

Rayman 3: Hoodlum Havoc FAQ/Walkthrough

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This walkthrough was originally written for Rayman 3: Hoodlum Havoc on the GC, but the walkthrough is still applicable to the PC version of the game.

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1. Story

(I'm writing my own version of the story, so it's not the one in the instruction manual. And who looks at a walkthrough to read the story anyway? Well, besides you.)

Globox accidentally swallowed the Lord of the Dark Lums, Andre, and now all the Hoodlums are after him to get their fluffy, little leader back. Oh, no! It's up to Rayman to get Globox to a doctor who can get Andre out of his belly, get rid of the Hoodlums, and stop Andre's evil plan to "taint the Heart of the World".

2. Controls

Control Stick-move

C-Stick-control camera

Start-pause game

A-jump, (then press and hold A to use Rayman's weird helicopter hair), climb up crevices

B-attack, hold B to power up fist

L-roll

R-lock onto target

X-display health bar, use Grimace (when you get it)

Y-hold to look around

Control Pad (right)-"freeze mode" take a picture in "freeze mode" (use X to get information about a character you targeted)

3. Items

Jewels

Gold Jewels: These are the most common kind and are worth 10 points.

Red Jewels: Red Jewels are less common than the gold ones and are worth 30 points.

Green Jewels: These jewels are rare and are worth a whopping 1500 points!

Power-Ups

Vortex (green): This power is used to shrink certain platforms so you can climb on them, to knock down Stumblebooms, and to shrink enemies.

Heavy Metal Fist (red): This makes your fist more powerful and is able to break doors, kill enemies faster, and even help you kill Hecklers.

Lockjaw (blue): This is used to swing on hooks. Also, if you hit an enemy, repeatedly press B to shock it.

Shock Rocket (orange): The Shock Rocket can is used to shoot rockets that you can guide them through tunnels to hit switches and chase down Hoodlums (and hit ones that are high up).

Throttle Copter (yellow): The Throttle Copter is used to fly up for a short time.

Shoe: I don't really know if this is a power up, but it lets you ride around in one of Rayman's shoes. Press A or B to put on a burst of speed, since you'll need to chase down the other shoe. Don't hit any walls or else you'll lose points.

Creatures

Matuvu: Matuvus are blue frog-like things that you can find on walls and ceilings. Look around with Y, then, press R to zoom in on it (a red circle should appear) for 250 points. If you hear squeaking, you'll know one's nearby.

Tribelle: Tribelles are red things you can find in certain places. Tiptoe over to it for 250 points, or else it will disappear.

Containers

Piggybanks/Pigpots: You need to charge up or use the Heavy Metal Fist power to break these for stuff.

Gnomes: Gnomes are in the second level of the Fairy Council. Break them for stuff.

Snowmen: Snowmen are in the second to last level of the Summit Beyond the Clouds. Charge up a few times to break them for items.

Other

Red Lums: Red Lums are used to heal Rayman. They reappear after a short time.

Plums: You need to knock these down from trees. Throw them onto wooden stakes to make a platform to use to get to a higher ledge.

Eggs and Rocks: These break if you drop them. Put them on switches.

4. Enemies

Elite Monger

Elite Mongers take more hits to defeat and can shoot three shots at once.

Grim

Grims run out from under the clothes of Grim Keepers carrying little, wimpy bomb things. It takes only one hit to kill them.

Grim Keeper

Grim Keepers keep Grims. And big shields. So just use curved shots to shoot around the shield, and watch out for the Grims.

Heckler

Hecklers are big, armored Hoodlums that can shoot at you pretty fast with their gun things. Anyway, you need a charged Heavy Metal Fist power up to knock off their armor so you can hurt them.

Hoodblaster

Hoodblasters (also called Hoodmongers) are the main Hoodlums in the game.

They're everywhere and, luckily, not that strong. Curved shots work best on them.

Hoodboom

Hoodbooms like to throw explosive plum juice cocktails at poor Rayman. They take a bit more hits than ordinary Hoodlums.

Hoodflyer

Hoodflyers are only in one area of the Tower of the Leptys. You'll need to shoot at them with the gun on the back of your little, flying machine before they can attack.

Hoodlock

Hoodlocks have so much armor, you can't hurt them normally. You need to hit them until you push them into fires or water. Don't get close or they'll spin and hurt you.

Hoodoo

Hoodoos don't attack, but they can protect other Hoodlums from getting hurt. They appear when you shoot at a protected Hoodlum. To hurt them, you need to shoot while it is between you and the other Hoodlum.

Hoodstormer

Hoodstormers are annoying flying things that sometimes come in groups. You should use charged attacks to kill them faster.

Hoodstyler

Hoodstylers are basically just slightly better Hoodblasters.

Knaaren

Knaaren are, obviously, in the Desert of the Knaaren. You can't hurt them, so run away. You can use gongs to get them out of your way so you can get past the safely.

Lavicraft

These ugly flying things always come in pairs. They shoot flames or bubbles that trap you and bring you up for the other one to attack (but just press A to get away). Be careful when fighting them, they are strong.

Mechanical Fish

Mechanical Fish are in the first area of the Summit Beyond the Clouds. They shoot cannonballs at you, but you can use cannons to shoot back.

Muddibog

Muddibogs are in the Bog of Murk and throw rocks at Rayman (and don't seem to get along with the Hoodlums very well, either). Hit them while they're above ground.

Ninja Crab

Ninja Crabs are weak enemies found in the Fairy Council.

Piranha

Piranhas are in the Bog of Murk and jump over your path, so be careful. You can shoot them as they jump out of the water, but more will keep coming.

Scowler

Scowlers are the Zombie Chickens of Rayman 3 and are only in the Desert of the Knaaren. It takes one hit to kill each.

Slapdash

Slapdash are weak, little Hoodlums that pop out of the ground and shoot at you. One hit kills them.

Stumbleboom

Stumblebooms are simply Hoodbooms on stilts. Knock them down with the Vortex power.

5. Walkthrough

A. The Fairy Council

a. All you have to do here is get Red Lums. Go left, right, right, right, left, right, left, left, and right.

b. You have no hands right now. You can get some points by breaking the gnome things around here and some jewels. Now, follow Murphy along the path.

At a bridge, there are jewels around and below it. Look up and zoom in on the Matuvu. Now continue along the path. Later on, in a different area, drop down.

There are jewels below here. Now go right and chase the barrel. Run through the switch thingy so a wall goes up and blocks the barrel. Break the barrel to

free Globox and get your hands back. Now go forward. (To the right are jewels and a Ninja Crab.) Hit the switch, then, after a cut scene, go forward and through the hole in the door.

c. There are jewels around the room. (Behind the platform is a pillar. On it you'll find a Matuvu.) Get on the platform, then, hit the switch until it rises. Up here, zoom in on the Matuvu on the doorway, then get the jewels around the room up here. Go through the doorway. As you go up the path, hold B and let go to break each piggy bank to open the door. At the top, get the jewels below here, then, get on the platform. Go left and right to hit the switch to raise the platform. Up here, use curved shots to kill the Hoodblaster. You get the Vortex (green can). Go forward, get some jewels, then, shoot the tall things to lower them. As you climb up them, kill the Slapdash. On the third platform, zoom in on the Matuvu up on the left. Go forward to end the level.

d. Use curved shots to kill the Hoodblaster behind the thing. Get the Vortex, then, go up the pathway. Lower the platform, then, cross the ceiling vine thingies. (At the end, drop down to the left. Go along here to find some jewels. Then, turn around and look up. Up on the wall is a Matuvu.) Go forward. Tiptoe into the Tribelle (Look p to the right. On the wall is a Matuvu.), then, climb up the vines. You have to cross these bouncy mushrooms now. If you fall, you'll slide back to the beginning. Get the jewels over here, then, climb up the vines. Go forward for a cut scene. Kill the Slapdash for a Vortex can. You need to find Andre, so check each of these weird things around here. To get to one, use the Vortex power to lower the platforms. (On one are these weird things. Knock them off by shooting at them before jumping onto the platform.) At the top is one of those things. You can fly to two others from up here. Also, you can climb some vines up to one of those things or bounce up some mushrooms to get up to two.) When you find him, there will be a cut scene, and a door will open. Go through. Press A to get up the crevice. Get the red jewel under the stairs, then, go up the stairs. (Parts of it fall, so watch out.) Past here, kill the Ninja Crab that wasn't crushed by a rock. There are many points around here; you should get the Vortex power first to get more points. (There's a Tribelle behind the big rock near the Vortex can. Also, get on the rock that fell on the Ninja Crab to get up to more points.) With the Vertex power, climb up the crevice, then, lower the platform. Cross the ceiling vine thins, then, after a cut scene, go forward to finish the level.

e. Go forward into a room. Around the left side is a ledge on a pillar. Use it to get to a higher ledge. Go left and step on a switch to open the wall. Slide down here for many points (even a green jewel at the end). Go to where Globox is for a cut scene. Go into the portal thing.

f. In this area, you slide across these rails. Obviously, don't fall. You can get a lot of points, and a green jewel is later.

B. Clearleaf Forest

a. Go forward and kill the Hoodblasters. Break the piggy banks for points, then, go through the doorway on the right. Hit the switch, and the platform over the lasers will start moving. Jump to it, then, cross the ceiling thing. Hit another switch to get lasers out of your path. Past here, break the cage. You'll get a Vortex can. Go along the path nearby then up the stairs. Lower the platform (Look up to the left to find a Matuvu.), then, get on it. Up here, go along the path. On the bridge, two Hoodblasters will come. Kill them. The second one will drop the Heavy Metal Fist power (the red can). Use it to break the door that you passed not too long ago. (Hold B first to break it.) Break the piggy banks, then, go back towards the bridge. Break the cage nearby for jewels. On the bridge, break the door, then, drop down. There are jewels and piggy banks around here. Drop down. To the left is a shelf. On the left side, look up to find a Matuvu. Now, kill the Hoodblasters, then, get some more jewels. Climb up the boxes for a cut scene. Press A quickly to climb up the waterfall. Watch out for piranhas.

b. There are many points and piggy banks around here. Also, go forward and under the bridge and look up to find a Matuvu. Kill the Hoodblasters. One drops a Vortex can, so use it to lower a platform to get to a higher place. Up here, kill the Hoodblasters for a Heavy Metal Fist can. Break the piggy banks, then, go back along the path (there is also a piggy bank on this path) and break the door. Break the cage for a green gem. Also, drop down near where you got the red can and break the door there. Break the piggy banks there, then, break the door near the red can. After a cut scene, go through the doorway.

There are jewels and piggy banks around here. Also, at the base of the waterfall is a Tribelle. Anyway, go along up here, then, fly to a higher ledge.

Break the cage for the Lockjaw power (blue can). (If you drop down here, you can find a Slapdash and a piggy bank.) From up here, shoot the hook to swing from it. (Up here, go along the path to the left. Look up to find a Matuvu beneath a wooden thing.) Go along the path to the right. Kill the Hoodblaster for another Lockjaw can. (You can hit enemies with the Lockjaw power and press B again to electrocute them.) Swing across the hooks. (From the first one, you can jump and fly to the left. Go this way to find a Tribelle.) Keep going this way. (Go forward to find a hidden alcove where a jewel is.) Climb up the ledges and kill the Hoodblasters. Go right and hit the Hoodblasters through the hole in the door to make it open. Break the cage for a Heavy Metal Fist can. Leave here and kill more Hoodblasters. (Near the door is a Slapdash. Behind the nearby rock is a red jewel.) Break the door.

Past here, knock down the plum, then, throw into onto the wooden stake (the thing with the sign under it). Get on it, then, jump to the higher ledge.

c. Kill the Hoodstyler for the Shock Rocket Power (the orange can). Steer the rocket through three holes to hit the target at the end to open three gates. (Also, steer the rocket through a hole probably above where Globox should be standing. Hit the switch at the end and a hole will open up in the floor. Drop in for some jewels.) Kill the Hoodstyler, then, go along the path. Kill the Hoodblaster for a Heavy Metal Fist can and break the piggy banks. Go along the path. (Climb up some boxes this way to find some jewels and a Tribelle. Also, use that Heavy Metal Fist to break the door to the left. There's a piggy bank behind it.)

Kill the Hoodblasters. One drops a Vortex can. Lower the platform, then, go get the Lockjaw can so you can swing across the hook to the other side of the gate. Go left, up the ladder, and hit the switch to open the gate. Drop down and kill the Hoodblasters, then, kill the Slapdash near the gate for a Shock Rocket. Use it to kill the Hoodboom. (Also, use a rocket to hit a cage high up to the right. Globox should be beneath it after he drinks the plum juice. The Teensie will give you a green jewel. You should have gotten six cages by now and gotten extra health.) Now, get the jewels and piggy banks down here (Go into that tunnel area and look up at the orange thing to find a Matuvu. If you don't see it, then try looking at the orange thing from outside.), then, bounce on the bubble Globox left behind to get to a higher ledge. (Jump to the higher ledge to the left to find a Tribelle, then, to a higher ledge to the right. I think there might be jewels up here.)

Go past where Globox is. Kill the Hoodblasters and break the piggy bank down here. As you climb up the pile of boxes, get the jewels on the ledges. At the top, climb up the ladder and across the ceiling thing. Hit the switch to open something in the floor. Drop down and kill the Hoodblasters. Above the piggy banks is a Matuvu. Drop into the hole that opened up and break the cage for a Heavy Metal Fist can. Climb back up the boxes and break the door. Break the cage for another red can. Climb back up the ladder and drop down. Break the door and the cage for another red can. Climb up another pile of boxes and break the door. Go through to end the level.

d. Kill the Hoodstyler, then, break the cage for jewels. Drop into any hole, then, go along the path. You have to fight the Hoodstomper now. Don't let it step on you, obviously. Step on each switch as it lights up. If you're too slow, you'll have to start over. Once you step on three, a Shock Rocket can will appear. (Try to lead the Hoodstomper away from the center of the place

before you step on the third switch or else it will stomp on the can.) Hit the Hoodlum controlling it with a rocket. Do this three times, then, Rayman will control the "machine". Stomp on the Hoodstylers until the yellow bar is gone. Now you can leave the level.

e. Go back the way you came and go into the hole in the wall. Fly so you don't get hurt when you land. Get the jewels and the big, green jewel, then, go into the portal. Back out here, get the jewels around the room and kill the Hoodblasters. Go into the portal when it opens to end the level.

f. This is like a level from earlier, except a few things move or fall. Anyway, make sure you get the green jewel near the end.

C. The Bog of Murk

a. Get the red jewel in the toilet, then, go along the path. Break the cage for the Throttle Copter can (yellow can). Use this to get the higher up jewels nearby and fly forward to another path. Get the jewels nearby, then, continue along the path. At a fork in the path, go right. Climb up to the higher ledge for jewels. Break the cage for more jewels. Now go back along the other path. Outside the big mushroom, press Y to look around. Look at just above the entrance to the mushroom. Look around until you see a red circle. Zoom in to find some hidden, seemingly invisible, Matuvu. Go into the big mushroom. Now you have to fight Begoniex. Run around the cauldron and hit the green stuff to splash her. She'll change into a frog, so you can hit her with a few curved shots before she turns back to her normal self. (You can get turned into a frog, too. Just keep hopping away until you turn back.) When she runs around, jump over her to avoid her big fork weapon. (Just be glad it wasn't a butter knife.) When the yellow bar goes down all the way, she'll flee. So go along the path, get some jewels then, jump into the mirror.

b. Go along the pathway. Watch out for piranhas. Kill the Hoodblasters for the Vortex can. (Also, get the jewels and break the piggy banks. Go behind the tree a bit to find a Matuvu in the branches.) Hit the Stumbleboom with the Vortex power so it falls into the bog and a hook flies over somewhere. Next, hit the Hoodlock until it falls off the dock. Now, go to some platforms and lower them with the Vortex power. Kill the Slapdash and break the cage for the Lockjaw can. Use it to swing across the hook over by where the Hoodlock was. Drop into the hole and use the helicopter thingy so you don't get hurt when you land. Break the cage for the Throttle Copter can. Fly out of the hole, then, go past here to end the level.

c. Go along the path and kill the Muddibog for a Lockjaw can. (From her, look out over the bog to a tree. There's a Matuvu on it.) With this power, go along the path and swing across the hook. Kill the Hoodblaster, then, break the cage for jewels. Hit the tentacle things or jump over them to get past. Along the path are Muddibogs and later on are Piranhas. Go left here and kill the Hoodblaster. Break the piggy banks, then, kill another Hoodblaster for the Vortex power. Go over to the platforms and lower them. Cross them and kill the Hoodblaster in the boat for the Vortex power. Go along the path and use this to kill the Stumbleboom and the Hoodblasters. A Lockjaw can will appear. Get the power (to double your points) then jump onto the boats nearby. Fly to the boat to the right. Ride it to a little island with a lot of jewels (and a green jewel, too). Now ride the boat through some more jewels and back to land. Use Lockjaw to swing across the hook. Kill the Hoodblaster, break the piggy banks, then, jump into the hole.

d. Kill the Hoodblasters, get the jewel below here, and look at the Matuvu under the closest plant. Now cross the plants and go along the path. Along the path are jewels, Hoodblasters, and piggy banks. Past here, knock the Hoodlock off the mushroom so a hook appears. (Also, before the Hoodlock is a cage. Look up; it's a bit hard to see. You may want to break it while you have a power so you can double the points from the green jewel that appears.) Kill the Hoodblaster for a Vortex can, then, go back along the path to a platform. Lower it, then, climb up to a higher place. Use curved shots to kill the Hoodblasters hiding behind the tree, then, break the cage for a Lockjaw can. Go

back the way you came and use the hook that the Hoodlock left behind to swing up to a higher place. Go along the path and kill some Slapdash. Then, go left and kill the Muddibogs for a Vortex can. Use this to kill the Stumblebooms, then, kill the Hoodblasters. Now walk through the doorway to end the level. (Shame on Rayman. He walks right into some stranger's house without knocking.)

e. You have to fight some dude named Razoff. So just walk around until you find him, so you can shoot at him. In certain rooms, the doors close, so shoot him until he flees. He'll leave behind a couple of mines, too. Also, sometimes you'll walk into a room and there will be some target on you, so hide behind furniture until he stops shooting at you. Eventually, the yellow bar will run out and the coward will run into his basement. If you haven't already, you can get a few extra things. There are a few jewels around and these little bug things, that if you free them, they give you Red Lums. Also, in one of the rooms (It has a fireplace and three small statues.), look up to see a Matuvu on the ceiling. In the upper part of the room with the big clock, drop behind the clock. Use your helicopter thingy to fall slower so you can break the cage for a green jewel. Now go through the door that the dude went through.

f. Now you have to fight Razoff again, who, for some reason, is on this big ball thing. So, if this isn't obvious, don't get hit. (And if you fall, something will put you back up here. Isn't that nice?) Go right and break the cage so Red Lums appear. Keep hitting the dude until a weird hand thing puts a Heavy Metal Fist can up here. So hit him a few times, until he makes the can and part of the floor go away. Another red can will come later, so just keep fighting until you win.

D. The Land of the Livid Dead

a. Climb up the rocks nearby and break the cage for a Vortex can. Get all the jewels (and go forward from the beginning of the level to find a Matuvu on the wall), then, go along the path. (Make sure you get rid of the weird, little things on the path.)

Now lower the platform to get to a Shock Rocket can. Use a rocket to break the cage near the waterfall for a Throttle Copter can. Also, high on the rock wall to the right of the waterfall is a hidden hole. Have the rocket go in to break another cage. Go to the waterfall, get the jewels, then, use the yellow can to fly to the alcove behind the waterfall. Get the jewels, then, knock the plum down. Bring it away from the waterfall and throw it onto the wooden stake (which has Slapdash near it). Use this to get to a higher place.

Kill the Hoodblasters and the Slapdash. (There are also jewels and piggy banks here.) Past here, Globox will drink plum juice and burp out a purple bubble. (Use the bubble to bounce to the right. There are many jewels here, including a green one.) Use the bubble to bounce to a higher place.

Get the jewels, then, kill the Hoodstylers. Next, kill a Hoodstormer for a Vortex can. Lower the platform nearby to climb up to a higher ledge. (Up here are jewels and piggy banks.) Kill the Hoodblasters, then, break the cage. Drop down and go to the Teensie. Go to the shoe. You have to ride one shoe around and run into the other. You lose points if you hit walls. Once the yellow bar is gone, Rayman will be normal again. Now, get the Heavy Metal Fist power that appeared and go up to the higher ledge. Break the door and go through.

b. Kill the Hoodblasters, Hoodstylers, and Hoodstormers for a Lockjaw can. Get the jewels down here (there are some to the left on the water), then, use Lockjaw to swing from a hook and bounce across some balloons. Up here (you can get more jewels from swinging from some other hooks), break the cage for a Vortex can. (This should be your sixth cage, so you should get more health.) Drop down and lower the platform to get to a higher ledge. There are piggy banks here and jewels up the ladder. Anyway, kill the Hoodblasters, then, go through the doorway.

You can get jewels by bouncing on the balloons. Also, there is a Tribelle, piggy banks, and a Matuvu on the wall to the left. Past here, kill the Grim Keeper (with curved shots) and the Grims. Globox will drink plum juice and burp out some more bubbles. Use them to bounce to a higher place. (To the left is a

piggy bank. If you go right, you can get many jewels, including a green jewel, by using the Throttle Copter cans.) Turn around and break the cage for a Heavy Metal Fist can. Climb up the ladder and break the door. Past here, there are Hoodblasters protected by a Hoodoo. Shoot at a Hoodblaster to make the Hoodoo appear, then, while still targeting the Hoodblaster, move so the Hoodoo is between you and the other Hoodlum. Shoot the Hoodoo, then, kill the Hoodblasters. Next, kill some Hoodstylers for a Shock Rocket can. Shoot the Hoodboom that's above here with a rocket. Break the piggy bank, then, kill a Hoodblaster for a Throttle Copter can. Use it to fly up. Get some jewels, then, leave the area.

c. Kill the Hoodblaster for a Heavy Metal Fist can and watch out for the stuff the Hoodbooms are throwing. Anyway, get the jewels around here, and break the piggy banks and the door using your power. Past here, kill the Hoodblaster and get the jewels and break the piggy banks along the path. Near the tower, you shouldn't get the jewels until after you have a power up. So go into the tower and hit the switch to make the platforms rise. Go up them and jump to the stairs. Break the cage for a Lockjaw can. Run up the stairs, getting all the jewels, and swinging across the hooks. At the top, break the cage, then, float on down to the bottom for a Vortex can. Now, get the jewels outside the tower. Go left and break the piggy banks. Over the gap is a Matuvu on the wall. Drop down onto some lower ledges. Down here are more jewels. Anyway, lower the platforms, then, knock the plum down. Throw it to each platform to get it across the water. Past here, kill the Hoodstormer. Throw the plum onto the stake in the alcove. (There is a Matuvu to the left of the alcove.) Climb up to the cage and break it. The Teensie will create a portal in the tower doorway. By now, Globox should have drunk the plum juice, so use the bubbles to bounce out of here and go into the portal into a different looking tower. Kill the Hoodblaster and the Elite Monger for a Heavy Metal Fist can. Get the jewels round here, then, go up the stairs and break the door. Up the path are more jewels and another room. The Hoodblaster is protected by a Hoodoo, so shoot at it to make the Hoodoo appear. Kill the Hoodoo then the other Hoodlum for a Shock Rocket can. Guide the rocket through the hole between the gates to hit a switch. The gates will open, so go through to another room.

Kill this Hoodblaster for a Throttle Copter can. Get the jewels, then, use the power up to fly to the balloon. Bounce up to the Lockjaw can, then, swing across the hooks to a higher place. Go along the path while jumping over the things being thrown down here. Up here, kill the Hoodoo and the Hoodboom for a Heavy Metal Fist can. Break the door and the freed Teensies will go kill some Hoodlums for you. Now, go to the shoe. You have to ride the shoe down through the tower. On the bottom, hit the other shoe until the yellow bar goes away. Now, as normal-sized Rayman, return to the beginning of the level, where you have to fight a Heckler. With the Heavy Metal Fist power, charge up your fist then hit it so its armor flies up. Hit it until the armor falls back. Repeat until you win. Climb up the nearby ladder to a Shock Rocket can. Use the rocket to hit a switch on the gate. The gate will open, so go through.

d. Drop down, break the piggy banks then go into the water. Swim into the tunnel and you'll go under water. Anyway, get the jewels as you go along until you get to the boss battle with Leviathan. There is this metal fish that shoots missiles that follow you. Go towards the mouth of the big machine, then, press A or B so the missile goes past you and hits the gun in the thing's mouth. It will start shooting at you. Anyway, hurt it two more times. Next, it will shoot a laser at you. Press A or B as it goes by to dodge it. Later on, the gun in Leviathan's mouth will shoot faster at you. After going through this two more times, dodge another laser, then hit it two more times to beat it. Go through the bigger doorway to get back above water. Get the jewels here, then, end the level.

e. Use the Shock Rocket can to shoot rockets through the hole in the wall to kill the Hoodblasters. (Don't forget the one to the left and behind the stairs. The wall in front of you will go away, but first, shoot a rocket

through the two holes in the ceiling. One is to the left, the other to the right. Once you hit the two switches, a wall will open up. Behind it are red jewels and two green jewels. Now, jump through the portal to end the level.

f. This is another one of those funky levels. Don't miss the green jewel near the end.

E. The Desert of the Knaaren

a. You can't cross the hot sand, so cross the bones. As you go, you'll find jewels and Slapdash. At the end, drop down into the hole. Now, cross the platforms in the acid-looking stuff. (The wooden platforms lower into the acid every few moments.) Past here, use the Throttle Copter power to fly to a couple more cans. At a platform, fly back in the other direction using a few more yellow cans. (On that bridge you fly over are piggy banks and a Hoodblaster.) Past here, land on a ledge. (Below it is a ledge with jewels on it.) Break the piggy bank, then, get the Lockjaw power and swing across the hooks to a higher ledge. Go through the doorway and get the hidden jewels nearby, then, get the Shock Rocket power. Guide the rocket through the hole to break a cage. Leave this tunnel and fly to the left. On this ledge, the Teensies talk to you. Get the jewels, then, get the Heavy Metal Fist can that appeared and fly or climb to the left. Break the door and kill the Hoodblaster. Go through the door and there will be a short cut scene.

Stay away from the Knaaren. You can't hurt them. Anyway, get the jewels, then, go along the path. Drop down. Go forward and drop down to the Shock Rocket can. Use the rocket to go up towards the ceiling and break the cage. (This should be the sixth one, so your health should increase.) A Lockjaw can will appear, but first you need to hit a gong. It's behind some bars; you should be able to find it. Send the rocket through the bars to hit it. While the Knaaren's distracted, quickly climb up to the Lockjaw can, then, go up the pathway. Swing across the hook and run forward. Drop down and fly so you don't get hurt when you land. Grab the egg and carry it to the switch. Watch out for Scowlers. Put it on the switch with A (If you use B, it will break.) The gate should open, so go through and get the jewels. Use the Shock Rocket power to send a rocket down the tunnel to hit a gong. Go through here. (If you run into the Knaaren, it should push you past it. Over here near the gong are many jewels, including two green ones.) Go along the path, then, carry the egg to the switch while watching for more Scowlers. The gate will open, so go through to finish the area.

b. On a nearby pillar is a Matuvu. Also, go to the far side of the statue and look up to find another Matuvu on it. Now, lead a Knaaren to the switch in front of the statue. When it steps on it, the floating platforms will start to move. Now, go up a pathway with jewels on it and start crossing the platforms. (At the second one, ride the platform to the left of it. Break the cage in the alcove for a Vortex can. Drop down and find a platform to lower. On the pillar to the left is a Matuvu. Lower the platform to get to a higher ledge. There are jewels up here, including a green one.) Cross the platforms to a Lockjaw can. Swing across the hooks, then, cross more platforms. With a second Lockjaw can, swing across some more hooks to a platform with jewels on it. Jump to the statue and break the cage for a Throttle Copter can. Use it to fly to a higher ledge.

c. Go forward a bit and climb up the crevice in the wall to the right. Up here, cross the bone walls until you get to a platform. Fly over to a ledge near some green water. Go along the path here (and get the jewels). Past here, a door will close behind you. (Below here are Scowlers. Get out of the pit by using the Throttle Copter can.) Go a little bit along this path (there's a red jewel on it), then, drop down to a lower path. There's an alcove you can jump to where a Shock Rocket can is. Use the rocket to hit the gong to distract the Knaaren. Go along the path in the opposite direction to a Lockjaw can. Get the jewels on the ledge nearby and climb up the bone wall. Go all the way to the left. (You can drop down here to a lower area. Make sure you use your helicopter thingy so you don't get hurt when you land. Go along the path while

watching out for Scowlers. Next, climb up the bone wall while avoiding falling rocks. Now, go along here and get some jewels. Look up to find a Matuvu on the statue. Go forward and jump to a ledge with jewels on it. Climb up the bone wall to the previous area.) Swing across the hook to another path. To get past the Knaaren, have it go around the circular part of the path so you can run past it. Use the Throttle Copter can to the left to fly to a higher ledge. Break the cage for a green jewel. Now, you can drop down. There are Scowlers down here. Climb up the bone wall while getting the jewels. (Along the path to the left you can find a cage. Break it for jewels. There's also another none wall with jewels on it.) There's a path nearby that leads into a tunnel. (There are pillar-like things along the walls. On one is a Matuvu.) Past here is another room.

Go along the path to a Shock Rocket can. Use it to hit the gong and to a break a cage near the gong for jewels. Quickly go past the Knaaren. Past here, have the Knaaren follow you around the circular area to get past them. Do that again to pass some more Knaaren later on. Past here, use the Shock Rocket can to hit a gong and break the cage a bit high up and a bit to the right of the gong for more jewels. (This should be the sixth cage, so you should get extra health.) Run along the path, then, climb up the crevice. (Drop back down to break the high-up cage for more jewels.) Up here, go forward to end the area.

d. Go forward, then, drop down to a lower place. There's a Matuvu up on the ceiling to the left and some jewels. (Watch out for Scowlers, too.) Go along the path to another room. If you drop down, you can get some jewels, but be careful of the Scowlers. Also, if your back is to the rocks that you can climb to get out of here, go forward to find a Matuvu on the wall. Anyway, you need to carry an egg across the room, but certain rocks fall while you're holding it. If you run around without the egg, the rocks in the path that shake when you step on them are the ones to avoid. So, carry the egg forward a bit, then, go a bit back to the left towards a hole with bars in it. From here, go to the switch and put the egg on it to open a gate. Go through. Drop down and get some jewels, then, run away from the Knaaren. Past here, you need to cross some platforms. Some move in and out of the acid stuff. (At the fourth platform, jump to a ledge on the wall nearby and climb up the bone wall. There are many jewels here, even a green one. Don't forget the jewels on the edges on the wall. Go through the hallway nearby, get some jewels, then, get up on the higher ground and jump to the bone wall. Climb up and go along the path to another green jewel.) Anyway, when you finish crossing the moving platforms, break the cage for some jewels. Now, go through the pathway here. Get some jewels at the end of the path, then, wait for the Knaaren to come. The ground will fall and there will be a cut scene.

e. Now it's time for a boss battle against Reflux. On the side of the arena are Red Lums and Heavy Metal Fist cans. Here you are safe from Reflux's attacks, but there is some fire thing that might get you. If it comes, it helps to jump away from the wall to dodge it. Anyway, Reflux can spin around, so just run away when he does. When he stops, he shoots fire thingies that kind of follow you. (He does this after a lot of attacks.) During this time, you can use the Heavy Metal Fist power to hit his staff. Also, he can make fire things spin around him or rings of fire. Just jump over all of that. (But, you need to helicopter towards Reflux to get over the big rings.) After these, you also get a chance to hurt him. Two times during the battle, he makes these fire things fall. They leave behind fire that you need to stay away from. After a bit, you should win, and there will be a cut scene.

f. Go forward and a Hoodblaster will come. Kill it and press X (to use your new Grimace power) to turn the Dark Lum into a Red Lum, for some reason. Anyway, kill the next Hoodblaster for a Vortex can. (Now is a good time to get the jewels.) Lower the platform to get to a higher ledge.

g. Cross the bones to avoid the hot sand. A little bit later, kill the Hooder protecting the Elite Monger, then, kill the Elite Monger, of course. (A bit past here is a red jewel high up on one of the bones. You can jump to it from the previous bone.) Past here, kill the two Lavicraft. (Watch out for the

fire and bubbles they shoot.) Globox will drink some plum juice, hen, burp out some bubbles. Bounce on them and break the cage for a Heavy Metal Fist can. Go forward and break the door. Go along here, past the Stumblebooms, to find a Vortex can, which you can use to kill the Hoodlums you just passed. Next, kill the four Hoodstormers for a Lockjaw can. Use this to swing across the hook near the Vortex can. Kill the Hoodoo protecting the Hoodlock then push the Hoodlock into the fire. Jump behind the fire (try to do this while you still have the Lockjaw power for more points) and go along the path for many jewels, including a green one at the end. Now, kill the Hoodstormer and end the area.

h. Step on the switches to drop pillars to crush the Hoodblasters. A platform will appear. Drop down and drop into the hole in it. Use your helicopter to land safely. There are many jewels down here. Get the green jewel near the portal, then go in to warp out of here. Jump into this portal thingy to end the level.

F. The Longest Shortcut

a. After the cut scene, get the crown nearby, then, go along the path. Go through the portal to warp to another room. Go to the shoe thingy. Before you attack the rogue shoe, go through a little tunnel in the wall where you can find some jewels. Next, hit the shoe until the yellow bar runs out. A Lockjaw can will appear. (First, look at the Teensie statue that's doing a one-handed handstand. Also, there are reflections of windows on the floor. Above one reflection, though, there is a blank wall. Jump through and get the jewels, including two green ones.) Step on the switch and some gates will open for a limited time. So, you need to swing on the hooks with the Lockjaw power. There are three alcoves in the wall. Get the crowns in the first one. Next, get the crowns in the second one, then, climb up the wall. Now, swing across these hooks to the final crown. Now go in the portal to warp back to Globox. Step on the switch to open the door. Tiptoe over to the Tribelle near the stairs, then, step on the switch on the stairs. Some stairs will be revealed, so go down them to end the level.

b. While Globox goes off again on another one of his door-opening rituals, go along the path to the left. Step on the switch to open some gates for a limited time. You need to climb up some platforms, while getting the crowns in all the alcoves (There are three. In the second one, charge up and hit the wall to the left to break it. Get the jewels here, including the big, green one.). At the top, go into the portal to warp to another room. These invisible platforms can be seen by their reflections on the floor. Get the crowns, then, go into the portal in the alcove to another room. As you cross these invisible platforms, watch Rayman's reflection on the wall. It's easier to see where you're going. Get the crowns, then, go into another portal. In here, cross the platforms, whose reflections are on the floor again. Jump through the wall where the reflection shows an alcove and go into the portal. Get the final crown on the switch. When you step on the switch, the door will open. Get the Tribelle, and look at the Matuvu on one of the poles on the stair rail. Go up the stairs to end the level.

c. Go forward then to the left. Step on the switch to open the gate for a limited time. Cross the moving platforms to get past the gate on the other side of the room and get some crowns. (As you cross the platforms, you'll pass a fountain to the left. On it is a Matuvu.) Near the ceiling is a circular thing. Charge up, then, jump and hit it to make it spin. A wall will open. Anyway, drop down and step on the switch to open the gate for a limited time. On each platform here, hit the switch repeatedly to make it rise. (From the second platform, jump to the left to an alcove. This is here the wall opened earlier. Get the jewels. There is even a green jewel here.) At the top of here, get the crowns. Past here, a wall thing will drop down, which you can use as a shortcut (and there are crowns on it). Go forget. Step on the switch to open a gate for a limited time. Now, on the platform, go left and right and hit the switch with curved shots to hit the platform. Get the crowns on the other side. If the gate already closed, you'll need to climb up the wall to get

out of here.

Go back to the previous room. (Make sure you get the crowns on the platforms and in the alcove to the right.) Bounce across the platforms to the left. Step on the switch to open a gate for a short time. Now, jump up these ledges, while getting the crowns. At the top, fly to the alcove and get the crowns. Drop down and fly away from the wall. Now, return to the beginning of the level and go to Globox. Get the remaining crown on the switch. When you step on the switch, the door will open. Go along the path until you get to a beach. Get the Tribelle behind some nearby boxes, then, go onto the dock, where there will be a cut scene.

G. The Summit Beyond the Clouds

a. On the map, the red dots in the ocean are mechanical fish that shoot at your ship. You need to hit the cannons to shoot back at them. (To get to one of the cannons, you need to use the Throttle Copter can. There is also a Lockjaw can for some reason, which you can use to get extra points when getting the jewels on the ship.) Once the yellow bar is gone, you'll be done with the level.

b. (Break the piggy bank after you get the Heavy Metal Fist can.) Hit the Hoodlock to push it back past the Heavy Metal Fist can, then, use the power to kill it. Go forward while dodging the snowballs. (You can break them with the Heavy Metal Fist power.) Get the jewels, then, climb up the boxes. Push the Hoodlock into the fire. Use the Throttle Copter can that appeared to get to a higher ledge. Break the cage for the Lockjaw can. Now swing on the hook to get up to the balloons. Cross them (and, of course, deal with the Hoodblaster).

Up here, kill two Elite Mongers and two Lavicraft. Now, get the jewels and look up on the windmill thing to find a Matuvu. Now fly to a higher ledge with the Throttle Copter can. Up here, bounce across the balloons. (At the second one, go left between the trees. There is a room here with many jewels, including a green one in the mine cart.) Past here, charge up and break the snowmen until you get jewels. Now, go forward and get onto a box. Cross the thing on the ceiling to get a Heavy Metal Fist can. Break the door, then, go past here.

Use the Shock Rocket can to kill the Hoodboom. (Also, don't forget the snowman, piggy banks, and a few jewels.) Now, cross some balloons until you get to a Lockjaw can. Swing on the hook to get to a ledge. Kill the Hoodblaster, then, from a higher ledge, jump to another ledge and go forward. Climb up the ladder and bounce up the balloons for a Vortex can. Past here, kill the Hoodblaster and the Stumbleboom. (Destroy the snowman, then, look forward. On the wall is a Matuvu.) Drop down, break some piggy banks and such, then, go right and kill the Elite Monger for a Heavy Metal Fist can. Break the door, then, go along the path. Kill two Hoodblasters and a Hoodboom for a Throttle Copter can. (Nearby, destroy the snowmen and break the piggy bank for a Heavy Metal Fist can.) Fly up to a higher ledge and kill a Hoodboom, Elite Monger, and a Hoodblaster. Use this next yellow can to fly up to an even higher place. Kill the Hoodboom, Elite Monger, and two Hoodblasters for another Throttle Copter can. Fly up to a cage. (Breaking it should give you extra health.) Break it for a Lockjaw can. Now, go back along the path. Past here, climb up the boxes, then, swing across some hooks and cross some balloons. (To the right is a ledge with jewels on it.) (If you drop down, there will be a Hoodblaster. It's supposed to drop a Lockjaw can.) Up here, you can end the level.

c. Kill the Hoodoo protecting the Slapdash and the Slapdash. Now break the piggy banks and kill the Hoodoo protecting the cage. Break the cage for jewels. Now, go past where the Slapdash was and Rayman will then be on a snowboard. You need to get to the end of here before Globox does to end the level. If you don't, then, you'll be brought back to the beginning. (It's a good idea to lose one purpose so you can get anything you missed.) Hitting Hoodlocks gains you points and hitting other things slows you down and you lose points. If you get spun around, press A to right yourself. After going across a big icy area later on, take the upper path. At the end is a green jewel you

can jump to. (To jump to the green jewel, it helps to hold the control stick forward.)

H. Hoodlum Headquarters

a. Go forward then along the boxes to the left. Jump up to a Shock Rocket can. Fly it through the hole in the boxes to break a cage for a Heavy Metal Fist can. Also, fly a rocket over the lava to break another high up cage, where the Teensie leaves behind a green jewel. Go back the way you came for the Heavy Metal Fist can. Break the door and hit the switch to lower a bridge. Across here, kill the Hoodblaster, the Grims, and the Grim Keeper (and get the jewels to the right). (Go left to the green jewel that the second caged Teensie left behind. Look up to find a Matuvu on the side of the machine. Now, jump onto the box in the lava. Jump over to the boxes [to apart that sticks out] and go to a room with many jewels in it. Go into the portal to warp out of here.) Now step on one switch while Globox steps on the other to open the gate. Go along the path and kill the Hoodblaster. The Hoodlock is protected by a Hoodoo, so go left to a ladder and the ground will fall. After a short cut scene, kill the Elite Monger for a Vortex can. (Go to the alcove down here. Up to the left of it is a Matuvu on the wall. Now, lower the platform and climb up to a Tribelle.) Climb up the boxes and kill the Hoodblasters. From these boxes, two ledges with jewels on them can be reached. Anyway, jump onto the piles of boxes. Break the cage to the right for jewels, then, go left. You need to carry the ball up the path. You need to dodge the bombs by having them bounce over you. The bombs land on the dark spots on the ground, so it's safe between those spots. Past here, put the ball on the switch to open the gate. Now carry another ball up the path (where the bombs land is a bit harder to see now). Carry it along the path and put it onto another switch. Now, go up this path and kill the Hoodboom for a Heavy Metal Fist can. Break the door and hit the switch past here to lower a platform. Now you can kill the Hoodoo from earlier and push the Hoodlock into the lava. Past here is a short cut scene. Now, climb across the underside of the net, then, bounce across the top. Do the same with the next one. Get the Vortex can here and kill the Stumbleboom for a Heavy Metal Fist can. Fly over to the ledge and break the door with the power. Go through to end the level.

b. Kill the Elite Monger for a Heavy Metal Fist can, then, kill the Hoodblaster, Hoodboom, and two Hoodstormers. (Don't forget to get the jewels in here.) Anyway, go to the gate and a Heckler will come in. Use the Heavy Metal Fist can to kill it. Now, go through the gate. (On the wall to the right of the entrance to the next room is a Matuvu.) In this next room are a few jewels and a Tribelle. Get the Shock Rocket can and shoot a rocket through the hole to kill a Hoodblaster. Do this again to hit a switch to lower a platform. Also, send a rocket to the left to hit a cage. The freed Teensie will give you a green jewel. If you want, go ahead and shoot a rocket up above here to kill the Hoodstyler and Elite Monger, who drop a Heavy Metal Fist can. Climb up some boxes up here, then, get the jewels. Get the Heavy Metal Fist power and break the door.

Through here, slide down to the next room. Kill the Elite Monger. Above it on the wall is a Matuvu and near it is a jewel. Now, carry the ball across the bridge. Watch out for the Hoodblasters firing this way. (Their shots go over the dark spots on the bridge.) Past here, put the ball on the switch to open a gate. (Break the cage for a Vortex can. This should be the sixth cage, so you should get an increase in health. Go back across the bridge with the Vortex power and lower the platform to get to a higher ledge. There are jewels up here, including a green one.) Past the gate, kill the three Hoodblasters and get the jewels. Then, go to one of the holes and shoot the targets. Hitting Rayman and Globox targets makes the yellow bar go down, but hitting the other target (that looks like a chunky woman or something) adds to the yellow bar. Once the yellow bar is empty, you can leave the area.

c. Cross the boxes (some go in and out of the red stuff). At the ladder, look up on the wall in front of you to see a Matuvu on a pipe. (Past

here is a Lockjaw can. Use it to swing across the hooks to get jewels.) Climb up the ladder. (Break the piggy bank across here.) There are platforms moving along here. You need to jump across here (and jump over the poles in your path). (To the left are jewels and on the far side of the room on the other end of these platforms are more jewels.) After crossing the platforms, jump to a ladder and climb up. Go left. As you cross these ledges (and get the jewels in the alcoves), you'll have to kill a Hoodblaster, a Hoodstyler, and two Elite Mongers. Get the jewels over here and hit the switch to make some platforms move.

Cross the conveyor belt while watching out for the steam the machines are shooting. Now jump back and forth on the vertically moving platforms to get higher. (From higher up, you can get to jewels on the steam machines, and get on a ledge that has a jewel on the right side and a cage on the other. Break the cage for a green jewel. Also, you can jump to an alcove on the right side of the big machine against the wall. In here are many jewels.) When you're high enough, jump to the conveyor belt. Cross it while not getting hit by the steam. Go along here to a ladder. (Drop down to find a piggy bank.) On the machines, you can find jewels and a Tribelle. Now, from near the ladder, jump to the moving platforms. Cross them. (Keep going to find a cage. Break it for jewels.) Jump to a ledge up here.

Kill the Hoodoo that's protecting the Heckler for a Heavy Metal Fist can. Use that to kill the Heckler. A gate will open, so exit the level.

d. (Drop down to find piggy banks. The one behind the ladder has a green jewel inside.) You need to cross these platforms (going left). You need to kill a few Slapdash along the way. Later, jump to a hallway to the left. Break the piggy banks in the hallway, then go forward to fight the Horrible Machine. (Sounds pretty horrible, doesn't it? Well, it's not too much, actually.) As the thing shoots at you, charge up your fist and shoot the target until the red thing goes to the top of the meter. (You need to be quick or the red thing will drop back to the bottom.) When this happens, either two Hoodbooms, two Hoodstylers, or two Hoodstormers will come. Kill them to continue the fight. The thing will shoot at you faster every time. After filling up the meter six times, you win, so leave quickly.

e. Basically, in this level, run from the rising red liquid (and killing Slapdash along the way). You'll need to climb up walls and crevices, bounce up balloons, and get past falling platforms. (After the first few balloons, remember to climb up the wall nearby. Also, near the end, you'll be climbing up a wall and objects will be falling down on you, so be careful.)

I. The Tower of the Leptys

a. Break the piggy bank, then, go forward and climb up the thing on the wall. Along this path, break another piggy bank and climb up a ladder. Kill two Hoodblasters, then, a Hoodstyler (after killing the Hoodoo protecting it). Next, kill four Elite Mongers and a Hoodstormer for a Heavy Metal Fist can. Get the jewels on the steps and behind the curtain thing near the steps, then, break the door. Go through here and climb across the things on the walls. Past here, cross the boxes floating in the red stuff. (There are a lot of jewels here. Don't forget to break the cage along the way for jewels.) Past here, drop down and go along the path (and break the piggy banks).

In the next room, kill four Hoodstormers and an Elite Monger for a Heavy Metal Fist can, which you can use to kill the Heckler, which releases another red can.

Now kill three more Hecklers. Now, kill a Hoodoo which is protecting another Hoodoo, which is protecting a Hoodstyler for a Throttle Copter can. (First, get the jewels and break the piggy banks on the pile of boxes.) Before doing anything else, kill the Slapdash here until you get a Shock Rocket can. Use the rocket to break the cage (by sending the rocket up beneath the cage) for a green jewel. Now, use the Throttle Copter power to fly up to the thing on the wall. Get the Lockjaw can, then, swing across the hook to a hallway. Go through here while killing off the Slapdash, then, swing across some more hooks to another hallway. Break the cage for jewels. Now go this way until you end up in a

previous room.

Kill the Hoodstormer for a Throttle Copter can. Use it to fly up to a higher ledge. Cross the thing on the ceiling while avoiding the steam the holes in the wall are shooting. Go along the path past here. There are moving pillars with jewels on them. Get the Lockjaw can on one of them, then, jump to the higher of the pillars. From here, swing across two hooks to a thing on the wall. Jump from here to some ledges, then, jump to another ledge across the room. Climb up the wall net thing here. (To jump from the bottom net to the higher one, it helps to jump from the left side of the lower one.) Cross the ceiling net, then, swing across the hook. Go along this way then right to a cage. (This should increase your health, since it should be the sixth one.) Break it for a Heavy Metal Fist can. Go back along the way you came to a door. Break it and go through.

Go forward. Climb up the box to a higher ledge, then, climb across the ceiling thing to get to the end of the level.

b. (There are some jewels and piggy banks down here that you can get.)

Kill the two Lavicraft, then, go up the stairs (and get the Lockjaw can on them). At the top, kill the Hoodstyler and the Hoodblaster. (You can fly over to a ledge with piggy banks on it from here. Also, swing across the hooks and bounce across a few balloons to get to a ledge to the left. Get the Shock Rocket can, then, get on the switch to open a gate on the stairs. Behind the gate is a cage; shoot it with the rocket to make a Heavy Metal Fist can appear at the bottom of the stairs. Use it to break both doors down there. Behind one are piggy banks. Hit the switch behind the other to make a statue spin around to reveal a green jewel. Go back to the ledge where the Shock Rocket can is. Bounce on the balloon and helicopter to the green jewel.)

Now use the hooks and balloons to get to a ledge. (These ledges break when you stand on them, so use the Throttle Copter to cross here once that happens.)

Cross the ledges, then, bounce up some balloons to a higher place. Get on a ledge on the spinning column. Jump to the steps and go up and break the cage for a Lockjaw can. Now, you need to cross some more hooks and balloons.

(Later, you'll get another Lockjaw can in case you're running out of time.)

You'll end up on some more stairs. Jump to a ledge on the spinning column and ride it through some jewels. At the Throttle Copter can, fly to the top of the column. Kill a total of seven Hoodstormers (the first six of which come in pairs) for a Lockjaw can. Swing across the hook nearby and go through the doorway.

Climb up the ladder then up the thing beneath the ceiling thingy. Cross the ceiling, then, kill the Elite Monger. Climb up the crevice to a Lockjaw can. Now, the room is flooding with red liquid, so be quick. Swing across a hook to a ledge. Cross some more ledges, then, climb up a ladder. Jump to a ledge with a Throttle Copter can, then, fly up to a crevice. Climb up a ladder to another Lockjaw can, then, cross a hook to another ladder. Now use the Throttle Copter cans to go higher (and get jewels). In the doorway at the top, go along the pathway to some platforms kind of moving on a conveyor belt.

On the platforms, kill the Hoodstormer. Also, drop down between platforms to balloons that bounce you up to jewels and a Lockjaw can. Cross these platforms, then, swing across the hook to a higher ledge. Break the cage for a Heavy Metal Fist can, then, break the piggy banks. Get the Lockjaw can past here. (Drop down to find a piggy bank.) Bounce along the balloons and kill the Elite Monger later. Swing across the hook to another area and drop down.

Break the piggy banks and the cage (though you don't get anything from the ungrateful Teensie), then go past here. Climb up the ladder and begin bouncing up balloons while the red liquid rises. Watch out for the Elite Mongers. (You can either shoot them or bounce on their balloons to make them fall to their doom.) Make sure you break the cage along the way for jewels. In the doorway at the top, break the cage for a Heavy Metal Fist can (and a piggy bank). (This should be the last cage, so you should get an increase in health.)

c. In this level, you fly around and sometimes shoot down the Hoodflyers. There's nothing else to explain (just hold A or B to accelerate and

to shoot).

d. (There's a Matuvu on the wall to the left.) Go up the stairs. (For some reason, when I played most recently, the walls opened up. I don't know why. If you go through, go over to the right to find a place to climb up the wall. Go along here to find a room with four green jewels.) Get the Red Lums here, then, go up some more stairs. Break the piggy banks then go up the stairs to a boss battle.

You must fight Reflux again. He's stronger and uglier than last time. Anyway, watch out for the yellow circles on the ground where lightning will land. He does this whenever you don't have the Lockjaw power. When you have the Lockjaw power, he shoots little flame things at you. To dodge the lightning, just walk in circles. (No, really, I'm not just trying to make you look stupid. It works every time.) To dodge the other attack, just walk sideways. He attacks faster the more damage he's taken. Anyway, get the Lockjaw power and hit his shield. Continue to press B to electrocute his shield until it goes away. Then, hit him with the Heavy Metal Fist power until you win this part.

Now on to part 2. Oh, goody. Reflux is twenty times as tall and chunky and now you can only run around this little ledge along the edge of the arena. Sounds like fun, doesn't it? When he moves his arm up, he's going to hit the ground, which makes you bounce up into the air, where he smacks you. It helps to helicopter to dodge his arm. To avoid this in the first place jump just before his fist hits the ground. Also, he'll try to hit you by sweeping his arm horizontally across here, so just go into one of the lower ledges at this time. His attacks get more often as the battle goes on. Anyway, all you need to do is go get the Lockjaw power, then, come back to the Heavy Metal Fist power. These mines will come out of his lumpy back and will blow up when he punches the ground. His arm will then get stuck on I-don't know-what. So swing across the hook to the Heavy Metal Fist can, then, run up his arm and smack the weird, round thing on his back. Repeat until part 3 starts.

Now, for some reason he floated up in the air. (Before you do anything else, go to the bottom of the ledge. Beneath one is a hole. Drop in to a lower ledge. Go left and through a doorway to find a green jewel. Go back and fly back out with the Throttle Copter can.) Climb up the ledges to a Throttle Copter can. You need to keep flying up to higher ledges while watching out for the electric rings he shoots at you. Later, the platforms beneath you will disappear. At the top, get the Shock Rocket and press B. This part of the battle will end.

e. Now, you're on that flying thing from an earlier level. Reflux will shoot red things at you, so shoot at them before they hit you. Also, hit the shield on his back. You'll have to be quick to make it go away completely. After getting rid of the shield twice, Reflux will fly at you fast. Shoot the thing on his back before he hits you. Now, he'll try to restore his health (which is almost completely gone). You need to shoot these bomb things to kill as many Hoodblasters as you can before they restore too much of his health. As the battle goes on, Reflux will shoot stuff faster at you and later, there will be less Hoodblasters, too. Once you win, press X to turn Andre into a Red Lum. Yay! You won!

6. Bonus Stuff

Games

A few of these games are only for Game Cube players. Don't you feel special? But, you need a Game Boy Advance that can plug into the Game Cube (and for some, Rayman 3 for the GBA).

Racket Jump

Requirements: 1,000 points

Description: Racket Jump is like a game of tennis between two Grim Keepers.

Score four times to win (If the other Grim Keeper wins five times, you lose.).

Crush

Requirements: 9,000 points

Description: All you do in this is crush poor froggies. Crush froggies to get rid of the yellow bar before the red bar runs out. Hit bigger frogs for more

points. Don't let the big ball thingy fallin a hole.

Mad Trax

Requirements: I think you need 20,000 points for this, but I don't remember.

I'm sorry. Please don't hurt me...

Description: This is one of those annoying games that can only be played by plugging in the GBA into the Game Cube. I don't really know what the game is.

Razoff Circus

Requirements: 30,000 points

Description: In this, you shoot only the Rayman, Globox, and Hoodlum targets to make the yellow bar go down. If you run out of time (the red bar) or hit a target with a cruddy picture of Razoff on it, you lose.

Sentinel

Requirements: 65,000 points

Description: You have to throw grenades at the Knaaren to keep them from knocking down your tower. Hold down the grenade-throwing button to throw farther. The yellow bar is like a timer, while the red one shows how much damage your tower has taken.

Missile Command

Requirements: 100,000 points

Description: This one's pretty easy. Just guide the rocket through the tunnel without hitting anything, so you don't blow up. The yellow bar shows how far you've gone (and the red one reminds how close you are to your doom).

Balloons

Requirements: 155,000 points

Description: This is one of the few mini-games where you get to be Rayman. Bounce along the balloons and run along the area, while collecting jewels to add time to your red bar. You'll need to use the Throttle Copter and Lockjaw power during this. The yellow bar shows how far you've gone.

Special Invaders

Requirements: 235,000 points

Description: (I think you hold A to accelerate.) Anyway, fly through the area before the red bar runs out. The yellow one shows how far you've gone.

Commando

Requirements: 300,000 points

Description: You're Razoff in this game. There are three levels, where you run through and shoot Hoodlums. The red bar is your health (one hit and you have to start over that area) and the yellow bar is how far you've gone.

Wheelis

Requirements: 350,000 points

Description: This is another of those plug-in-the-GBA-to-the-Game-Cube games.

2D Nightmare

Requirements: Beat the game

Description: I think you need Rayman 3 for the GBA to play this.

2D Madness

Requirements: Break all 60 Teensie cages

Description: I think you need Rayman 3 for the GBA to play this.

Videos

These videos are lessons made by the Hoodlums on how to kill Rayman.

(Rayman was not hurt in the making of these videos...though a lot of innocent creatures were..and maybe a Hoodlum or two.)

Lesson # 134-1,000 points

Lesson # 219-9,000 points

Lesson # 502-20,000 points

Lesson # 312-30,000 points

Lesson # 073-65,000 points

Lesson # 273-100,000 points

Lesson # 321-155,000 points

Lesson # 408-235,000 points

Lesson # 512-300,000 points

7. Tips

This is just a short, little section that explains how to get a lot of points. Isn't that great?

First of all, get things quickly. Combos give you much extra points, so you need to get points as quick as possible before combo mode ends. So, sometimes, you should plan the best way to get things before you do it.

Also, make sure you have one of the power ups as much as possible. Sometimes you need to skip all the points in an area, then, come back later with a power up to double your points.

Never skip any cages, Matuvus, Tribelles, or secret rooms. You can get a lot of points this way.

Check everywhere. You never know where points may be hiding.

Last of all, don't get hurt. Taking damage makes you lose points (so sometimes it's good to be a coward and hide from enemies if it's hard to dodge their attacks).

That's all. I hope this short, unnecessary section helps.

8. Copyright Stuff

Ubi Soft owns this wonderful game. Lucky them. I just own this humble walkthrough, so don't copy it without my permission. I would also like to give credit to the Rayman 3: Hoodlum Havoc official strategy guide (written by Greg Kramer, published by Brady Games), from where I got the names of the Hoodlums and a few secret areas that my infinitesimally small mind couldn't find.