives eggs the power of water!

o-----o

EGG 3 Lightning Comb

Increases egg attack power!

o-----o

EGG 4 Ice Comb

Use eggs made of ice!

o-----o

EGG 5 Wind Comb

Increases egg attack power!

o-----o

EGG 6 Iron Comb

Increases egg attack power!

o-----o

EGG 7 Light Comb

Increases egg attack power!

o-----o

EGG 8 Wings

Allows you to double jump!

o-----o

EGG 9 Booster

With this, you can fly!

o-----o

EGG 10 Paraloop

Use light to defeat enemies!

o-----o

EGG 11 Thorn Egg

The egg can grow sharp thorns!

o-----o

EGG 12 Speed Shoes

Raises your running speed!

o-----o

EGG 13 Bomb

You can blow up anything!

o-----o

EGG 14 Spring Shoes

Makes you jump really high!

o-----o

EGG 15 Circus Hat

Ride your egg on water and sand!

o-----o

EGG 16 Psychic Hat

Control the egg with your mind!

o-----o

EGG 17 Heart Hat

Regenerate your health!

o-----o

EGG 18 Bat

Vampire bat that sucks blood!

o-----o

EGG 19 Crow

It will steal your light!

o-----o
EGG 20 CIPHER
Powers of fire and passion!
o-----o
EGG 21 CLIPPEN
Powers of water and life!
o-----o
EGG 22 RECKY
Has the power of lightning!
o-----o
EGG 23 RICHIE
Powers of ice and illusions!
o-----o
EGG 24 PELIWAN
Renowned scholar of the wind!
o-----o
EGG 25 RUNNY
Powers of steel and karate!
o-----o
EGG 26 RABBISH
Moves at the speed of light!
o-----o
EGG 27 RIKOL
Can jump high and uses fire!
o-----o
EGG 28 KABOOT
An amphibious martial artist!
o-----o
EGG 29 DATCH
Glides through the air!
o-----o
EGG 30 GLARIN
A low-flying deadly hunter!
o-----o
EGG 31 BOSKUS
A hot-headed fighter!
o-----o
EGG 32 ORITTA
A deadly, ninja-like fighter!
o-----o
EGG 33 BIBOO
A whimsical animal!
o-----o
EGG 34 GORILLA
Can double your power!
o-----o
EGG 35 CHAMELEON
Can turn you invisible!
o-----o
EGG 36 MOUSE
Shrinks you to mouse-size!
o-----o
EGG 37 TURTLE
Use its shell for defense!
o-----o
EGG 38 LION
Makes you invincible!
o-----o
EGG 39 DICE
Drops everyone's health to 1!

o-----o
EGG 40 Super Fruit
Instantly raises any egg!
o-----o
EGG 41 Tiger
Breaks all eggs other than yours
o-----o
EGG 42 Sheep
Counting makes you sleepy...?
o-----o
EGG 43 Hawk
Breaks all other eggs with wind!
o-----o
EGG 44 Fox
Steal someone else's items!
o-----o
EGG 45 Butterfly
Replenishes a lot of health!
o-----o
EGG 46 Stopwatch
Time stops for everyone else!
o-----o
EGG 47 Butterfly
Replenishes a little health!
o-----o
EGG 48 1 Up
Receive an extra life!
o-----o
EGG 49 Chick Bomb
Chases your target!
o-----o
EGG 50 Egg Bomb
Everyone sees it as a normal egg!
o-----o
EGG 51 GBA
Chu Chu Rocket! Challenge
o-----o
EGG 52 GBA
NIGHTS SCORE ATTACK
o-----o
EGG 53 GBA
Billy Hatcher Hyper Shoot easy
o-----o
EGG 54 GBA
Billy Hatcher Hyper Shoot
o-----o
EGG 55 GBA
Puyo Pop
o-----o
EGG 56 Sonic
Sonic from Sonic DX!
o-----o
EGG 57 Tails
Tails from Sonic DX!
o-----o
EGG 58 Knuckles
Knuckles from Sonic DX!
o-----o
EGG 59 Chao
Chao are born from eggs, too!

Billy Hatcher

This is an inquisitive boy from the human world. With the courage bestowed upon him by the Chicken Lords, he dons the legendary rooster suit and embarks on a grand adventure to save Morning Land from eternal night.

Rolly Roll

Rolly is a lighthearted and carefree girl. She always tries to help others when in trouble, but can be a little scatterbrained.

Chick Poacher

Chick may look small but his spirit is strong, giving him a misplaced air of superiority. He has a tendency to act before thinking, which always makes his friends a little nervous.

Bantam Scrambled

Bantam is a gentle giant and only uses his strength to look after his friends. Despite his rough outward appearance, he adores cuteness but hates injustice.

Baby Chicks

Residents of Morning Land. Approach the baby chicks for assistance and advice as you progress through the game.

Chicken Elders

Each of the regions of Morning Land is ruled by an elder, who bhoops morning to the world each day with a hearty "cock-a-doodle-do". The crows however have captured the elders and sealed them within golden eggs.

Crows

Through some strange power, the Crows have taken the form of ferocious monsters and plan to engulf the world in eternal night.

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Emblem of Courage

Receive an Emblem of Courage as you complete each mission. These may come in useful at a later point...

Chick Coin

Collect these to receive a special prize.

Blue Chicken Coin

Used in the mini-game missions. 1 point is received for each coin collected.

Red Chicken Coin

Used in the mini-game missions. 5 points are received for each coin collected.

1 Up

Pick up to receive one extra life.

Food

Pick these up to grow the eggs. Larger food items produce faster growth.

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#####  
0o0o0o0o0o0o0o0#    CONTROLS    #0o0o0o0o0o0o0o0o0  
#####
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START/PAUSE\ Pause the game (Pause Menu)
Control Stick\ Move character
Button A\ Jump / Egg Driver / Bounce Jump
Button B\ Egg Shoot / Egg Dunk / Speak
Button X\ Command Egg Animal
Button Y\ Use Item
Button L\ Center Camera / Lock-on
Button R\ Rooster Call / Dash / Roll (while jumping)
C Stick\ Rotate Camera

Rolling Eggs

Approach an egg using the Control Stick and push towards it to take control.
You can now run with the egg in any direction.

Jumping with an Egg

Press the A Button while rolling an egg.

Egg Shoot

Press the B Button while controlling an egg.

Egg Dunk

Press the B Button while jumping with an egg.

Dash

