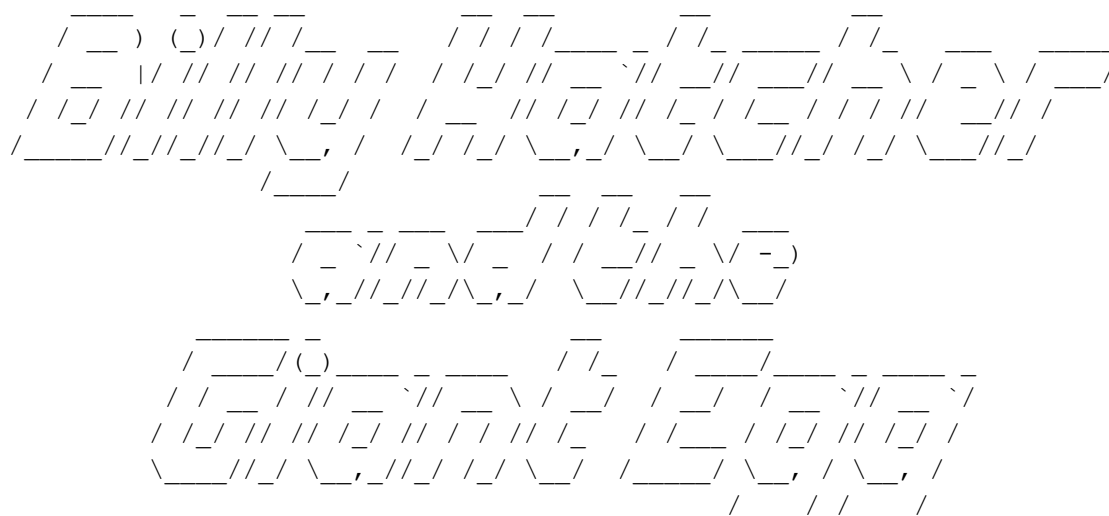


Billy Hatcher and the Giant Egg FAQ/Walkthrough

by KirbyRockz

Updated to v2.00 on Apr 2, 2004



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Billy Hatcher and the Giant Egg FAQ/Walkthrough

For the Nintendo GameCube

By KirbyRockz

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1. Game Prologue
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Morning Land is a peaceful realm inhabited by chickens. One day, a terrible fate befell the land. Black Crows empowered by a mysterious magic appeared as ferocious monsters bent on keeping the world in eternal night. The Chicken Elders whose voices bring dawn each day were captured and sealed within golden eggs. Without their morning cries, the world will remain engulfed in darkness and human hearts will be consumed by evil. Now, only young Billy Hatcher and his friends can defeat the Crows, release the elders and return morning to the world.

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2. Updates
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03/9/04- First version. A lot of work ahead!
03/10/04- Not much added, just some walkthroughs.
03/11/04- More missions complete. Forest Village is almost done, and I've started Pirates Island.
03/24/04- I've been adding more missions, nice and quickly. :P I'll be working on Dino Mountain later today. Also did some ASCII, but a better one will come eventually.
03/25/04- Done with Billy's missions at Dino Mountain.
03/27/04- Finished some missions at Blizzard Castle.
03/28/04- Same as above. :\
03/30/04- All the missions are complete in Forest Village, Pirates Island, Dino Mountain and Blizzard Castle. The others are to come, possibly tomorrow.
04/01/04- Happy April Fool's Day! I got Circus Park and Sand Ruin done today.
04/02/04- 100% complete! Finished Giant Palace today.

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3. Controls
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Billy Hatcher isn't too hard to learn control-wise, but the egg actions take some getting used to.

In-Game:

START	= Pause the game.
Control Stick	= Moves the character.
A Button	= Jump / Egg Driver / Bounce Jump
B Button	= Egg Shoot / Egg Dunk / Speak
X Button	= Commands your current Egg Animal.
Y Button	= Uses an item.
L Button	= Centers the camera, and locks-on to enemies.
R Button	= Rooster Call / Dash / Roll (while jumping)
C Stick	= Moves the camera around.

Egg Actions:

Rolling Eggs

Rolling eggs around can take some getting used to, as it changes the physics of the joystick a bit. To grab an egg and start rolling with it, walk towards the egg and push towards it to take control.

Egg Shot (B while controlling an egg)

The Egg Shot sends your egg away from you in the direction you were facing. Use this while targeting an enemy to hit them. Don't worry, the egg comes back to you (most of the time).

Egg Dunk (B while jumping with egg)

When you execute the Egg Dunk, it sends your egg down into the ground. Try doing this above enemies. It also hits switches to open things.

Dash (R while controlling an egg)

If you press the R button while you're moving with an egg, you will dash forward with increased speed. Sadly, the effect is only temporary.

Long Jump (A while Dashing)

The Long Jump increases your jumping range to make it across bigger gaps.

Egg Driver (hold in A while jumping with egg)

The Egg Driver is almost the same thing as the Egg Dunk, but your character goes with it.

Bounce Jump (A while jumping with egg)

If you press A once and don't hold it in when you're in mid-air with an egg, you will bounce with the egg off the ground.

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4. Walkthrough
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4.1 Forest Village

Mission 1: Save Chicken Elder Oma-Oma!

After the creepy intro movie, you will be presented with your first mission. Head straight forward when you are given motion privileges, and a light will come down on you. It's Menie-Funie, god of the Chickens. He'll explain his land's plight, and mention a legendary chicken suit. He'll send you off for it. Once you can move again, follow the path (you can talk to the chicks if you want, they'll just banter though) until you come to a path that turns right. Follow it, and jump up the wall.

You should now see a glowing egg. Jump onto the platform and walk over and touch the egg. It will crack open, and now you have the Chicken Suit! This gives you the power to control and eggs. After the explanation of the Chicken Suit, a Crow will fly down and drop off some friends to play with. Fall off the platform where the path is again, and grab the egg to your right, next to the tree. Now, run over with the egg to the enemies and start attacking them or just run over them. (See Controls if you don't know how to attack them.) Get all the fruit they leave behind. Your egg should now be bigger.

Now, run over to the next series of enemies. If you still need more fruit, there's some in the boxes behind the buildings and the boxes near the chick to the right of the Egg Ring. Now, head back a little bit (still staying in the path) until you come to another Egg Ring. Jump into it, and it will send you up. Put your egg over the blue glowy thing (also known as an Egg Switch) and it will destroy the barrier blocking your way to the next part of this mission. Head over to where you saw the barrier, and use the Egg Ring to get up. Once you're up, head forward and keep following the path. Use a Bounce Jump to reach the Egg Ring above, and use it to get up. Hit the switch with and Egg Driver. It will open a door.

Head back and go through it. Ugh, more enemies. Destroy them all, and then jump into the Egg Ring. It will send you through numerous Egg Rings, and you will end up in a slanted halfpipe. You can grab the fruit on the way. Once at the bottom, destroy all the enemies and then follow the path up. Break through the gate and something or other will tell you that the golden egg in the cage is Oma-Oma, and that in order to get him out you have to defeat the Crows guarding him. After you hear this, a rather large Crow will come out. Defeat him by running into him a couple of times (it depends on how big your egg is). He doesn't really do much to hurt you, it's basically just a shockwave you can jump over.

Once you defeat him, run over to the golden egg. Hatch it (see the Egg FAQ if you don't know how to hatch already) with the fruit lying around, then

Oma Oma will come out. Then, the level will be filled with light again. Talk to Oma-Oma and then go back up to where the egg was and grab the Emblem of Courage. Mission Cleared!

Mission 2: Defeat Era Gecko!

Walk forward to get another speech from Menie-Funie, telling you that the Crows have sent their <red colored text>strongest bosses</red colored text> to each of the lands they changed into night! Oh no! :P He also mentions that in the middle of the forest, there's a warp gate that's called a Dark Gate that takes you to the boss.

After he finishes blabbering, grab an egg (either one will do) and jump up on top of the track (it looks like monkey bars o_o) and you will roll to the other side. Oce over to the other side of the land, defeat the enemies and a door will open. Head through it and you will end up on a slanted road that leads down. While you're rolling down, grab the fruit for your egg. After a bit of rolling, you'll see an X on the ground. Jump when you reach the end of that, as the X is a tip that there's a gap to jump. After the gap, you'll notice as you go down spiked plants. Avoid them, as they injure you and you'll lose your egg. Once you reach the bottom, though, there's an egg you can use to defeat the big crow nearby.

Once the big crow is dead, head across the bridge. Defeat all enemies (I'm beginning to sound like a broken record, eh?), then go through the Egg Ring. When you shoot up, you'll go through lots of blue rings. Now you're on top of a platform. Ignore the chick and go through the other blue rings. Now you're in a yellow Egg Ring which you get to choose when to jump off. The whole time it's spinning. Aim for the platform ahead. If you miss, just go around again. When you make it, turn to the left. You'll see a big Crow and a blue egg with wooden gates surrounding it. Take the egg and defeat the enemies and grab the fruit they leave behind. If you need more fruit, break open the boxes. It holds a Clippen.

If you walk around the area you're at, you'll notice a switch surrounded by fire. Press X a good distance away from it, and Clippen will put out the fire with a dive. When it does, grab the egg to your left and hit the switch with it. The switch will open an Egg Ring up. Use it. You'll now be up on a grassy platform. Perform a rolling jump to the next Egg Ring, and Menie-Funie will tell you you're near the Dark Gate. You know what to do. Jump through the Egg Rings and run into the Dark Gate.

| Boss | Era Gecko \
|

| Era Gecko is pretty easy. After a bit, he'll shrink and hide in the |
| bushes. When he does this, roll over him. He'll be a little dazzled, |
| and while he is, you can rack up some pain for him by hitting him |
| continuously until he gets up. Rinse, lather, repeat. |
| Era has 3 attacks: a tail attack that'll probably miss you, an attack |
| where he sends off little water drops, and a green shot he fires out |
| from his mouth. Once he's done in, grab the Emblem. |

Mission 3: Secret Little Forest Hut

Upon entering the level, you'll see the Emblem hidden near a hut. That's where we'll be going. Grab the egg and cross the bridge. By now, I'm not going to say "Defeat all enemies" unless doing so does something, because,

well, we ALL know to destroy all the enemies first, right? Okay, good.
Moving right along...

Head over to the other side of the tree, where you'll see a tower of boxes (some of them are steel) and perform a Bounce Jump underneath the Egg Ring's shadow. You'll end up on a new platform. If you look around, you'll find a couple of steel boxes with some wooden ones on top. Break the wooden ones, then Bounce Jump up on top of the steel boxes, then Bounce Jump again into the blue Egg Ring. When you reach the top, jump into the nearby Egg Ring. You'll now be up even higher. Grab the red egg nearby, and head down the slope to your right, and you'll find a boulder blocking the way. Hatch the red egg (it's an animal) and use the X button near the boulder to have your Egg Animal destroy it.

In the next area, grab the egg to your right and use it to go through the Egg Rings. Kill the Crow, or just avoid it and carry on to the next Egg Rings. Defeat all the enemies on the next platform and the door will open.

Enter the door. Before you go forward, though, turn right and grab the blue egg. Now go forward, and you'll come to a junction. You can't go through the door to the left, so head right. Ugh, another fire switch. Hatch the blue egg and use the Egg Animal inside to douse the flames, then grab the egg nearby and smash the switch. The door I was talking about before is now open. Head over to it, and follow it up, smashing the fences that block your path. When you reach the top, you should see a switch if you look around. Hit it, then go in the door that opens and grab the Emblem!

Mission 4: Traveling Mini-Game Salesman

This should be different compared to what we've done so far. Start out by going up to the salesman and talking to him. He'll explain the game he's offering, and give you the instructions. What you have to do is collect all the Chicken Coins (you don't have to get them all though, just 30) Oh, and there's a 2 minute timer. But, you can earn extra time for continuously grabbing coins. He'll send you off then.

You can't grab coins without an egg, so grab the egg nearby and follow the hill down, making sure you grab all the coins, to the area below. Grab the blue coins (don't worry about the enemies), then hit the switch near the boxes to open a door. Grab the coins in this room, then hit the switch to go into the next room. Get the coins then jump through the Egg Rings. If you hit the red coin ten times, you'll get five coins. Jump down, and grab the three coins while you're at it.

Keep running along the path, and grab the coin near the switch on the right. There's a coin behind the tree, too. You have a choice here. You can either go through the left gate, or through the gate to the right. Both lead to the same place (the Mini-Game Salesman), but if you're short on time, take the road on the right. If you DO run out of time or fall off a cliff or just die, you'll be sent back to the Mini-Game Salesman, where you can try again. If you have enough coins, though, and you run out of time, just go up and talk to him. The prize for getting the 30 coins is an Emblem.

Mission 5: Secret Inside the Waterfall

Upon mission start, walk forward. Menie-Funie will tell you there's a

secret room inside the waterfall across the river ahead. Start by grabbing the egg and going forward. Stay on the path until you see a fork in the path. Go down and kill all the enemies (Sorry, just had to say it X|) If you talk to the chick, it'll tell you that you need a Circus Hat to go down the river. Go over towards the locked door and grab the purple egg. Hatch it, as it holds the Circus Hat. Jump on top of an egg while wearing the Hat to stand on it. Roll over into the river. Follow the river down, avoiding the obstacles, until you reach the lake. When you do reach the lake, ride on over to the blue Egg Ring. Jump into the green Egg Ring now, and you'll be on solid land.

If you look around behind the buildings, you'll find a purple striped egg. Hatch it and you'll get a Richie. Grab another egg and use the Egg Ring to be transported back to the little island. Lose the egg and jump up to the water via the platforms SLOWLY. Once up, use the X button to send Richie into the waterfall. It'll freeze it for ya, and the path will now be opened. Jump over to it. Once there, grab the egg and fly through the Egg Rings. Defeat all the enemies in this new area and some giant Crows will appear. Defeat them all, then the gate will open. Once it's open, grab the Emblem!

Mission 6: Secret of the windmill!

When you start, you'll find out that there's an Emblem inside the windmill. Start by defeating the Crows and the door will open. Once outside, roll down the slope and jump the gap. Continue along the path, following the arrows, and down the next slope, and you'll be on a platform with a single Crow. Suddenly, the Crow will shoot out multiple Crows and you'll be right in the middle of a Crow party! Kill them all, and the next door will open. More Crows. Defeat them. Once door opens, roll along the rail. Fall down the to floor when the rail ends, and hit the switch. Go to where the newly opened door leads. From here, head over to where the Rooster Suit was in the first episode on this level (It's on a pedestal by the lake) and go through the green Egg Ring. You'll go through a whirlwind of Egg Rings and you'll end up in one more of them. Jump out of it and land on the platform that's connected to the windmill's sail thingies. Do an Egg Driver on it before you lose control on that tiny platform. The windmill will turn and the door will open. Go on in and grab the Emblem!

Mission 7: Save the 8 Chickens!

These saving missions really do get annoying later on...

Grab an egg and hit the switch near mission start. Head through the opened door, and when you see some Crows ahead, turn left. Bounce Jump up above, and jump on top of the steel boxes. Bounce Jump off of them into the blue Egg Ring. The rings will take you to the windmill. Bounce Jump on the ledge connected to one of the wings of the windmill to make it move. Doing so will cause the door to open. Go inside and walk on the red floor switch to free Chicken #1. Exit the room and go out to where you found the Rooster Suit with Billy on the first mission, and it has a switch on it now. Hit it. When you hit it, it'll free Chicken #2.

Defeat all the Crows in the area to open up the next passage. When it opens, go through it. You should see a green Egg Ring. When you jump out of it, you can see a switch on the wall. To hit it, jump out of the Egg Ring, and when you're as high as you're going to get, press B. You'll throw your egg at it. Doing so will open the door. Head through it. On the

other side, go through the green Egg Ring (it's hiding behind the door a bit, so you won't see it until you're all the way through) Land on top of the wood... thingy that the door is connected to. If you turn right, you'll see a switch. Hit it. It will free Chicken #3, but you can't get to him because of a wall of fire. Bounce Jump over the fire and run over to him. Now, if you look at the area with the green Egg Ring that got you up where you are, you'll see another Egg Ring in the air. Long Jump to it, then launch yourself at the slope. At the bottom, you'll notice Chicken #4 in a cage, but in order to free him, you have to Bounce Jump up the steel boxes and roll over the switch at the top. Go up the hills and hop through the green Egg Ring. Hit the switch. It'll free Chicken #5. You can see another Chicken, but we can't reach him yet.

If you defeat all the Crows in the area, the door below (next to the slope) will open. Go through it. Defeat the Crows here, too, to unlock the next door, but don't go in it just yet. Instead, break the wooden crates on top of the steel crates to reveal an Egg Ring. There's that Chicken I mentioned before! Hit the switch to free it. 6 Chickens down, 2 more to go. Now go through the door that you opened before. When you get outside, you can see some Egg Rings. Don't go through them; there's a Chicken to save first. If you turn to the left after you leave the passage, there's a wooden box. Break it with an Egg to reveal a floor switch. Run over it to free Chicken #7 (he's on the right side of the door). 1 more to go!

Now go through the Egg Rings. On the other side, grab the purple egg (it's a Richie, you'll need it) and hatch it using the fruit surrounding it. Now grab another egg and fall down. Go through the blue Egg Rings to your left. You're now on the island in the middle of the lake. Get rid of the egg you had and jump slowly up to the waterfall using the platforms. Use your Richie to freeze the waterfall, making a new path. Grab a new egg in here and go through the three green Egg Rings. On the other side, defeat all the Crows to free the 8th and final Chicken. After you free him, the Emblem will appear outside. To get it, go past the three Egg Rings again, and into the single green Egg Ring. It will take you back to the island. Go into the next Egg Ring here and you'll be back on shore, right next to the Emblem.

Mission 8: Defeat 100 Crows!

More Crows. Just remember to defeat them all before moving on. You'll need 100, as usual.

Grab an egg and head forward. Surprisingly, in order to open the door to the next area, there's 30 Crows to defeat. That makes the mission a little quicker, huh? Well, it's hard to tell when they're all gone, since they come in phases. When all the Crows are gone, more will come, until they're all gone. Just look for you meter to read 70. Anyways, go through the new area and defeat all the Crows here, too, to unlock the next door. Go through the Egg Ring now and roll down the half-pipe. On the other side, go up the hills and hit the switch. Hit it quickly, though, because when you approach it a horde of Crows will come out of thin air. Once you've defeated them, go through the door that opened. By now, you should have defeated enough Crows. If not, you can get more here. Once you've defeated them all, a door will open. Don't bother with it. Instead, hit the switch and go up the Egg Rings and grab your Emblem.

4.2 Pirates Island

Mission 1: Save Chicken Elder Uri-Uri!

Walk forward, and Menie-Funie will (once again) speak to you. He basically tells you stuff you already knew. When you can move again, grab the egg and roll down the slope, being careful to jump over all the gaps. Once you're aboard land (start saying yarrrrrrr), kill all the enemies. You can hatch the egg you got at mission start (it's a Clippen) to help you with defeating them. Once they're all gone, grab the golden egg that's now accessible. Now, the tricky part: hatching it. First break open all the boxes in the area and grab the fruit before continuing. Once that's done, go through the newly opened passage.

Enemies ahead! Before you continue, I need to warn you of something: If the golden egg cracks open, mission failure... you'll be sent back to the mission's start (well at least where you hit solid land). Be sure to guard that egg! You can still run over enemies, just do it carefully and move when you see an attack coming on. Or, just use your Clippen in battle and hide the egg, then grab all the fruit they leave behind after you hath smitten the evil foes. (Oh? That's not a pirate accent? Oops...) Continue ahead, being EXTREMELY careful with that egg.

Once you have enough fruit to hatch it, do so. Talk to the elder. He'll give you an Emblem, but first you have to get to it. Have you made it past the platforms that stretch across the water? If so, we'll continue from there. If not, get there. It's not far from where the golden egg was. Go up the steel ramp and grab the egg there, and use it to jump in the Egg Ring nearby. You'll shoot all the way around via more Egg Rings. Finally, there's that Emblem, resting on the platform you're now on! Grab it.

Mission 2: Hurry to the Pirate Ship!

Walk forward once again... Stupid whoever-he-is speaks! I forget his name now... :\ Anyways he tells you about Captain Glur, the boss of Pirates Island. Head forward and grab the egg. Cross the bridge, then roll down the slope, steering clear of the holes. Once on the platform below, use the Egg Ring to get on top of the building. Hit the switch to open the door, then get in the cannon with the egg still in hands.

In the cannon, aim slightly higher than the blue skull flag and then fire. If you miss, you'll start near the cannon down one life. Head down the slope to the left of the flag. Once again, make sure you don't fall in the holes. Watch out! A new breed of Crow is ahead. If you hit them after they spin (they'll be dazed after a spin attack) you can kill them. Break the gates that block your path to an Egg Ring, and then use it. You're now in a yellow Egg Ring. Remember this type? It spins around, and you choose when to fire off. Aim a little higher, so you fall gently onto the building ahead. Cross the bridge and hop in the cannon.

Now, you need to get in either eye of the skull formation, so aim just a little bit higher (I'd say parallel where that crack is on the top of the head). When you're in there, ditch the egg you had and grab the yellow and black egg. Hatch it with fruit lying around, and grab the bomb that hatches from inside and throw it at the snake-like Crow when he opens his mouth. This is difficult, so unless you're a die-hard fan of action parts in games, just jump over the chasm behind him with a Bounce Jump (you need an egg, there's a switch ahead) and continue on.

Walk across the narrow path, and hit the switch on the other side with the

egg you (hopefully) still have. Hop through the blue Egg Ring outside the door that opens. Aim over at the building platform just ahead when you get in the yellow Egg Ring. Once there, make your way up the path to the switch, being careful not to fall off. A new path will open. Hop up onto the "egg" road track (I know, cheesy pun) and walk into the Dark Gate for your battle with el Capitan Glur.

| Boss | Captain Glur \

|-----|
| Captain Glur is harder than Era Gecko, so listen up. He has a few main |
| tricks: One, where he shoots out water blasts all over the arena, |
| two, where he goes inside of the puddles left from the water blasts |
| attack, and three, where he flies out of the puddles he went into and |
| slams into the floor, and if you're under, you're now in pain. When he |
| does the butt slam attack, use the Egg Shot continuously at him. |
| Eventually, he'll get mad and shoot more of the water blasts. Repeat |
the same attacks. He'll go down soon enough.

Mission 3: Race against King Clippen!!

When you start, go forward and talk to the giant Clippen. He'll challenge you to a race, and will offer you no more information, and it's not even a choice to decline (Poor Billy, nobody gives him freedom of choice...)
There's a few things to remember about your race with King Clippen. 1. If you run into him, you take damage. 2. Always remember to dash continuously. Although he's not that hard, it's better to be safe than sorry.

When the race starts, grab the egg and follow where King Clippen went (along a path to the left of where you start) go through the Egg Ring, then through the next one. Make your way across the long stretch, avoiding the anchors that swing through. Once on the other side, go up the steel ramp, and follow the arrows. When you reach the wooden gates, pull a Long Jump over to the platform with the green Egg Ring. Go in it. Once up, go through the next green Egg Rings. You're now at a platform with a skull painted on the floor. Go down the bridge to your right, and down the slope. Don't fall into any of the holes; you'll have to restart. Hop into the Egg Ring and run over to the flag on top of the building you're now on. GOAL! shows up on the screen... but what does that mean? (j/k...) Once King Clippen arrives, talk to him to get an Emblem.

Mission 4: Save Rolly!

A mission where you can unlock a new character! As you will find out, Rolly has been kidnapped by Crows and has been surrounded with time bombs that are set to go off in 5 minutes.

Jump across the gap and grab an egg. Avoid the crows, and continue along the path with the swinging anchors. Go through the Egg Ring and hit the switch. The path will open up. Follow the path until you come to a beach. In order to continue, you need to destroy all the crows in the area. Once they're all gone, a path will open up. Go through it.

This is the hard part. You have to go UP the slope this time. Use the Egg Rings and look before you leap. Once up, Bounce Jump into the Egg Ring, then you'll come across ANOTHER slope to go up. Use the same method. Continue across the bridge and you'll come across Rolly. You have to get

rid of the bomb now. Roll the bomb near the ledge and press B to slap it into the water. Talk to Rolly to get the Emblem.

Mission 5: Treasure in the Captain's Room

Wow, no person talking to you from above this time! Instead, you can talk to the chick that's right in front of you. But that's not really necessary, I can just tell you. :P

You'll come across some green Egg Rings near mission start. Go through them, then you'll be in a yellow one. Aim at the blue switch on the wall, and hit it. The door will open up. Proceed through the Egg Rings and the anchor-sweeping path and you'll come to a beach. Go up the steel ramp and follow the arrow's direction. Perform a Long Jump to the yellow Egg Ring and get on the building. Go through the next two Egg Rings and you'll be up higher on a new platform.

Defeat all the Crows here and the door will open. Go up to the door and into the cannon. Aim about an inch or two (not literally an inch or two, put your finger on the TV right where the Egg Ring is and aim just where your finger connects to your hand) above the blue Egg Rings in the distance and fire. Once you're over on the shore, grab the blue egg and hatch it using the Crows for a Clippen. Get up to the platform and shoot Clippen at the fire ahead blocking passage. Now go through the blue Egg Ring. Use your Clippen wisely; you can only use it for a few shots. If you run out, hatch another.

Once you reach the switch, hit it. A door will open. Once you're inside with gold all around you, grab the Emblem! Something I've always wondered is why didn't Billy grab some gold?

Mission 6: Defeat 100 Crows!

Pretty easy mission. You start in the treasure area. You'll be told that you need to defeat 100 Crows. Grab the egg and go forward. Defeat the Crows ahead. I'm not going to keep saying this, so just remember to defeat every Crow you see. Head through the blue Egg Rings and then through the next ones. Cross the anchor path. Continue onward, defeating every Crow you see. (Dangit, I said it again... :) If you look around, you'll notice a switch. Hit it, and the door will open. Go through the Egg Ring and into the cannon. Aim right above the skull flag's right eye. You'll hit the flag and fall onto a platform. Head across the bridge and down the slope. If you want, there's a Clippen here. Once all the Crows in that area are dead, the next door will open. Continue on into the cannon and hit the flag ahead. Go down the slope, and defeat the Crows here too to unlock another door. Fall down to the area below. If you still need Crows, here's the place to get them. Once you have enough, the Emblem will appear.

Mission 7: Chick and the Game Salesman

One of these again. Talk to the Mini Game Salesman to get some info. You have to collect 40 coins in 2 minutes. When he says go, grab the egg and roll down the slope. Try to get every coin on the slope until you reach three Egg Rings all lined up. Aim for the one on the very left. If possible, try to avoid the Crows. Follow the path of coins, hit the switch, and continue on, through the Egg Rings and past the swinging anchor path, collecting coins all the way. On the other side, go up the steel ramp, and hit the red coin 10 times for 5 coins, then hit the switch

and go through the door. Long Jump the gap and go through the Egg Ring, then through the next Egg Rings. Cross the bridge (I'm still assuming you're grabbing all the coins as you go) and get the 5 coins out of the red coin here, too. Now go down the slope, and into the Egg Ring, hit the switch, then climb into the cannon.

By now you should have more than enough coins, and you should be low on time. When you DO run out of time, don't worry, if you have enough coins it'll take you back to the Mini Game Salesman, where you can claim your award. If you do have time, you can shoot yourself out of the cannon to the flag above, then just waste time, just try not to die, okay? Anyways, talk to the Mini Game Salesman to get your Emblem.

Mission 8: Save the 8 Chickens!

Bantam's first 8 Chickens mission. I bet he'll hate them just as much as I do after he's finished. >_>

Grab an egg and head down the slope, jumping the gaps. After the slope is gone, if you walk straight forward. You'll see a cage. Defeat all the Crows in the vicinity to free Chicken #1. Now, turn right, hit the switch, and go up the green Egg Ring. Next, look around for another Egg Ring. Use it to get to a higher platform, then go into the cannon you'll find there. Aim a little above either of the skull eyes, then fire. Now, defeat the Crows here and Chicken #2 will be free. Now, go up the steps and roll along the narrow path. Jump quickly over the gap when the fire dissipates, then hit the switch. Try to Long Jump to the Egg Rings here. If you miss (good chance of that happening, it's a hard jump), go to the eastern area of the beach and use the red Egg Ring to get up. Anyways, if you look in a dark area of the platform you're on, and break the boxes. Hit the switch, and it'll open a door, but before you go through it, go up the hill and cross the bridge. Roll over the four floor switches to free Chicken #3. Now go through the door.

Jump onto the rail, and on the other side get into the cannon. You can see the beach where you started from here. Aim just above it. Now we're back where we started, but this time you need to go LEFT. Defeat all the Crows and the door will open. There's a split here. You can either go left or right. Take the left route, to the shore. Head into the treasure room, and defeat the Crows to free Chicken #4. Now, head back out near the Egg Rings that brought you here. Jump up the platform and go into the cannon. Aim and shoot at the section below the net, and make your way to the section where you went left before, but this time go the other way, into the Egg Rings on the right. Dodge the swinging anchors, and once you're on the other beach, defeat every Crow to free Chicken #5, but to get him, Long Jump to the Egg Ring from the platform nearby and use it to get to him.

Hit the switch near the locked door to open it, then go through. Long Jump to the Egg Ring, then roll into the cannon. Aim for the flag, so it stops your flight and you land on the platform below it. Long Jump over to the blue Egg Rings. You'll see Chicken #6. To free him, defeat the Crows. After he's free, follow the path until you come to an Egg Ring. Go through it and into yet ANOTHER cannon. Aim at the Egg Rings and you'll end up on a platform. Defeat the two frog Crows to free Chicken #7. To get the last one, roll down the slope, then go through the Egg Ring and hit the switch. Roll into the cannon, and shoot at the flag ahead. To free Chicken #8 (you'll see him caged when you land from your cannon shot), defeat all the Crows guarding him. After he's free, the Emblem will show up on the beach. To get to it, simply fall down to it, just look before you leap.

=====
4.4 Dino Mountain
=====

Mission 1: Save Chicken Elder Ura-Ura!

When you start, grab an egg and cross the bridge, and roll down the slope into an Egg Ring. Destroy all the Crows here to set the Golden Egg free of the jail cell it's inside. Run up and grab the Golden Egg. As soon as you touch it, an Egg Ring will be opened. Now the hard part: Hatching it. Go through the Egg Ring and all the other Egg Rings you come across until you're on the other side of the lava. Defeat every Crow you see. Once you have enough to hatch it, well... hatch it! :P Talk to the Elder. For some reason, he puts the Emblem farther away. Defeat the giant Crow to make a gate open. Jump over the platforms and follow the arrows. You'll come across a plateau (or however you spell it :). Search around for an Egg Ring, and go in it. There's that emblem! Probably the easiest hatching mission yet...

Mission 2: Defeat the 3 Bone Dragons!

Another boss level. Okay, start out by grabbing the egg. If you walk towards the ramp on your left, you'll find out that the best way to defeat the Bone Dragons is with ice. Any guesses? If you guessed Richie, congratulations! You win the assurance that you were right! :P

You should know by now what a Richie egg looks like. If you don't remember, it's purple. It's kind of hidden behind a rock formation. Hatch it. Head up the ramp to a green Egg Ring and continue up. Destroy the thing that blocks the rail with your Richie, and send your egg down it, but DON'T GO WITH IT! Instead, go to the right, up the hooks (it's like a ladder, kinda... if you press A, you'll hop to the next one) Make sure you move fast down the blue platforms, so you beat your egg to the spot. Otherwise it'll fall off the cliff, into the magma. It can get extremely annoying to do this part, but don't give up. Once you make it, walk carefully to the switch (time your movements so you don't hit the fire) and hit it.

After you hit it, the door will open. Bounce Jump into the Egg Ring for extra height, and keep going through all the Egg Rings until you're on a platform next to a lake of lava. Head up the hooks, and use the "X" button to send Richie into the Bone Dragon. Do it quickly, as fireballs will start to come down. Now, go down and pick up the Richie Egg and hatch it, and get that one. Your other Richie will almost be depleted of its "energy", and won't serve any more purpose to you. Now grab another Richie Egg and hit the switch. Ignore the red Egg Ring and go through the blue Egg Rings that open. On the other side, walls will erect on all the sides of the circle and you'll have to fight a Crow. Once you defeat it (it's one of those easy Crows, just run into it), follow the arrows down a roller coaster! Actually, it's just a curving slope. But it's still fun. Make sure you stay on and jump all the gaps, though.

At the end of the "roller coaster", Bounce Jump up the ledges. Go through the blue Egg Ring, and you'll end up in yet ANOTHER area. Go up the platforms and use your Richie on the 2nd Bone Dragon. Once he's gone, hit the now-accessible switch. A door will open. Go over and Bounce Jump into the green Egg Ring underneath it. Get the Richie egg inside. Same as before, you'll need to hatch it. Just collect the fruit while we go and

hatch it when it's ready, ok? Good.

Head down the road, avoiding the lava spouts. At the end, defeat the Crow to open the door. Go up the hooks, and land on the platform. Jump over to the blue moving platform, and take it up to the single hook. Once you're up, hit the last Bone Dragon with the Richie. Once it's gone, fall down and grab an egg. Next to the red Egg Ring, if you look, you can see a green Egg Ring out across the lava. Long Jump to the island it's on. Head into the cave and into the Dark Gate to start your battle with...

| Boss | Topo \
|-----|

| Topo is pretty easy. Man, I wish these bosses were harder. It starts |
| by going into a massive and... pink... eww... skeleton. It could have |
| at least been painted another color. Anyway, at first he'll get into a |
| dino skeleton and will shoot fireballs at you. Just keep moving. When |
| he finishes that maneuver, he'll try to make Billy a pancake. When he |
| does this, he flies out of the dino skeleton When he does this, hit |
| him continuously until he goes back. During this time, the only defense |
| he'll perform is spinning around in circles and easy stuff like that. |
| Just avoid that. It's not that hard; it's very short range. The other |
| attack he does when he is in the skeleton is he'll shoot a circle of |
| fire out. It's not that hard to avoid, just dodge it. Rinse, lather, |
repeat until he's dead.

Mission 3: Defeat 100 Crows

Another one of these... :\ Just remember to defeat all Crows you see before you keep going. Go forward and head down the slope, into an Egg Ring. Continue until you come to a green Egg Ring. Head through it and the next Egg Rings and then go down the little hill. Defeat all the Crows here to make the door open. Once the door opens, jump carefully across the platforms and jump over to the other side. Go up the hill now (I'm still assuming that you're killing all the Crows before you do what I say) and through the green Egg Ring. Now, if you have an Egg here, I suggest jumping on the rail. If not, go up the hooks. Nevertheless, Bounce Jump over the red flames (it's the easiest way) and hit the switch. Go through the door that opens and into the Egg Rings. Get whatever Crows you need at this plateau.

Once you've got enough, go up the platforms, and into the green Egg Ring. Aim for the yellow Egg Ring ahead, and then aim for the land ahead. You'll land right next to the Emblem.

Mission 4: Chick has been kidnapped!

You would think the Crows would learn from their experience with Rolly and change their method of killing Chick. Oh well...

Start across the bridge and down the slope to the mainland. Follow the path until you come to a caged green Egg Ring. Look to the right of it, and you'll see the shadow of another Egg Ring. Bounce Jump into it, then aim for the blue switch on the wall. This Egg Ring goes unusually fast, so aim precisely. Of course, it's not like you only have one chance, so try again if you miss. When you do hit it, it'll open the Egg Ring. Head through all the Egg Rings until you come to the other side of the lava. If you look here, you'll find a Clippen egg (the blue egg) right next to an

arrow pointing right. Hatch the egg using the fruit lying around, and use the Clippen to douse the flames blocking the switch. Hit the switch and go through the newly opened path, jumping the platforms carefully. Once over, go up the hill and into the green Egg Ring. You'll shoot up onto a platform. Go into the next Egg Ring, then cross the bridge. There's Chick... grab the bomb and slap it off the cliff with "B". Talk to Chick to get an Emblem. You can now play as Chick in certain missions!

Mission 5: Save the 8 Chickens!

This may sound hard, but it's pretty easy, it can just take a bit if you take your time. The chick running around where you start tells you that the Crows kidnapped 8 of their dads (wouldn't that mean that their ROOSTERS, not chickens? :P) Go across the bridge and fall down below. Defeat all the Crows in this area, then the door will open. Head over the platforms (man, you have to pass these EVERY mission, huh?) and Bounce Jump into the green Egg Ring there. See the blue glowing rock? Run into it. It's actually a switch underneath that's glowing. Run into it to free Chicken #1. Fall down now. Go up the ramp and into the green Egg Ring. You can either time your roll on the rail so you miss the fire, or let the egg go and you go up the hooks. Either way works. Once on the other side, dodge the fire, and Bounce Jump the last fire obstacle, then hit the switch.

Run over the floor switch (be careful, it's guarded with a fire spray). That's Chicken #2. Bounce Jump into the green Egg Ring. Now that you're up higher, hit the switch and go through the Egg Rings. To free Chicken #3, defeat the Crows in the small area (there's only two Crows). 5 more to go. Now head down the "roller coaster". Remember to jump the gaps. Kill all the Crows once you reach the end, and then Chicken #4 will be free (Remember to run up to them, or else they don't count toward being completely "free"). Now hit the switch and fall down. You're back to the area you fell down to when you started. Go over to the Chick with a blue hat on and go through the Egg Ring next to him/her/it. You'll now be on the other side. Go into the cave and defeat all the Crows to free Chicken #5.

Get out of the cave and go into the Egg Ring. Hit the switch in the middle to open a new passage. Go through it and down the hill. Defeat the Crows at the end of the hill to open the next passage, then head through the Egg Rings. You should see Chicken #6 surrounded by floor switches. You must hit them all to free him. Now go through the next set of green Egg Rings. You'll need to (once again) defeat the Crows to free Chicken #7. Once he/she/it's free, fall down the hole. You're now in the cave where you rescued Chicken #4. Head out and through the Egg Ring like before. This time, once you're up, go over and up the blue platforms and up the hooks. Walk over the red floor switch to free Chicken #8. Once you free it, you'll see the Emblem appear. To get it, fall all the way down and go through the Egg Ring on the right (not the one on the left) then go through the next Egg Rings. You're now back where you started. The Emblem is in the middle of a mound of dirt. Grab it.

Mission 6: The Traveling Game Salesman

Talk to the Mini Game Salesman to start. When he gives the OK, grab the egg and head down the hill. Grab every coin you see while you run through the course. It's pretty easy, though, so don't worry. Red coins you have to hit 10 times for 5 coins.

Hit the switch and go through the door. Continue along the path, following the arrows. Go up the hill, and into the green Egg Ring. Once you're up, ride along the rail to the other side. Carefully avoid the fire and hit the switch there. Go through the Egg Rings, and through the next Egg Ring, then run across the field of Crows and into the blue Egg Ring. You should almost have enough coins. Roll down the "roller coaster" slope and grab the coins you need. Now you should have enough for the Emblem. If not, grab some more on the plateau. When your time runs up, you'll be in front of the Salesman. Talk to him to claim your Emblem.

Mission 7: Battle Race! Champion Runny!

Roll across the bridge and make your way to the mainland (down the slope and into the Egg Ring). Talk to Champion Runny, and he'll challenge you to a race. When he says go, grab an egg. You'll need it to dash and get through things. Avoid the fire and follow Runny. You'll come across an Egg Ring. Go through it, and the next ones. Pull a jump over the fire, and run over to the open passage. There's a shortcut you can take here, but it's risky. On the first platform over the lava, you can Long Jump over to the land on the other side. If you don't want to risk it, then just take the way Runny takes. Keep dodging the fire and go up the hill, into the Egg Ring. If you can make it to the flag right there before Runny, then you win an Emblem. If not, you restart the level. Overall, it's not a long race, so keep on your heels and always dash when you get the chance, and that Emblem is yours!

Mission 8: To the mountaintop!

Grab an egg and head down the slope, jumping the gaps. At the end, aim for the wooden boxes; the steel ones are unbreakable. Now, hit the switch, and fall down. Grab a blue egg (it's a Clippen egg) and hatch it, then grab another egg. Go over to the green Egg Ring now, and use your Clippen to douse the flame underneath it. Now, use the Egg Ring to get to the other side. Go through the blue Egg Rings, but you'll find that the door is blocking your path. To unlock it, defeat all the Crows and the door will open. Look for an red Egg Ring in the lava, and Long Jump to it. You're now back up where you were before. Go through those blue Egg Rings again now.

Run down the hill, and at the bottom you'll find a locked door. To open it, defeat the horde of Crows there, then it'll open. Use the Egg Rings to get as high as you can. Defeat the Crows here, too, to unlock the final door (finally). From here, Long Jump to the platform the Emblem's on and grab it.

4.5 Blizzard Castle

Mission 1: Save Chicken Elder Ponee!

This is my favorite level. It reminds me of snow, and snow reminds me of snow days...

Grab an egg and go through the Egg Ring. Turn left on the next platform, and you'll see a locked door. To open it, turn left and break through the ice crystals, then go down, and break through the next ice crystals, and

you'll be on a slope. Don't get hit by the thorn bushes on the way down, or you're doomed. You need the egg to make the roll off easier. Once you're on the other side, if you look around, you'll see a green Egg Ring with a fire spout coming out of the ground under it. You can either hatch a Clippen egg (it's nearby) or go up the hill, and Bounce Jump up to the platform (the platform the arrow points to). Now, go through the next Egg Ring and you'll see the golden egg. Defeat the Crows to gain access to it. Next, take it down the slope. Jump the huge gap (press jump at the very last second) and keep going down the ledge. It splits in two. They both go to the same place, but the right path is easier. I'll get thinnner farther ahead, then there's one last jump. Jump it at the very edge.

At the next area, go through the Egg Ring and up the next ones. This place look familiar? Just keep defeating all the Crows you see, and hatch the egg once you can. That's one freaky Elder... Anyways, he brings morning, and all that, blah, blah, blah. By now you've seen enough to know what to do. :P Talk to him. The emblem will show up right next to the locked door that you [might have] seen after the long curving slope that starts where the Golden Egg is. Roll down it and grab your prize.

Mission 2: Secret of Ice Castle!

When you start, you'll find out that there's so much snow because of Moles, the boss here. You are also told that if you destroy the snow machines, the Dark Gate will open.

Defeat all the Crows and the door will open. On the other side, turn left and Dash up the angled bridge. In the middle of where you are there's a frozen lake. Pull and Egg Driver over it. It will crack and break apart. Go into the Egg Ring on the bottom and you'll end up on a ledge with some ice gears. Go down the slope, and jump the gaps so you don't fall. You'll break through some ice walls and you'll be at a new area. Now, if you look you'll see some thorny fences. Bounce Jump over them. Now go left and break through the ice crystals. See the red egg? You'll need it, so go ahead and hatch it, then grab another one. Inside is an Egg Animal you'll need. Now go up the hill, and through the Egg Rings. Hit the switch there, then Long Jump over to the platform nearby, then down to another one. Jump over to the floating platform from here, the Long Jump to the other side. Now go through the door the switch opened.

Inside, look for some hooks to go up on the left side of the room. Once you find them, ditch the egg and head up. Now, you should see a giant spinning snowflake above the room entrance. Press "X" to send your Egg Animal at it. After you hit it, look for a similar one on the opposite side of the room as the first one. Get that one too. Finally, on the opposite side of the room you're in (that is, if you look straight out) there's some hooks to get on another platform. Head up it, and jump up on the crystal moving platform. Now that you're up higher on a steel platform, you should see the last giant snowflake. Get that one, then the blizzard will stop, and the Dark Gate will open. Stand over it to engage in a battle with Moles.

| Boss | Moles \

| Moles is a bit tricky, and is your greatest challenge so far. He has a |
| few main attacks. The first is a slide attack, where he slides in one |
| direction from one side to another. After he hits the other side of |
| arena, he'll be a little dazed. That's your chance to attack. In his |
| second attack, he rolls up into an iceball, and rolls around the arena |

| shooting out smaller iceballs. If you run into them with an egg, they |
| produce fruit. After this attack, again he'll be dazes. That's your |
| cue. Near the end of the battle, he gets a little quicker, so be on |
| toes. Continue battering him until he's defeated, then you can claim |
| your Emblem. |

Mission 3: After the blizzard...

A gimme mission...

Talk to the Chick nearby to find out they're making a snowman. They've already made the body of it nearby. What they want you to do is make the head of the snowman. After you're finished talking, go left and grab the snowball. Now go back in the other direction. Fruit doesn't do anything; don't worry about grabbing it. Head over into the snow, and run around with it to make it bigger. If you ever lose it, you can go back and get a new one. Once it's full size (it'll glitter), head up the slope and go into the Egg Ring and land the snowman head on the top of the body. It probably won't land perfectly on it (for me the head was facing the opposite side), but it doesn't matter. Grab the Emblem.

Mission 4: Save Bantam!

The last mission that unlocks a character. Man, they need a LOT of rope to hold in Bantam, it seems...

Grab an egg and go through one of the blue Egg Rings, then through the green one. Dash as fast as you can across the gap and down the small slope. Try to avoid the spinning Crow and jump into the Egg Ring. Hit the switch, then go through the next Egg Rings. At this point, send your egg on the rail to the right and go through the small hole in the wall. Hop from platform to platform, then grab your egg before it falls off the ledge. Now go through the Egg Ring, then through the next one. Once you're up, make your way to the other side of the platform. Now, you can either Defeat the snake Crows with a bomb (the black and red egg nearby has one if you hatch it), or jump past it from the side. Regardless of what you choose, hop into the green Egg Ring on the other side.

Where you are now, there's a sheet of ice over the floor. Break it, and the next layers until you come up on Bantam. Grab the bomb next to him and slap it out the ice window. Talk to Bantam and grab the Emblem he gives you.

Mission 5: Save the 8 Chickens!

I really hate these missions... they just take so long.

Grab an egg and jump into an Egg Ring to get across the gap. Hop over the little gap to your left, and hit the giant glowing crystal to reveal a floor switch. Hit it and go through the door to find Chicken #1. Now turn left, jump up the platform, and go up the hooks. Go up via the Egg Rings, and at the top, roll over the snowman next to the cage to save Chicken #2. Now, jump straight down, and go down the slope, avoiding the thorny fences. On the bottom, go up the green Egg Ring, and then Bounce Jump up the platforms, then Long Jump across the gap and you'll come to a switch. Bounce Jump to it, then Bounce Jump it itself. It'll free Chicken #3. Now,

jump down towards the big tree, and defeat all the giant Crows to liberate Chicken #4.

Now, you can either A. Kill yourself so you respawn at the mission start, or B. head through the green Egg Ring, then on the other side Long Jump the gap to another Egg Ring. From there, you would go through the next 2 Egg Rings, so you're back at the area. Either way, you'll be near the door where Chicken #1 was. Go through it again, and make your way to where Chicken #2 was again. Once you're there, head the opposite direction and break the boxes to reveal a slope. Roll down it into a waiting Egg Ring. Defeat the giant Crows to open the next door, and go through it. Turn right and go through the Egg Ring, and you'll find Chicken #5. To free it, hit the switch nearby, but avoid the ice shooting from the wall. Fall back down, then go up the small slope nearby. Break the ice and Bounce Jump from the first Egg Ring to the next. You'll now be up on a circular platform with a small tower in the middle.

Before we head down the slope here, first go through the Egg Ring then defeat all the Crows where you end up. Doing so will free Chicken #6. Now CAREFULLY fall back down and head down the slope (with an egg). There's some pretty tight spots you might have to jump over (thorny fences, you'll see what I mean) and some gaps. Once you finally make it to the bottom, turn to you immediate left and Long Jump the gap. Through the Egg Rings you must now go. </yoda> Now, defeat all the Crows and Chicken #7 will be free. Now for the last one. Fall back down and jump the thorny fence. Head up the ramp and up the platforms. Now, defeat all the Crows to free the last one. Now, to get your Emblem... Long Jump out to an outcropping in the tower, then jump onto the floating platform. Finally, Long Jump to the other side. Next, look for a switch in front of a closed door. Hit it, go through the door, and grab your Emblem.

Mission 6: Race against Queen Rabbish!

I'm sure you know by now to Dash every second you can. Talk to Queen Rabbish, and once the race starts, grab an egg and roll down the slope, jumping all the gaps. When you come to a split, I suggest going left, it's quicker. After the slope, turn right and go through the door. Bounce Jump over the thorny bushes, then go up the hill. Go over to the Egg Ring and use it to get up to the flag. If you made it first, you'll get an Emblem. If not, you'll restart with one life taken away.

Mission 7: Makin' money with mini games!

Another Mini-Game Salesman mission. You know the drill: Grab 40 coins in 2 minutes, but grab every coin you see before moving on. Also remember, to get a red coin, you have to hit it 10 times.

Talk to the salesman and once he gives you the get-go, hit the switch and follow the trail of coins, up the slope (use Dash) and get the red coin first, then break the ice and head through the Egg Ring. Circle the small tower and grab the coins, then head down the slope. Grab every coin you can on the way down while avoiding the gaps. On the other side, jump the thorny bushes and go up the hill. You should now have enough coins; if not, you can follow the path and get the red coins ahead. Anyways, when the time runs up, talk to the Salesman and get your Emblem.

Mission 8: Defeat 100 Crows!

100 Crows missions are easy, just remember to get every Crow before moving on to the next area.

Grab an egg and go down the platforms. Jump over the thorny bushes and make a left, in the direction of the arrow. Hit the switch and go through the door. Defeat the Crows here (careful, there's a lot of them), then Long Jump to the green Egg Ring in the distance. Now, make a hard left and defeat the Crows there, then come back and defeat the Crows that show up here, too. Now jump over the small gap, and roll down the slope to your left. At the end, Dash up the little slope, then down the other one. Defeat the Crows here if you don't have enough already. When you have enough, Dash up the little hill, then Bounce Jump to the platform the arrow is pointing to. Roll through the Egg Ring, and it'll take you to the Emblem.

4.6 Circus Park

Mission 1: Save Chicken Elder Allani!

Grab an egg and roll down both slopes. Bounce Jump up to a higher platform to your left, and grab the blue Clippen egg. Hatch it and use your Clippen to clear the fire that surrounds the switch. Hit it and go through the door. Jump into the "Egg Ring". It's not an Egg Ring you've seen before; when you jump into it, it'll swing. When you reach the peak of your swing, jump to the next one. Make your way to the other side, using the yellow Egg Rings and the swinging Egg Rings. Defeat all the Crows that appear here and the Egg Ring will be opened. Go through it. Aim at the blue swinging Egg Ring and launch. You'll find yourself on a platform with the golden egg in the middle. Roll over the floor switches to free it.

Now, carefully walk along the path, jumping the fire coming out of the floor, while defeating Crows and getting the fruit they leave behind. When you come to a red rail, just roll along it with your egg (you don't need to go through the hole in the wall, there's really nothing that Billy can't handle. Hit the switch and you'll come to a deja vu... do the same here, too. Watch out on the other side, though-- there's a tough Crow ahead. Defeat them when they are dizzy from spinning. Go up the little hill and defeat the Crows. Roll along the blue rail and on the other side, Long Jump the gap. Jump into the Egg Ring, and use it and the next Egg Ring, and you'll be on a colorful platform. By here, you should have enough to hatch the golden egg. If not, defeat the Crows here and take their fruit. Once you've hatched the egg, talk to Allani (the elder). He'll thank you for freeing him, blah, blah, blah... get to the good stuff, Allani! Finally, he gives you the Emblem. But, to get to it, you'll have to solve a little puzzle.

You may have noticed that the floor has colored spaces that change when you roll over them. To open the door, you have to change all the tiles to hearts. This is simple; just roll over them until they turn to hearts. Repeat the process on all the tiles, and the door will open. On the other side, jump the small gap and grab the Emblem.

Mission 2: Secret of the Fun House!

Walk around a bit and you'll find out that you're at the Fun House that Allani was talking about. It's filled with traps, and Crows. You'll have

to brave it and defeat the boss here.

Grab an egg and hit both switches to open the door. When you walk forward, you'll be told how to Long Jump (why are they telling you this now? You needed to Long Jump in Blizzard Castle more than you did here. :). Long Jump the gap and defeat the Crows to open the door. From here, run straight, and you'll be in a room with mirrors on every side. One of the mirrors holds the correct path, but the correct one always changes. Just go for one. If you choose the wrong one, Crows will come. Defeat the Crows, then try another one. In the next room, hit all five switches to open the door. Walk down the passage, and you'll come to a room with three mirrors again. Use the same method as above. On the other side, Defeat the Crows to open the cages the switches are in. Hit the switches and a door will open. Go through it and jump the gap. You're now in a room with three mirrors. First, go and grab the blue Clippen egg near the arrow, then use the same tactic you used before. On the other side, jump the gaps, and hatch the egg. Use the Clippen to douse the flames, then hit the switch. On the other side of the door is the Dark Gate. Head into it to face...

| Boss | Saltim \
|-----|

| This is a very simple boss. Wait for him to come out at you from a |
| mirror, and hit him while dodging his attacks. He has some very weak |
| attacks. 1. He juggles balls, and lets go of them so they fall onto |
| the area. Very easy to avoid. 2. The surrounding mirrors disappear, |
| and a single mirror shows up in the middle of the area, and will suck |
| you in if you don't keep moving. 3. It isn't really an attack, but |
| instead of just walking through the mirrors, he'll show up in all the |
| mirrors. All but one are fakes. To find the right one, look for the |
| one that's clapping and dancing. Break the mirror with an egg to |
| him. Those are all his attacks; just keep repeating the process until |
he's defeated.

Mission 3: The clock stands still...

Your mission this time is to get the giant clock running again by recharging the 4 batteries for it.

First off, grab an egg and make all the tiles show blue spades. This makes the door open. Go through the door and jump into the green Egg Ring. Doing so will bring you to some swinging Egg Rings. Use them to get to the platform. Roll down the slope here, avoiding the flames and rolling onto one side when the path splits. At the end, head through the Egg Rings. You are now at the big clock. To get it going again, you have to charge the batteries. This can be done by looking for a yellow striped egg, and hatching it for an Egg Animal. Located along the wall are green battery chargers of sorts. To charge it, use your Egg Animal on it to get an electrical charge in it. Do this for all four of them. Once all four of them are going, the clock will start moving again, and the Emblem will show up. To get to it, grab an egg and look for a slope to go down, and go down it. On the way down, dodge the flames and jump the gaps. There is one extra thing to note, though-- on the way down you'll come across two floor switches. Roll over them to open the doors at the end. At the end of the slope, you'll find the Emblem.

Mission 4: The Caged Crow and the Emblem!

Grab an egg and roll down the slope. At the bottom, ignore the Crows in the cages (they're not who we're searching for) and hit the switch near the door to open it. Long Jump to the Egg Ring, and then use the other Egg Rings to get to a higher platform. Go up via the Egg Ring here, too, and then roll down the slope, into the blue Egg Rings. Follow the path, and roll along the red rail. Hit the switch, and do the same as before here. Head up the hill, and hit the switch a little behind you and go through the door. Use the Egg Rings to get up higher. Ignore the switch in the middle of the area, and use the Egg Rings to get up the slope. At the top, turn left, and Long Jump out to the green Egg Ring. Use the other Egg Rings to make it to the other side (if you want, you could just fall to the area below and use those Egg Rings, it's easier). Defeat the Crows in the cages there to make the Emblem appear.

Mission 5: Fireworks party!

Get an egg and roll down the slope. At the bottom, talk to the chick next to a firework bomb to learn his plight. He has to get the fireworks in the cannon for the fireworks show. He asks you to take the fireworks to the cannon for her. He also hints that if a Crow even touches the fireworks, they'll explode, killing you instantly. This means you're going to have to avoid contact with any Crows while holding the fireworks. My suggestion is to hatch an Egg Animal to guard you.

First, grab an egg and defeat the Crows so that they won't be a nuisance. Roll over the floor tiles until they all become hearts. Go through the door that opens, and jump the small gap to the Egg Ring. At the top, avoid the single Crow, and roll down the slope. Jump the gap at the end, and QUICKLY get into the Egg Ring. Roll down the slope here, too, and jump the fire on the way down. Now comes the tricky part. You'll notice a line of yellow Egg Rings. That's right, you're going through them. And each Egg Ring is faster than the next. Aim carefully. At the end, aim up at the roof of the wall. Avoid the Crows that come up, and roll over to the cannon, and put it in the back. Sit back and watch the fireworks, and then grab the Emblem.

Mission 6: Save the 8 Chickens!

This is the one mission that takes forever in Circus Park...

Grab an egg and roll down the slopes. At the bottom, defeat the Crows to free Chicken #1. To get to him, Bounce Jump up to the platform he's on. Now, roll over to the switch and hit it to open the door. Long Jump to the Egg Rings, and in the last one, jump up to the swinging Egg Ring. Once you're on solid land again, hit the switch to free some Crows. Defeat all of them to free Chicken #2. Next, Bounce Jump on the cage that's next to the wall to reach an Egg Ring. When you're up on the next platform, defeat the Crows here as well to liberate Chicken #3. After you've tagged Chicken #3, fall down carefully to the area below. Hit all 6 switches here to free Chicken #4. After he's free, look for a yellow Egg Ring, and Bounce Jump into it. Use it to reach the green Egg Ring, and now you should be back where Chicken #3 was. Now, hit the switch next to the door to open it. Roll along the narrow slope, into the Egg Rings. Now, roll over the tiles until they all show clubs, then go through the door. Jump into the Egg Ring, and on the next platform, break the boxes to reveal a switch that frees Chicken #5.

Now, roll down the slope, jumping the flames. At the bottom, defeat the

Crow that's bigger than the rest (he's the only one you need to defeat) to free Chicken #6. Now, jump into the Egg Ring and into the next one, and from there to the platform. Now, there's two paths to take here. Take the Egg Rings straight ahead of you. On the other side, walk along the platform. When you come to a rail, roll along it, and then hit the switch to open the door. Do the same thing here; just roll along the rail. Next, go up the hill, and turn around. Hit the switch and go through the door. Ignore the green Egg Ring and walk along until you come to a switch. Hit it to free Chicken #7 (he's right next to the switch). For the last one, go through the Egg Rings we ignored previously. Yet another tile switching floor thingy. Change them to diamonds this time to open a door. Hit the switch on the other side to free Chicken #8.

Now, to get your Emblem, jump the gap and go through the Egg Ring. Roll down the slope, and jump to the other side at the end. Go up the Egg Ring here, too, and roll down the slope, into an Egg Ring. You're back to where Chicken #3 was. Grab the Emblem... it's right next to the arrow.

Mission 7: Defeat 100 Crows!

Easy 100 Crows mission. I can't stress this rule enough: Defeat every Crow before moving on.

Get an egg and roll down both slopes. At the bottom, defeat the Crows to open the door. Go through the swinging Egg Rings, and land on the other side. Defeat the Crows here, too, to unlock an Egg Ring. Go through it. Defeat the Crows here, then go through the green Egg Ring. Defeat all the Crows here, too. There's alot of them-- just keep squishing. When they're all gone, a door will open. Go through it and CAREFULLY roll down the narrow slope, into the Egg Rings. Defeat the Crows here to unlock the final door. By now, you should have more than 100, and if not, you've run out of room, so you'd better restart. If you DO have enough (I'm sure you do) the Emblem will be on the other side of the door.

Mission 8: Win a prize from the Game Man!

They certainly change the "Game Man's" name alot, don't they? Change the tiles so they are all diamonds, but don't go through the door that opens. Instead, talk to the Salesman next to the door to start the timer. You know the rules: 40 coins in 2 minutes, to get red coins hit them 10 times, get every coin you can get before moving on, and get the coins quickly for time bonuses.

Head through the door and go up the Egg Rings. Roll down the slope, and when the path splits, jump out in the middle and you'll grab some coins and go through an Egg Ring back to the slope. At the end of the slope, go in the Egg Rings, and roll around the perimeter grabbing all the coins. Once you've gotten them all, roll down the slope, jumping the gaps at the end. At the very end is a red coin, if you need it, but by now you should have at least 50 coins, and that is enough. Wait for the time to die out, and you'll be back at the Mini-Game Salesman. Talk to him and get your Emblem.

4.7 Sand Ruin

Mission 1: The Secret of the Giant Egg!

The title really doesn't give much info... in this mission, you have to save another Elder, Meri-Meri. They're holding him at the top of the pyramid. Grab an egg and roll over to the Egg Ring out in the quicksand. Jump into it, and land on the other side. From here, Long Jump to the next platform. Repeat. When you come across an Egg Ring, go up it. It'll take you around a statue and into a yellow Egg Ring. Aim for the area ahead. Go up the Egg Ring here. Once you're up, if you look to your right, you'll see some steps. Go up them. At the top, turn left. Dodge the falling pillars and jump the fire. Eventually, you'll come to some Egg Rings. Jump from one to the other, until you're on the other side. Continue along, and you'll come across a hill leading up. Go up it, and up the next hill, then into the Egg Ring. You'll now be on a higher part of the pyramid. Look for some Egg Rings on this part, and use them to get up to the golden egg. To open the cage the golden egg is in, roll over the four floor switches. Make your descent, back the way you came. At the bottom, you should be able to hatch if you got all the fruit on the way down. Once you've hatched it and morning comes, talk to the Elder. He'll give you an Emblem. It's located on the first floor of the pyramid, next to the steps.

Mission 2: Defeat Dark Corvo!

Head through the Egg Ring right in front of you when you start (I suppose you know to grab an egg first...). You'll end up a little lower than you were before. Defeat the Crows to open up a hole in the floor. Fall through it. Roll down the slope, and jump to the Egg Ring. Use the Egg Ring to get up onto another slope. At the end of that slope, jump to solid ground. Defeat the Crows here to open another passage. To get to it, use the Egg Ring in the middle of the area. Once you're up, hit the switch, then go into the cave. Roll down the slope, avoiding or jumping the gaps and fire. At the bottom, defeat the Crows to open yet another floor passage. Once you hit the floor, make your way to the switch, Long Jumping gaps and going through Egg Rings. When you get to the switch, hit it. Doing so will cause sand to start pouring in. When it does, Dash over to any light-colored ground (light-colored ground goes up with the sand). Now, look for another switch. Hit it, jump into the Egg Rings and run across the platform to the next light-colored ground. Finally, look for one last switch, and hit it. This one won't bring up the sand; instead, it'll open a door. Head through it. New paragraph time!

On the other side, hit the switch, then go through the Egg Rings. Finally, above ground again. Long Jump to the platform in the sand, then Long Jump again, this time to the other side. Watch out for more falling pillars and hit the switch. We're going down again. Once at the bottom, Bounce Jump up the platforms. On the top platform, jump over to the Egg Rings. On the other side, Long Jump over the gap, then Long Jump to the pink swinging Egg Ring, and use it to get to the other side. Walk through the door, and you'll see a little cutscene where some chicken statues shoot out some fog. Now, turn right, and pull a Long Jump when you run out of land. You'll end up on solid ground; don't worry. Now, turn left, avoid the falling pillars, and roll down the slope. Right after you roll over the last fruit out of the trio, jump. You'll land in an Egg Ring. Jump (carefully) from this Egg Ring to another Egg Ring, straight ahead, then onto the platform ahead (make sure you land just before the fire). Watch out for more falling pillars, and jump the fire. Turn left, then watch for a small gap, then jump it. When you see an arrow, follow the direction it's pointing and you'll come to a switch. Hit it to lift the fog. Next, go up next to the locked door, and turn left. Look down, and you'll see a switch. Jump to it, and hit it to unlock the door. Now, to get back up it,

jump across the platforms and on the other side use the steel boxes to get up. Take the same path as you did before when there was fog, and you'll come to the door eventually. Head through it.

On the other side of the door, jump through the Egg Rings. There's the Dark Gate! Head through it to face off with Dark Corvo.

| Boss | Dark Corvo \

| He's the second to last boss, and he certainly is the hardest boss |
| you've yet to encounter. He calls on the other five bosses to perform |
| one of their attacks on you, one at a time. After each boss he calls, |
| though, he'll come down to the ground. This is your chance to attack. |
| Remember, you can't attack the bosses he calls. Doing so will just |
| hurt you and your egg. After a bit, he'll do his own attack. He'll do |
| some weird twist and suddenly there's more than one of him. If you |
| keep a lock on him before he does this, though, you can easily spot |
| the right one. If you don't have a lock, just attack all of them. Just |
| be careful doing this, they're pretty powerful. When you hit the right |
| one, the others will disappear, and you can have in a few hits at him. |
| After he recovers, he'll go back to calling bosses. Just keep at it, |
| and L-target (now I feel like I'm writing an FAQ for Zelda or |
| something :P) the whole match. Eventually you'll bring him down. |
|

Mission 3: Open the Rainbow Gate!

Get an egg, and Dash up the slope. This can be tricky... when your Dash is slowing down, press A to pull a Long Jump to the top. Now, turn left, and roll down the other slope. Hit the switch at the bottom to open a trapdoor. To get to it, Long Jump to the Egg Rings, and use them to get over. Here's another egg-down-the-rail-Billy-up-the-hooks thing. Send it SLOWLY down the rail, then go up the hooks, jump across the platforms, and walk over the floor switch to open the passage for your egg. If you mess up and don't get there in time, hit the switch anyway, then go back, grab an egg and roll down the rail with it (the door will be open). Anyway, at the end slam the switch and go through the door. Defeat the Crows here and a ceiling door will open. Use Egg Rings to get up it, and at the top look for another green Egg Ring, next to a trio of fruit. Roll down the slope, then go through the next Egg Ring. Now, walk along the path, avoiding the fire. Long Jump to a green Egg Ring and use it to get to some blue Egg Rings. Roll along and Bounce Jump up a wall. Roll down the long slope, jumping any gaps. At one point, you'll have to jump to an Egg Ring and use it to continue on. You'll come across this again after a bit.

At the end of the long slope ride, you'll be at the pyramid base. Now, follow the path until you come to a locked door. From here, fall down the steps and look around. You'll see two switches on some ruin, one on each side. Roll over to one, and hit it. You can see a statue start turning. When it faces you, roll into the switch again to stop the statue. Do the same for the other side. They'll end up facing each other. They'll wave to each other and a door will open. Go up the steps you went down before and enter the room. Inside, you'll see six colorful lights coming out of the ground. In the middle is a rainbow circle. Roll over it to make a VERY colorful rainbow (ow, my eyes...) come out of the pyramid. Doing this will open the Rainbow Gate that leads to the Giant Palace. This will also make an Emblem appear. Grab it.

Mission 4: Even more mini games!

Coin collecting mission. Same rules as always... get 40 coins in 2 minutes; get every coin before moving on; grab coins consecutively for time bonuses; to get red coins hit them ten times.

Talk to the Salesman and when he says go, grab an egg and jump out to the blue coin. Fall straight down, and circle the entire part of the pyramid, grabbing every coin. Once you've gotten them all, fall down to the bottom layer of the pyramid. Once again, circle around the entire pyramid and grab them all. Now, fall down the steps and get all the coins here. There's plenty of coins here. Once you have enough, just wait for the time to die down. Once the time is gone, talk to the Salesman (you'll be taken back to him) to get your hard-earned Emblem!

Mission 5: Save the 8 Chickens!

First, grab an egg and use the swinging pink Egg Ring to get to the other side. You should know what to do by now here... just Long Jump from one platform to the next, until you come across a green Egg Ring. Hop in it to get up to some blue Egg Rings, and they will take you to the other side. Now, look for another green Egg Ring to get up to the next level. Hit the switch here to free Chicken #1 (he's on the other side, go and tag him). Now, grab the purple egg in this area and hatch it. It's a Circus Hat. It allows you to jump on top of your egg and roll along. It also lets you go across the quicksand. Now, go up the steps to the pyramid. Turn right, and use the Egg Rings to get across the gap. Free Chicken #2 there (the switch is on the wall), and then turn around. Go back to the steps, and go left this time. Follow the path to the top of the pyramid, where Chicken #3 is. Now, time to use the Circus Hat. The other 5 are scattered out on different platforms around the Sand Ruin. To get them, stand on your egg and ride out into the sand. Use Egg Rings to get back on land, and make sure you avoid sand tornadoes in the sand. There's even some underground; to get to them, use the Egg Ring next to the hole. All in all, there's not much to say about this level... it's really about exploring for them. Have fun! When you've found them all, head back and grab the Emblem.

Mission 6: Sand Ruins under attack!

This mission is also known as a "Defeat 100 Crows!" mission. Remember, defeat every Crow before moving on.

Get an egg and roll into the pink swinging Egg Ring. Use it to get to the other side. Continue along the path, and Long Jump every gap you see until you come across another pink Egg Ring. Jump into it and land on the other side of the sand. Here, defeat the Crows, then use the Egg Ring to get up. There's a lot of Crows here; make sure you get them all. After you get them, hop up the steps, and turn left. Bounce Jump over the flames, and keep going along the path (killing all Crows, of course ;)), using the swinging Egg Ring to clear the large gap. All the while, keep a course for the top of the pyramid. That's where the Emblem will show up when you have enough Crow kills.

Mission 7: Emblem atop the pillar

Start off by running forward, turning left, then turning left again.

You'll see the shadow of an Egg Ring. Don't worry about it. Instead, walk toward the ledge and turn right. Behind all the pots is a Clippen egg. Hatch it, and use it to douse the flames underneath a red Egg Ring. Hop into the Egg Ring, and at the top, roll down the slope. Be wary of the fire obstacle. Next, jump into the yellow Egg Ring and aim straight up. You'll land in a blue Egg Ring which will send onto another platform. As you walk along the path, jump over the fire. On the other side, hop into the Egg Rings. You'll now be on an area with a slope. Dash up it, and when your Dash is getting slow, Long Jump the rest of the way. Roll down the other slope to your right, then go through the swinging Egg Rings. On the other side, defeat the Crows to liberate a green Egg Ring. Use it to get to a yellow Egg Ring, then aim for the platform ahead and fire. If you look around now, you'll notice a string of blue Egg Rings. Long Jump into them. Ignore the Crows here, and turn right. You'll see some more blue Egg Rings. Long Jump to these, too. Now, look for some platforms in the sand. You'll need to jump from one to the other, then turn to your left. Long Jump to the next platform, then jump into the blue Egg Rings. They lead to a red Egg Ring that shoots you up higher. Jump the fire and Long Jump into the green Egg Ring. Jump out of it and aim at the blue Egg Ring, which will send you into yet another yellow Egg Ring. It spins incredibly fast, so watch your aim and shoot at the area ahead.

Use the steel boxes to get up to the next platform. Go into the green Egg Ring, then aim for some blue Egg Rings ahead. They lead straight to the Emblem.

Mission 8: Race against King Biboo!

Another race against a giant Egg Animal... this time it's a Biboo.

Talk to King Biboo to start the race. Grab an egg and use the Egg Rings to get across. Long Jump the gaps until you come to a green Egg Ring. Use it to get to the other side. Next, look for another green Egg Ring and use this one to get up. Turn right and go up the steps. From here, follow the path until you get to the top of the pyramid, where the flag is. Remember to avoid the fire and jump any gaps you may come upon. Also, Dash past any falling pillars. If you can make it to the flag first, talk to King Biboo (when he arrives >_>) to get an Emblem.

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4.8 Giant Palace
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Mission 1: Showdown with Dark Raven!

Giant Palace. The final frontier. :P

Walk a bit and you'll find out that Dark Raven has taken over Giant Palace. You are hinted to hurry to the center and get to the Giant Egg. Right now, a small egg will have to do. Run forward and grab one. Now, defeat the Crows and go up the hill. Defeat the Crows up here, too, to unlock a door. Go through it, and you can finally get a good sight of the Giant Egg. Man, that thing is HUGE! Back to the mission... grab the white egg nearby and go up the hill. At the top, Bounce Jump to another platform. Here, hatch that white egg. Inside is a Rabbish. Aim towards the weird white-and-blue thingies on either side of the door and press "X". Doing so will send Rabbish out, and in the process will light them up. Go through the door. In this area, you'll see a single Crow surrounded by four dark circles. Defeat the Crow, then run over the circles with an egg.

When you do this, it "erases" the circle. Do this for all four of them to open the door. Roll carefully down the slope, and once it straightens out, press "A" to stop. Dash along the narrow ledge and Long Jump to the other side. Hit the switch to open the door.

In this room, roll around and search for three switches. You can't see them until you're close. They each have their own little corner in an imaginary triangle. Once they're hit, continue through the door. Long Jump out to the green Egg Ring, and follow the path until you see a narrow road. Roll *CAREFULLY* through it, and jump the gap. When you come to a wall, Bounce Jump up it, then jump the next gap. You'll come across a lone Crow. Defeat it to open the door. This room is kinda weird. Your goal is to scare the shadows of Crows into a light coming out of the wall. Once the last one bits the dust (erm... light), the next door'll open. On the other side, Bounce Jump up to the next platform, then go out on the narrow strip. Jump to the rail. It leads to a slope. Roll down the slope, jumping gaps, until you come to another rail. Jump to this one, too. Finally, at the end of the rail, you'll come to a new area. There's some extremely strong Crows here, so keep your guard up. Make your way to a pillar that an arrow is pointing to. Bounce Jump up to the top of it, and from here, jump to the Egg Ring. Use the Egg Rings and pillars to make it to the top. Be careful... the last pillar has a fire spout on it. At the top, get in the Egg Ring, and land in the blue swinging Egg Rings. Use them to get to the Dark Gate (finally). Now for the moment we've all been waiting for!

| Boss | Dark Raven \

|-----|
| The final boss in the game is your toughest challenge. |

| Dark Raven's phase 1 pattern is: |

| 1. He shoots out two dark circles. Clear up one of them by running |
| around it with an egg until it's gone. Do this quickly; you don't have |
| much time to get the job done. When it's gone, it will glow. When it |
| does this, Dark Raven will fall down. You can hit him at this point. |

| 2. Repeat step 1. |

| 3. He shoots out missiles that home in on you. If you can manage to |
| have one hit Dark Raven, it'll stun him. You can attack him when he's |
| stunned. |

| 4. Repeat step 1, but this time with more circles instead of just two. |

| Once he runs out of health, the Giant Egg will break, and Dark Raven |
| will transform into his second phase, which is a HUGE flying crow. |

| This is his attack pattern: |

| 1. He'll charge right at you and steal your Rooster Suit. |

| 2. Dark Raven will then run at you twice. Do your best to avoid it. |

| 3. He will shoot out a shadow ball of sorts (maybe he's imitating |
| Mewtwo o_O). |

| 4. It really isn't a part of the phase much, but you'll get your |
| Rooster Suit back with an upgraded effect... you'll be shining. Now, |
| when he shoots those shadow balls, you can press B to grab them. |

| He'll charge at you twice again, then shoot another shadow ball at |
| you. When he does, though, instead of avoiding it, stand still and |
| press B right before it hits you. It will become a "light ball". When |
| Dark Raven charges at you, run straight into him. He becomes a weird |
| sphere with a heart in it. At this point, grab an egg and attack. |
| After a bit, he'll change back to his crow form again. Repeat the |
| process. Near the end of the battle, he'll throw in some homing |

| missile attacks. Just try to avoid them. Just keep knocking him until |
| he's dead. |

At the end of the batttle, grab the Emblem. After the mission status, you'll see a cutscene where morning is restored to the Giant Palace. Then, Billy will be taken back to his home. He'll run off with his friends. The End... that is, you've beaten the main story. But, there's some more Emblems to get. Get to work! All right, you can watch the credits. :) I know you love 'em. Well, make sure you don't turn off the game, because you can't save until they're over.

Mission 2: Deep inside the temple...

REALLY easy mission.

First, get an egg and defeat the Crows. A door will open. Head through it and Long Jump to the swinging Egg Ring. From here, Long Jump one more time to the area below and ahead. Kill the Crows here and go through the door. Now, just like in Mission 1, use an egg to chase the shadows into the light coming out of the wall. Once they're all gone, another door'll open. In the next room, roll over the four floor switches and kill and the Crows here, too, to open the next door. Inside is the Emblem; grab it. Pretty easy, huh?

Mission 3: Roll down the long slope!

Yay, a slope ride! I love riding down slopes with gaps and fire and... stuff. It's challenging.

First, defeat all the Crows and go through the door. Next, go up the hill and Bounce Jump up the wall. Now, look for some Egg Rings and hop into them. Now follow the path and jump the fire that comes out of the ground. When you see an arrow, turn toward the direction it's pointing and jump to the pillar. Now pull a Long Jump to the next pillar, then quickly hit "A" to stop spinning, so you don't fall. Turn toward the Egg Ring and Long Jump. Next, do a final Long Jump to a green Egg Ring. Once you're back up on the grass, Long Jump the gaps, then go down the hill. At the bottom, look where the arrows are pointing. You'll see a single blue Egg Ring in the distance, and a green Egg Ring nearby it. Long Jump to the pillar in front of the Egg Ring, then quickly hit "A" in midair so you Bounce Jump and land safely. If you miss, use the Egg Rings on the bottom to get back up.

Once you're there, hop into the blue Egg Ring and walk forward. Defeat the two Crows and the door ahead opens. Get ready for a slope ride. Sadly, it's not that hard. I'll put it in an order so it's easier...

Left
Right
Jump Fire
Left
Right
Jump Gap
Jump Gap
Jump Gap
Jump Either Left or Right Gap (left is easier)
Jump Gap

Jump Last Gap

Get the Emblem at the bottom.

Mission 4: Death match! Get the Crows!

Remember, defeat all the Crows before moving on.

Get an egg and roll up the hill. Defeat the Crows, and go through the now-opened door. Go up the hills here, too, and Bounce Jump up the wall. Defeat all the Crows to open the door. Roll over the four dark circles with an egg to make them disappear. When they're all gone, a chicken symbol will appear in the middle of the area. When all four are there, the door will open. Go through the door, and Long Jump over the gap, being careful not to fall off. Kill all the Crows here and go through the door that opens. Long Jump to the Egg Ring, then walk along until you come to a narrow path. Jump the gap, then Bounce Jump up the wall. On the other side, defeat the Crow to open the door. Do the same in the next room. Now, Bounce Jump up the wall. Roll on the slope, jumping to rails and hopping over gaps. By now, you should have defeated enough Crows, but if you don't have enough, now's your chance. Once you have enough, use the Egg Rings and pillars to get up to the Emblem. When you see a split of two Egg Rings, take the one on the left. It takes your right to the Emblem.

Mission 5: Save the 8 Chickens!

First, get an egg and go up using the pillars and Egg Rings, but time your jump so you don't hit the fire spouts. Now at the top, turn around and you'll see some more Egg Rings that look like they lead to the Giant Egg. Long Jump into them, and on the other side free Chicken #1 by defeating the Crows there. Now, Long Jump back so you land where you started the mission at. Climb back up again. Once you're at the top of the tower, defeat the lone Crow to free Chicken #2, then turn around. Go up next to the Egg Rings you took to get to Chicken #1, but don't go through them. Instead, turn to your right. You'll see a grassy platform in the distance. Long Jump to it, then roll up the hill and hit the switch. It'll free Chicken #3. To get to him, Long Jump over, then after you tag him, Long Jump to the other side. Walk up to the chicken emblem on the wall (it's just a picture, no Emblems here), and turn left. Fall down, and hit the switch and go through the door. Go over to the mission start for most of the missions you've done (it's the very corner), and defeat the Crows there to free Chicken #4. Go back through the door you can in from, and go up the hill. Grab the white Rabbish egg, and Bounce Jump up the wall. Hatch the Rabbish egg, and press "X" to send it on to those weird... (lack of a better word) thingies. Doing so will open the door.

Inside, grab another egg and roll over the dark circles until they're gone to free Chicken #5. Now, roll over the boxes next to the door. One of them hides a red floor switch. Walk over it open a door. Long Jump the gap on the other side, then slam the switch to open yet another door. Go through it, and you'll see Chicken #6 in a cage. To free it, right behind it is an invisible switch. Hit it. Now, look for another cloaked switch near the door to open it. Go through it, and Long Jump to the green Egg Ring, and use it to get up. Follow the path, and defeat the Crows to free Chicken #7. Now, roll carefully along the narrow path. When you come to a wall, Bounce Jump it. Once the narrow path is over, defeat the Crow there to open the door. In this room, chase the shadows into the light coming out of the wall to free Chicken #8. Finally, head through the door, and Bounce

Jump up the wall.

Mission 6: Climb up the hill!

Get an egg and use the Egg Rings to get up the slope. This can take some practice; don't worry if you mess up the first time. If you can't make it to the next Egg Ring, then try pressing R in midair for a midair spin. This should help you get up. Now, at the end of the path, turn right and Long Jump to the grassy knoll ahead. Now, go up the hill, and Long Jump over the gaps. Turn right, and Long Jump to the pillar, then go to the next using the Egg Ring. Keep jumping from one to the next until you come to the Emblem. At the second-to-last pillar, make sure you avoid the Crow.

Mission 7: What's the Game Man doing here?

The last Mini-Game Salesman. Just remember the golden rules: get 40 coins in 2 minutes; get every coin before moving on; grab coins consecutively for time bonuses; to get red coins hit them ten times. :P

Talk to the Salesman, then grab an egg. Break the back two boxes for some coins, then go up the hill. Go up to the door and hit the switch. Make your way up the hill, and Bounce Jump up the wall. Hit the switch here, too, to open a door. You should have enough coins after you get all the coins in this room. Just wait for the timer to get up, then talk to the Salesman and get your Emblem. You took the Salesman's last Emblem... poor guy!

Mission 8: Last battle! Crow army!

This is the only level that has two "Defeat 100 Crows!" missions. Defeat every Crow before moving on, now!

Get an egg and hit the switch ahead. Go through the door. Defeat all the Crows to open the next door. Defeat the Crows here, too, to open yet another door. Now, use the Egg Rings to get up to the next platform. From here, turn left and Long Jump to the other side. Don't worry, if you Long Jump at the end of the platform you'll make it. If you don't want to risk it, fall down straight ahead and use the narrow path to get across. Now, follow the path until it ends, then Long Jump to the other side. Slam the switch to open a door, but where is it? To get to it, turn around and head back. Use the Egg Ring to get back up, and follow the narrow path. At the other side, turn left and go through the door. Defeat the Crows here to open the door, and Bounce Jump up to the platform above. Now, roll down the slope, jumping all the gaps and hopping to rails. Down here, get whatever Crows you need, and the Emblem will appear. To get to it, use the pillars and Egg Rings to get to the top, then Long Jump through the Egg Rings. Once you're on solid land, roll up the hill and Bounce Jump up to the Emblem.

5. FAQ/Frequently Asked Questions

No questions recieved yet... if you have any questions that I could put in here, contact me. See "7. Contact"

6. Contact

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If you have any questions or you know something that I missed, contact me at KirbyRockz_100@yahoo.com.

Some things you can contact me about:

1. Something I might have missed in the Walkthrough
2. A good question that this didn't help with (I may put it in the FAQ)
3. CONSTRUCTIVE Criticism
4. Reporting people in plaigerizing my FAQ/Walkthrough or anything in it without giving credit

Some things you CANNOT contact me about:

1. Rude/Obscene letters
2. Flaming/Spamming
3. Non-Video Game related talk
4. Anything that contains inappropriateness
5. Nonsense emails (such as typing something over and over and over)
6. Game questions that have already been answered in my FAQ/Walkthrough

ANYTIME I get messages like these, I will delete them without even opening them.

Make sure you add something in the subject liner to let me know what game it is, and what site you are using it at. Example: "Question: Billy Hatcher FAQ on GameFAQs".

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7. Legal
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