

# Star Fox Adventures FAQ/Walkthrough

by The Sound Defense

Updated to v1.22 on Dec 16, 2006

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A D V E N T U R E S

Starfox Adventures Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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## 1 - Introduction

For this FAQ, I thought I'd try something different. Some information will be listed twice in the FAQ; once for walkthrough readers, another time for those who just need that info. Take Staff Energy Meter Upgrades. I will include these in the Walkthrough at points where it would be convenient to get them, but also again as a separate section for people who just want that information. Hopefully this format will work out well for everyone involved.

Another note: I tried to give as precise directions as possible to minimize confusion, so don't go and decide to try something else, or you may end up getting lost. For example, in one part of my FAQ, I say, "Swim to the stone platforms." When I say this, do not walk to the stone platforms, or else my other directions may not make sense.

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## 2 - Version History

Version 1.0 - Every section in the Table of Contents is complete, which is a lot for a version 1.0. Later I might add some more stuff, like Bafomdad locations or something, but it's doubtful; winter vacation ends really soon.

Version 1.01 (5:49 PM EST 1/9/2003) - Put in a couple of tips in correspondence to a couple questions I've been asked. Also, seeing as I'm actually being asked questions, I've changed the section 'Questions Someone, Somewhere Might Ask' to the simple 'Frequently Asked Questions'. Lastly, I've decided to continue updating with new information. I have Fuel Cell locations scheduled for the next version, so stay tuned.

Version 1.1 (7:42 PM EST 1/13/2003) - I've added Fuel Cell locations to this FAQ. I'm also running out of things to write about, so e-mail me your suggestions. I don't feel like putting this away just yet.

Version 1.2 - This will be the last update for a while, as Ben wants me to give him his game back. I added Bafomdad Locations and a few other things. Enjoy.

Version 1.21 (2:16 PM EST 2/10/2003) - Added a small section about the

staff, grammar- and spell-checked the entire thing, and made a few other adjustments (now in mint flavor!) I also now have copyright infringement paranoia, so I ask you, when you e-mail me regarding my FAQ, to state which website you found this FAQ on. I'll say this again later so you don't forget.

Version 1.22 (7:30 PM EST 3/15/2003) - My dog was put to sleep yesterday. We'll miss you Nemo.

I put up the missing Arwing Mission for CloudRunner Fortress (where did that thing go?). Also, I've changed my e-mail policy, and I'll start answering questions even if they were answered in the FAQ; I'm not getting as much e-mail as I thought, so I decided, what the hey. Lastly, I've added an Other FAQs section for other FAQs I have, and games I plan to write FAQs for, which I will put on all my FAQs, because people actually ask me about that (who is da bomb?)

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### 3 - Basic Info

This is all the stuff you should know before you get started. So start here. But start before you get started.

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#### 3.1 - Characters

Character descriptions come from the instruction manual, as they would be horrible had I written them.

Fox McCloud - Eight years after the defeat of Andross, Fox McCloud has matured as a leader and continues to be recognized as a great hero. He's still an active pilot, and his many skills with weapons and martial arts are often called into play.

Tricky - It's hard to believe that the mischievous Prince Tricky will one day rule the EarthWalker tribe. And with his father imprisoned, the future of the world looks bleak: could an unlikely partnership be the only hope for Dinosaur Planet?

Falco Lombardi - Falco Lombardi left the team several years ago and hasn't been seen since, though one thing's for certain: whatever the circumstances, Falco and Fox will always maintain a strong friendship.

Krystal - The only survivor of her doomed home planet of Cerinia, Krystal roams the galaxy in search of answers. When a distress call draws her to a small planet in the Lylat system, Krystal suspects that she may finally be drawing closer to the truth...

Peppy Hare - Although retired as a pilot, Peppy Hare has close ties to fox and remains on the team as an effective advisor. Despite his increasing absent-mindedness, he is still well-respected by everyone.

Slippy Toad - Recently Slippy Toad has been devoting a lot of time to Cornerian Weapons R&D, though he continues to work with his good friends in the Star Fox team. His upgrades to ROB and the Arwings prove invaluable.

ROB The Robot - After several rebuilds by Slippy, ROB has now been infused with much more personality and has gradually become recognized

by all as a full-fledged member of the Star Fox team.

General Scales - Rejected as a ruling tribe, the twisted SharpClaw and their self-appointed leader Scales have amassed an army to overpower all. In recent times the General's power has dramatically increased - is he in this alone?

EarthWalker Tribe - One of two ruling tribes of Dinosaur Planet. Their great strength and speed have helped them grow into a respected family of Dinosaurs (though the CloudRunner may disagree).

ThornTail Tribe - These friendly creatures live amidst the foothills of the mighty Ice Mountain. Their knowledge of the local area and the Mysterious Warpstone make them valuable allies.

LightFoot Tribe - A spiritual and reclusive tribe, the LightFoot are seldom seen. The appearance of SharpClaw in the area has only served to heighten their natural suspicion, as Fox will find out for himself.

CloudRunner Tribe - The other ruling tribe of the Planet, the CloudRunner are a proud and valiant race whose Queen becomes a valued ally in the struggle to overthrow General Scales.

HighTop Tribe - These gentle giants are easily spotted from a distance as they tower high over the rugged environments of the planet.

SnowHorn Tribe - Thick, woolly coats and massive endurance have seen the SnowHorn tribe through many years of harsh living. This strength could prove priceless to Fox in his quest.

RedEye Tribe - Flesh-eating Dinosaurs and deadly killers, the RedEye tribe were safely under EarthWalker control until General Scales set them loose to overrun the Walled City.

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## 3.2 - Controls

- Fox/Krystal -

Control Stick - Move/Aim

A Button - This serves as the action button and can do many things. In the upper-right corner of the screen is the A Button Display; whatever it says there is what the action button will do at that time.

B Button - Cancel button. Also puts away the staff.

C-stick - This opens your inventory of items, staff attacks and sidekick skills. Select one with the stick and use it with A.

X Button - During exploration, this triggers a rolling dodge; in combat, it can trigger a range of flips and dodges.

Y Button - By pressing this while going through the C inventory, you can assign something to instant access by pressing Y again later.

Start Button - Pauses the game and opens the communicator. The communicator lets you save the game (Memory Card), exit the game (Arrow thing), see your mission status (General Pepper), view the world map (Peppy), or get a hint (Slippy).

Z Button - First-person view. If Fox has the Hi-Def Display Device, he can use the C-stick to zoom in or out.

L Button - Press lightly to center the camera behind the character; make it click to enter Sidestep Mode.

R Button - Fox only. Brings up a protective shield during exploration and lets you block an enemy attack in combat.

D-pad/Control Pad - Fox only. Adjusts the PDA.

- Arwing -

Control stick - Move

A Button - Fire laser

B Button - Fire bomb

X Button - Brake

Y Button - Accelerate

L Button - Spin left, move left faster and deflect laser fire

R Button - Spin right, move right faster and deflect laser fire

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### 3.3 - Your Screen

Health - Upper-left corner of screen; marked by red fox symbols. This indicates how much more damage you can take before the game ends.

Staff power - Right below health. This indicates how many more special staff abilities you can use.

Tricky Meter - Below Staff power. This shows how many Grubtub Fungi Tricky has in his belly, and also how many more sidekick skills he can use. When he is using one, it will appear next to this.

P.D.A. - Bottom left-hand corner. This will show either a world map (which you need to buy from the store), a fuel cell locator, or information about particular things.

Y Assign - Upper-right hand corner of screen. Shows which action is currently assigned to Y.

A Button Display - Below Y Assign. Shows what the A Button does at that time.

B Button Display - Below A Button Display. Shows what the B Button does at that time.

C Inventory - Appears below B Button Display when you are using the C-stick. This shows the items, staff abilities, or sidekick skills you can use, or assign to Y.

Scarab Counter - Bottom-right hand corner of screen. Shows how many Scarabs you currently have. When the number is green, it is at its

maximum.

Collectibles - To the left of Scarab Counter. Shows how many of particular objects you have, such as Fuel Cells, Fireflies, MoonSeeds, Bomb Spores, or Grubtub Fungi. When the number on any is green, that item is at its maximum.

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### 3.4 - Staff

The staff is the single most important part of Fox's inventory. It does a great many things, such as activating switches, and...um...anyway. Its main use is in combat. The key to fighting enemies with the staff is combos. Press the A button repeatedly and quickly and Fox will do a combo worth a good deal of damage. If you are holding a direction down, the combo will vary. If you hold the control stick up, you can attack

an enemy while it's down, but the last part of the attack is rather blockable if the opponent has a shield. If you hold it down, it does 50% more damage, but while the staff is charging up, you MUST NOT PRESS A.

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### 3.5 - Arwing

Several times, Fox will board the Arwing to obtain access to another section of Dinosaur Planet. In these missions, the goal is to destroy the enemies while collecting a certain number of Gold Rings. To get a ring, gold or silver, you need to fly through it; either one will give you health. Also in these missions are laser upgrades and bombs; both of these disappear after the mission. You get points towards your score by destroying enemies (or rocks) and collecting rings; if you get all 10 gold rings in a single mission, you get a 200 point bonus. The high scores are displayed at the end of the mission, if it was successful.

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### 3.6 - Items

There are many items in this game that you will come across. Here is a list of them, with key items omitted.

Pukpuk Eggs - Restores one fox symbol of health each.

Dumbledang Pods - Restores one half of a fox symbol of health each.

Staff Energy Crystals - Restores some staff energy. The color dictates how much; green is least, red is next, then orange, then yellow, and blue is most.

Fuel Cells - These let Fox travel in the Arwing to different sections of Dinosaur Planet.

Bafomdads - When Fox dies, these can be used to revive him. You can carry one at a time until you buy the Bafomdad Holder, at which point you can carry ten.

MoonSeeds - Plant these in the right soil and burn them and they will sprout, creating a climbable surface.

Fireflies - Use these with the Firefly Lantern to light dark areas.

Grubtub Fungi - These are fed to Tricky so he will perform his sidekick skills.

Bomb Spores - Plant these in the ground and they grow. You can then make them explode to open hidden areas.

Scarabs - Currency of Dinosaur Planet. Usually found under rocks, in crates or in jars.

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### 3.7 - Tricky

Tricky is your sidekick throughout virtually the entire game, although I personally despise him. There are four main actions that he does: Stay, Heel, Find Secret, and Flame.

Stay: Tricky will, um, stay.

Heel: Tricky will come.

Find Secret: Tricky will dig a hole in the ground or through a crack in the wall.

Flame: Tricky will blow out flames to burn obstacles.

Take note that if you've been particularly mean to Tricky (i.e. you frequently hit him with your staff), he will refuse to do something. In these cases, what I do is just run away; he'll follow and start doing stuff again. You can also play with him if you buy Tricky's Ball from the store; if you play with him enough times, he will change colors, which he can do many times. To perform actions, however, he needs Grubtub Fungi. He can eat up to five at a time, and one will be used up each time you use Find Secret or Flame; Stay, Play and Heel do not require Grubtub Fungi.

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## 4 - Walkthrough

The bulk of this FAQ. Enjoy.

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### 4.1 - Prologue - Krystal and the First Spirit

Enter Krystal on a CloudRunner's back. She talks about receiving a distress signal, and that it mentioned a mountain surrounded by a storm. She is then attacked by a flying ship and loses her magic staff. At this point you gain control.

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#### 4.11 - General Scales' Galleon

##### - Battle The Flying Ship -

As a CloudRunner, use the Control Stick to aim and press A to fire. You need to destroy the cannons that are firing at you, and the propeller below as well. Don't worry about being hurt; you can't die here. After these are gone, the ship turns around, and a giant head fires a humongous projectile at you. Once you hit it enough times, you will then board the ship.

##### - Your Adventure Begins -

Go forward, down the stairs and up the next set of stairs. You'll be educated about the A Button, then press it to talk to the bird. More A Button 411, then a door will open. Go down the stairs again and to the right through the door. Go down stairs and through another door, then press A next to the key to pick it up. Go back outside, then go back to the bird. You'll see a cutscene with General Scales, and you'll be tossed off the edge. The CloudRunner will save you, and you'll head to Krazoa Palace.

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4.12 - Krazoa Palace

- Entering The Palace -

At this point you can save. Do so if you want, then approach the pad on the ground, which is a fuel barrel generator. With the instructions out of the way, approach the EarthWalker near the back wall. Talk to him if you want, then go to the cell in the corner. More info, this time on C stick, then unlock the door. Pick it up the barrel and throw it at the flying jellyfish. Get another barrel from the generator, then throw it at the other jellyfish. Use another to destroy the boxes (here you learn about Pukpuk Eggs), then get yet another and go down the path. Ignore the jellyfish if you want, and go beyond the pillars and throw the barrel at the crack in the wall.

- Fuel Barrel Commando -

In here, go left, then right towards the EarthWalker. Pick up the fuel barrel and throw it at the crates (pick up the Dumbledang Pods if you want). Then leave the alcove and go right to another fuel barrel generator. Go back to where the EarthWalker is, then go down the new path, avoiding the fire jets, and throw the barrel at the crack in the far wall. Go through, then go to the right and stand on the switch. The door will open, but get off the switch and it will close again! Pick up the fuel barrel and put it on the switch, then go through the door and talk to the EarthWalker. After a cutscene, step towards the door, stand on the warp, and press A to enter the Shrine.

- Krazoa Test Of Observation -

Enter the door, then climb the ladder. Go past the flame jets, jump into the pit, then climb back out. Approach the Life-Force Door to learn more about Life-Force Doors, then turn around, pick up the barrel, and kill the jellyfish to make the door open. Pick up another barrel and go through to the next area. Place the barrel on the switch, then cross to the other side of the room, avoiding flame jets. You will then meet a Krazoa Spirit. Approach it and press A to take the Krazoa Test of Observation. For this test, keep your eye on which urn the Spirit is hiding in, and don't get hit by any moving urns. Pick him out three times and you will receive the first Krazoa Spirit.

- Return The Spirit -

Return to the EarthWalker and he will tell you more about the Krazoa Spirits. Get on the platform on the back wall and it will rise. Go in the new path and go to the right, then stand on the lit area and press A to release the Spirit. You will then see a cutscene which results in Krystal being trapped in crystal (how ironic).



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4.2 - Our Hero Emerges

Cut to a scene of the Star Fox team. They receive a mission from General Pepper; there is a world on the edge of the system on the verge of explosion, which would be very bad for the Lylat System. Their job: fix the planet. If they succeed, they will receive a good-sized amount of money; this is enough incentive for them to take it on.

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4.21 - The Staff In Action

- Arwing Mission -

Fly through 1 Gold Ring to reach Dinosaur Planet.

Rather simple. Not too many enemies, and easy-to-find Gold Rings.

- Ring #1: In a rock after two giant flying rocks.
- Ring #2: In the rock field right after Ring #1.
- Ring #3: In plain sight after the rock field.
- Ring #4: Veer to the right. In between two giant rocks.
- Ring #5: To the far left after Ring #4.
- Ring #6: Right after the mine field.
- Ring #7: Go to the left after Ring #6. In a circular rock.
- Ring #8: Very close to a rock after Ring #7.
- Ring #9: In between two giant rock formations.
- Ring #10: Down low and to the right.

- Get Your Staff On -

Upon landing, you will learn about the Start button and argue about weaponry. Then go directly forward into the trees and pick up the staff to solve the weaponry problem. Krystal will tell you about her staff. Proceed forward into the walled area, and you will be approached by SharpClaw enemies. Use the A button repeatedly to obtain combos and defeat the enemies. A switch will appear above the doorway, and another door will open up. Head towards it and go inside.

- Fire Blasting Action -

Press A next to the rock to lift it, then drop in the green hole. In here, follow the path and jump to the island in the center, then press A to receive the Fire Blaster Upgrade. Then, go back to the gate and use the Fire Blaster on the switch, then go on the path, stand in the light and press A to leave. Go back to where you fought the SharpClaw and use the Fire Blaster on the switch to open the door. Go inside and talk to the Queen EarthWalker, who will tell you to use the WarpStone to go to Ice Mountain and rescue her son, Tricky.

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4.22 - Save Tricky!

- Warpariffic! -

Leave this area and go towards the smoking plant. Fire a Fire Blast at it, then pick up one of the Bomb Spores that fly out. Continue to the other side of the hollow, where you will find a rock garden. Go to each rock and press A repeatedly to lift it and Scarabs will come out. Collect ten, then go right to the wall. Plant the Bomb Spore in the

soil, then back up and shoot it, causing it to explode. Turn right and head across the river, then go towards the torches and enter that area, which is the ThornTail Store. The shopkeeper will talk to you about buying, then go through the center curtain, approach the Rock Candy and press A to buy it (it says 10 Scarabs, but you can pay 9). Leave the store, then go back to the area you just bombed and enter the hole. Follow the path until you find yourself in front of the WarpStone. Use the C inventory to give him the Rock Candy, then he will tell you about warping. Press left, then A to go to the Ice Mountain.

- SharpClaw Racing -

Upon arrival in Ice Mountain, go forward to watch a small cutscene, then follow the left wall into an area with a Fuel Barrel. Pick it up, then run to the other end of the area and blow up a stack of boxes. Defeat the SharpClaws to make a Fire Blaster switch appear. Go to the metal doors and shoot the switch, then enter. You'll see a small cutscene, then you'll hop on a speed bike and race two SharpClaws. Use A to accelerate, and cut as many corners as possible. Also make sure you don't stay right behind them, because they tend to lay mines. When you win, you'll fly into a hot spring.

- Enter The Tricky -

You'll then be introduced to Prince Tricky, the Jar Jar Binks of Starfox Adventures. After a short cutscene, follow the path and go right at the lava pool. Stun and capture two Grubtub Fungi, then feed them to Tricky with the C-stick (from this point on, get all Grubtub Fungi possible). Look around for a cracked area in the ground, then stand next to it and use the C-stick to use Tricky's Find Secret command. He'll uncover a switch that opens a gate; stand next to it, then use the Tricky Stay! command and go through the gate, then activate the switch. Go back to the lava pool and cross it, then approach the crack in the wall and use the Find Secret command. Tricky will dig a hole you can crawl through. Follow the path to the open area. Tricky will run off and promptly be attacked by SharpClaws. Defeat them all and you will learn Tricky's Heel command.

- Ice Field -

Search now for two cracked areas with leaves sticking out; use Find Secret on them to uncover two Alpine Roots. Feed them both to the SnowHorn, and he'll give you a Scarab Bag and stop a geyser, which will give you an ice block to work with. You now need to obtain 25 Scarabs; search everywhere, including the path you took to get here (up to the hole in the wall, no Scarabs are beyond there). They'll be under rocks and in crates and jars. There should be 18 in this area; if that's not enough, there are more up ahead. Now is also a good time to get a Staff Meter Upgrade; walk around the ice field until your controller rumbles/your staff turns green, and look for a cracked area nearby. Have Tricky dig it up, then drop in the hole and get the upgrade (BTW, after coming out, the Scarabs should be back. Look around again). Now, go to the ice block, press and hold A to grab it, then drag it towards the platform with Fuel Cells on it. Place it in the square area next to the cliff to climb up and get them.

- Going Home -

Now take the block and place it in the alcove next to the upper area with torches on it. Follow the path down, passing the water, then go

towards the SharpClaw and pay him 25 Scarabs to pass using the C-stick. Go through the path to the open area, then go through the path on the right and go into the water. Go around the wall, then follow more path and hit a switch at the end to return to ThornTail Hollow. Tricky will then go to his mother, and you should follow.

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4.23 - Save Tricky's Mom!

- The Firefly Lantern -

When you get back to the Queen EarthWalker, Fox will mistakenly announce the end of the mission. Peppy will correct him, and Tricky will announce that they need White Grubtub Fungi. Get 20 Scarabs, then go buy a Firefly Lantern at the store (you can pay 18 Scarabs, but you'll need 20 initially to obtain the option of buying it).

- The Outer Well -

Upon exiting the Store, head left to the circular structure, the ancient well. Have Tricky dig through a crack in the wall, then go inside, where Fox will tell Tricky to stay outside (yes!) Slide down the ladder, then follow the path to a Bomb Spore patch (if you have none, there is a Bomb Spore Plant towards the right). Plant a spore, then drop down the hole and get the Staff Booster Upgrade. Go back to the first area, and go up the ramp to a Rocket Boost Pad. Use the Staff Booster, then follow the path to a bridge. Plant a Bomb Spore in the center, then shoot it to make a block fall to the ground. Jump down (roll at the bottom to avoid injury) then push the block onto the switch. Now, destroy the nearby crate to reveal a Rocket Boost Pad; go up to get two Fuel Cells. Jump back down and go through the newly opened door to a ThornTail. Talk to him, and he will move out of your way seeing that you have a Lantern. Plant another Bomb Spore, then blow it up. Slid down the ladder to go into the inner well.

- White Grubtub Fungi -

When you get down, look around you for a White Grubtub Fungus. Get it, then continue along the lit path to obtain some Fireflies, and to reach a Bomb Spore Plant. Turn around and enter the first darkened area you saw upon entering the well. Light a Firefly, then put a Bomb Spore in the soil. Blow it up, then continue to another White Grubtub Fungus. Go back to where you got the Fireflies, then go through a crevice into another darkened area. Get the White Grubtub Fungus, then plant a Bomb Spore in the soil and blow it up, lowering the column. Go back to the Firefly area, then leave and take a right. Use the Rocket Boost Pad to go up, then get some more Fireflies and a White Grubtub Fungus. Then go to the next area and cross the platforms to get the last two White Grubtub Fungi. Leave the well altogether and go back to the Queen EarthWalker. Feed her the White Grubtub Fungi and she will be well again.

-----  
4.3 - SpellStones And Spirits, Part 1

The Queen EarthWalker will now explain about SpellStones. The planet has a constant magical force trying to pull it apart, and four SpellStones were placed inside sacred temples to stop it. Scales broke the seals on the temples and removed the SpellStones, causing the planet to tear apart. She will then point you in the direction of the

DarkIce Mines, where Scales was last seen. She points out that the Mines GateKeeper is Garunda Te, who lives in SnowHorn Wastes. Lastly, she gives you a key.

-----  
4.31 - Garunda Te

- Before You Leave... -

Before you go to the Wastes, go behind Queen EarthWalker and grab a Fuel Cell. Go outside, then go to the raised areas on the left. Cross them up to the Fuel Cell platform, then plant a Bomb Spore and blow it up. Go inside the cave to get three Fuel Cells, then go back jump onto the climbing wall to get the other two Fuel Cells. Also, near the ThornTail Store is a Rocket Boost Pad. Use it, then plant a Bomb Spore and blow it up. In the next room, hit all four switches to open up an entrance to a Staff Energy Meter Upgrade.

- Back To The Wastes -

Go back towards the well and climb the ladder to the Wastes. Follow the path to the water. Jump in, then get out and have Tricky stand on the switch. Climb up the rock wall, then go and flip the switch to change the current. Get back in the water and go around. Halfway to the other side, stop and climb on the platform. Use the Rocket Boost Pad to go up, and fire at the switch to open a gate to two Fuel Cells. Continue on to the Wastes.

- Frost Weeds -

Once in the Wastes, go towards the gate and use the key to unlock it. Climb up the hill and head towards the crack in the ice. A trunk will pop out; talk to it and it will tell you to get Frost Weeds. You will then be ambushed by SharpClaws. Run down to the tree and hit it with your staff; Frost Weeds will fall out. Use the Find Secret command, then fight off the SharpClaw until Tricky gets a Frost Weed to the SnowHorn. Lather rinse repeat until he's out. The SharpClaw will run, and the SnowHorn will introduce himself as Garunda Te. He will explain how his daughter let Scales take the SpellStone to DarkIce Mines to save the SnowHorn tribe. Scales enslaved the tribe instead of eliminating it. Garunda Te then opens the gateway. Go back to the Hollow and get in your Arwing to go to DarkIce Mines. The trip requires 5 Fuel Cells.

-----  
4.32 - DarkIce Mines

- Arwing Mission -

Fly through 3 Gold Rings to open the Force Field.

Another rather easy mission. The rings are more cleverly placed, but the enemies aren't too bad.

Ring #1: Towards the left during the giant rocks.

Ring #2: In the middle right after a circular shaped rock.

Ring #3: In a trench.

Ring #4: In plain sight after #3.

Ring #5: Also in plain sight, but moving from left to right.

Ring #6: Veer to the left after #5.

Ring #7: After giant rocks, shoot the X, then fly through it.

Ring #8: Moving up and down between two rocks.

Ring #9: Same as #8.

Ring #10: In plain sight. Can't miss it.

- Crossing The First Bridge -

First, follow the narrow path out of the lava area, then follow the path to the first structure on your left. Have Tricky dig through the crack, then follow him. Defeat the SharpClaws inside, then go through the now-open door and press A next to the container to obtain a Shackle Key. Go back outside, then head right and release the shackled SnowHorn. She will ask you to look out for Belina Te, Garunda Te's daughter, and will give you a Bridge Cog. Continue along the path, and drop down at the river. You'll land on a platform (if not, swim to it). Go towards the other cogs, place yours, and pull the handle, making the first bridge appear.

- Hungry Hungry SnowHorn -

Climb back up and cross the bridge, then follow the path to a SnowHorn being menaced by SharpClaws. Defeat them; the SnowHorn will thank you and ask for food. He will also teach Tricky his Flame command. Go back across the bridge, then approach the first structure on your left. Melt the ice, then go inside and have Tricky light the pile of wood on fire. The ice will then melt, and a hole will be revealed. Jump in and go into the other side of the room. Have Tricky melt the ice, then go in and have him dig up an Alpine Root. Then, take the ice block and move it into the area you came in from, then climb out. Go across the bridge again and into the area with the rolling snowballs. Climb up the hill, and turn left at the end. Have Tricky melt the ice, then have him dig up the second Alpine Root. Go back to the SnowHorn and feed him the roots, then he will get up. He'll tell you to get on his back, so do that by boarding the platform next to him and pressing A in the center. On the SnowHorn, move forward to the gates. Get up right next to them and press A to bust them open. You'll then see a cannon cutscene.

- Cog Crazy -

Get off the SnowHorn, then go towards the bottom of the hill (not the way to the gates) and have Tricky melt some more ice. Go through and up the ladder to your right, then use the Rocket Boost Pad to go up. Go forward to the wooden platforms, then turn left and cross the platforms until you reach one with a torch. Then, turn left again and follow the path to the cannon. Beat up the SharpClaw, then a lot of SharpClaws will come out of the building in the center of the area. Take control of the cannon; hold A to charge up for a farther shot, then release to fire. This will use up your staff energy, though. Once you've killed all the SharpClaws, a Life-Force Door will open, but use the cannon to break a wooden barricade before you leave. Go through the door below the cannon to get a cog, and enter the SharpClaw building to get a cog. Finally, go to where the barricade was, then follow the path and climb the slope to the left. Go to the far wall, then have Tricky melt the ice, and you can get the third cog.

- The Dinosaur Horn -

Go back to where the Rocket Boost Pad is, then place the three cogs in the gears on the wall and pull the handle. Go back and cross the newly revealed bridge, then have Tricky dig a hole in the crack in the far

wall and go after him. In here, hit the switch, then quickly have Tricky light the four furnaces. A door will then open, so go in. Here, try and jump toward the other side. You won't make it, but you'll land on an invisible bridge. Cross it, then melt the ice in the next room to receive the dinosaur horn.

- Into The Mines -

Go back to where you got the third cog. Stand on the area with a picture of a horn on it, then blow the horn to summon a SnowHorn. Get on its back, then wander into the storm. Keep walking toward the Alpine Roots to keep the SnowHorn's strength up, then after you pass through two torches, you'll notice that Tricky is gone (yes!). Have the SnowHorn break the barricade, then get off the SnowHorn and go inside. Defeat the SharpClaws, then follow the path and get on the bike. Bike your way into the mines.

- Help! Fire! Help! -

Go down the conveyor belt, avoiding the flames, until you can get off. Go right to a Rocket Boost Pad, and go up, then right into a small hole. Follow the path, avoiding snowballs, until you get to an alcove protected by a flame jet. Hit the switch to deactivate it, then go in and get the Silver Key. Backtrack to the starting area, then board the platform with spinning flames. Cross to two prison cells, then use the Silver Key to free Tricky. Jump onto the flame platform, then go to the first area and defeat all the SharpClaws to open a Life-Force Door. Go through the door, then have Tricky melt the ice so you can get the Gold Key. Go back to the cells and use the Gold Key to free Belina Te. Talk to her, and Belina Te will get mad at her father and smash a hole in the wall. She will then tell Fox to meet her in the bottom of the mine.

- Journey To The Center Of The Mine -

You'll notice a crack in the wall. Have Tricky dig a hole, then go in after him. Follow the path to a water area. Use your Fire Blaster to knock three green icicles off the ceiling, which will mysteriously make giant platforms. Cross them to activate a switch that will put platforms in the river. Go up the ramp and use the Rocket Boost Pad to get yourself up. Approach the river and use the platforms to cross to an opening in the opposite wall. When you get to the ice block, push it into the water, then climb down the climbing wall and follow the rather straightforward path to a conveyor belt. Get to the other end while avoiding the flames, then travel down the spiral platform to meet Belina Te.

- Barrels And Bridges -

Belina Te doesn't know where the SpellStone is, but you can find it. Go counterclockwise around the pillar in front of you to find a ladder. Climb it, then pick up the barrel and go up the walkway while avoiding other barrels (difficult). Once up, go left across the platforms until you find a pad to place the barrel. Place it, then climb up the ladder and hit the switch to bring the barrel up. Pick it up, then cross the bridge, get to the other side of the platform, avoiding fire jets, then cross the bridge and throw the barrel at the crack in the wall. Activate the switch to make a bridge at the top of the spiral walkway. Go back down, then cross the bridge and follow the snowballs to another switch. Activating this one will cause a bridge at the top of the platforms to connect. Go all the way back up, then cross the bridge and

climb the ladder. Defeat the SharpClaw, then use the cannon to destroy two wooden switches, raising two parts of a bridge. Go to the very bottom of everything, then cross the bridge and warp to the boss.

- Boss Galdon -

Despite being harmless in his current form, you have to unfreeze the giant Galdon. Have Tricky use the Flame on his foot, then he will unfreeze. After a short cutscene, have Tricky stay to draw his fire, then go around and hit his tail with your staff three times, after which he will eat you. Hit the hanging thing in his stomach as much as you can, and he will regurgitate you. Then, he will fire at you, and sometimes will lunge his head out to hit you. Aim your Fire Blaster at the slit in his chest, and fire when it opens up to take in air. After three hits he will eat you again. Hit the hanging thing again, and you'll get the SpellStone and be regurgitated, and the Galdon will die.

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4.33 - Returning The Stone

- "We Be Scared O' The Dark..." -

When you return to the Hollow, a ThornTail will inform you that the SharpClaw have put out their beacons. To solve this, cross the river to the Fire Weed Tree and get three Fire Weeds (you must first put them out by hitting them with your staff). Head toward the well, then go up the ramp next to the wall. Place a Fire Weed in the beacon, then have Tricky light the beacon. Then, go into the WarpStone's garden and light the beacon you see after crossing the bridge. Lastly, go toward the Queen EarthWalker's area, and cross all the raised platforms. Hit the switch at the end to raise a gate, then go through and light the final beacon. You will receive a key in return.

- Moon Mountain Pass -

Head toward the well again, but this time take the path beyond. At the end, plant a Bomb Spore and blow it up. Follow the resulting path until you happen to fall through a weak floor. Go to the left, cross the platforms, and go up the wind lift, grabbing the Fuel Cell. Don't stay down there too long or you'll run out of air. Continue along the path to Moon Mountain Pass. Once you reach the hill, you'll be bombarded by SharpClaw barrels. Get to the top of the hill (grab the Fuel Cell along the way), unlock the door, go through and enter the SharpClaw area (grab another Fuel Cell). Kill both SharpClaw, then go through what was the Life-Force Door.

- Volcano Force Point Temple -

Follow the path to some platforms. Wait until they retract, then appear again, to cross. Go farther to a room with a fenced flame jet. Go to the entrance to this; when the flame disappears, enter. Go across the narrow platform, then use the Rocket Boost Pad on the far wall to go up. Hit the switch on the right to open a gate, revealing a Bafomdad. Then, leave the platform and go up the conveyor belt, and then to the left. Follow the sign to the left; cross the gap and climb the wall. Go onto the bridge and use the SpellStone to let you in. You'll then see flames of varying colors and two orbs. Use your Fire Blaster on these; when the flame is the color of the orb, fire through the flame so it hits the orb. Then use the SpellStone on the door to enter.

Approach the Life-Force Door in this next room, then turn around and walk towards the other side; you'll be ambushed. Defeat the SharpClaws and the Life-Force Door will disappear. In the next room, have Tricky light both furnaces, activating two platforms. Climb the ladder and cross the platforms to an entryway. Cross the platforms in here, avoiding fire jets, to the ladder; go across to another ladder, then cross more platforms to the room you were in before. Cross a few more platforms, then go in the next room for a Freeze Blast Upgrade. Then, extinguish all four flames in the room to activate an elevator. Go onto it to go to the next room.

In here, go along the path to the door. Peppy will explain more about the Force Point Temples. After, use your SpellStone to open a door. Go back, extinguish a flame, then go through the newly opened door. Follow the path to another elevator.

Here, go up a ladder (either one) and extinguish the four flames to open a door. Go back down the ladder and follow the path to the door. In here, defeat the SharpClaw and then cross the platforms. Turns out, however, that Tricky is too scared to cross moving platforms with fire jets (wimp), so you have to shoot at the switches on the platforms to stop them and let Tricky cross. Have him then light the furnace to open the door. In this last room, grab the Fuel Cell, then enter the warp. In here, place your SpellStone.

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4.34 - The Second Krazoa Spirit

- Krystal's Desperate Plea -

Proceed to exit the temple, stopping in the room with the conveyor belt to get some Fuel Cells (use the Rocket Boost Pad and a Freeze Blast to open the gate). You will hear Krystal's cry for help, and be confronted by a giant Krazoa. He will explain that you need to collect the rest of the Spirits to save her, and opens a door. Go in the newly opened area to obtain the Ground Quake Upgrade.

- Monsters And MoonSeeds -

Go back towards the temple exit, then defeat the monster (hereafter known as Kalda Chom) by using Ground Quake to stun it, then hitting its back. Do this twice to get a MoonSeed. Plant it next to the entrance to the Ground Quake hole, then have Tricky use his Flame on it to make it grow. Climb up the sprout, then go down the path, defeating enemies along the way, to the open area. Go to the left and find a Kalda Chom and a MoonSeed patch. Kill the enemy and plant the MoonSeed, then climb it. In this next area, defeat the enemy, then plant a Bomb Spore and blow it up. Go through to the next open area, where a meteor will fall and block your path. Go towards the meteor and spot a flaming rock. Put it out, pick it up, then place it on one of the first three air vents. Find two more buried underground and place them on the other two front vents, moving the meteor (one of them will be near an alcove with a Fuel Cell). In the next area, plant a MoonSeed and climb it. In the next area, plant another MoonSeed, then climb it and go up to the Krazoa Shrine (grab the Fuel Cell on the way).

- Krazoa Test Of Combat -

Go forward and climb the ladder. In the next area, jump into the water, avoid the whirlpools, and extinguish the flame on the other side. Climb



the wall, then slide down the ladder and go forward. Turn around and hit the Fire Blaster switch to raise the water. Go into the next area. In here, carefully cross the narrow platforms, avoiding the fire jets. At the end, turn around and hit the Fire Blast switch, then go into the next area to take the Krazoa Test of Combat. You must defeat one heck of a lot of SharpClaws here. Ground Quake is unusually ineffective here; Freeze Blast instead works well, by freezing enemies and then eliminating them with one hit. After they are all gone, you'll get the second Krazoa Spirit.

- The Path Not Taken -

Once you leave the Shrine, the Krazoa from before will tell you to go to Krazoa Palace. Go forward off of the raised area, then pass by the ramp to the left and go forward to some wind lifts. Pick up a barrel and throw it through the rightmost wind lift onto the platform. Follow it, then pick it up again and throw it through the two middle wind lifts to another platform. Follow it again, then pick it up and throw it through the last wind lift onto the platform. Get onto that platform, then throw the barrel at the wall to open up a path. You'll walk into a wind lift and be back in a familiar area. Follow the path onto familiar ground, then go back to the Hollow (as a general rule of thumb, at the area with the gas, always take the left path after you fall in. Also at this point you can get another Fuel Cell after you come back up). Once you're back in ThornTail Hollow, go to the WarpStone and have him take you to Krazoa Palace.

- Infiltrating Krazoa Palace -

Once here, you'll notice that Tricky is gone; the WarpStone will explain that he cannot warp dinosaurs (yes!). Go forward and kill the two enemies with Fire Blaster, then break open all the boxes to get five fireflies. Go up the ramp toward the Life-Force Door and you'll face four SharpClaws. Defeat them, then go back and pick up a Fuel Barrel, then go through the door. Crack a firefly, then go right up the ramp, then left to the far wall, then left again to the far wall. Go left again, then take the closest left, then take the closest left again down a ramp. Turn right and throw the barrel at the crack in the wall. Go in, then shoot the switch with your Fire Blaster to make the fire jets move. Grab a barrel, go through the moving jets, then throw it at the crack in the wall. In the next room, shoot the Fire Blaster through the flames at the orbs when the colors are right, then, when both orbs are lit, shoot the machine until it explodes. Go back and get a barrel, then come back and place it on the switch to open the door.

- Releasing The Spirit -

In the next room, defeat the SharpClaw, then step on the platform and it will rise. Go in and take a left, then step on the wind lift and be carried to the top. Get on the next wind lift, then get on the platform. Circle around to another wind lift, then go up (if you don't go up, you're in the wrong one). Go up the ramp, and Fox will stare at Krystal, and wonder about Spirits, and stare at Krystal. Peppy will tell him to get a move on, so go back down and to the left to find a lit area. Step on it and press A to release the Spirit. You'll be transported back to the WarpStone.

You've got one SpellStone in; that wasn't so hard, was it? The next one is located on the floating CloudRunner Fortress, home of the CloudRunner. This will pose a problem where Tricky is involved...

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4.41 - Cape Claw

- "Ees Seexty Skahrabs To Enter Kehp Klaaw" -

Back in the Hollow, the WarpStone will tell Fox to go to the seaside, then give him the Medium Scarab Bag. Fill it with 60 Scarabs, then head down the path beyond the Arwing. Follow the path to the wooden posts, then take a right, jump in the water, get back out the other side, then go right to continue. Go past the tree area to the gold beetle, turn up the volume on your TV, and talk to the beetle by pressing A, because this guy has the best voice ever. Pay him 60 Scarabs and he'll let you through to Cape Claw. In the maze, go left at the path split, then left again at the next split, then right. Take the farthest left after that, then continue along the path. At the hole, go down the ladder, then turn around and go left to the next ladder and down. Here, stay on the right fence until it ends, then backtrack for a second to the ladder. Climb up, then continue to Cape Claw.

- Treasure Hunt -

Go down the path, and you'll see a cutscene involving something trapped in a cage. Follow the path and shoot the switch, then turn around and go to the wooden platform. Jump from the corner to a platform with a Fuel Cell, then go towards the HighTop's platform. Go to the back and left of the platform to see a Rocket Boost Pad; use it to go up. Defeat the SharpClaw, then talk to the HighTop. He'll want you to find his Gold Bars. Leave the platform via the ramp (the BribeClaw will let you pass), then approach the shore. Towards the left is some digging ground; have Tricky dig it up to find a Gold Bar. Go to the other end of the shore, then go in the water. Swim up and left to the leftmost shore, then have Tricky dig up another Gold Bar (it'll be under a crate). Go back in the water and follow the left wall to another shore. Defeat the SharpClaw, then have Tricky dig up a third Gold Bar. Have Tricky burn the thorns, then go through and defeat the SharpClaw. The last Gold Bar is in the pool of water; have Tricky dig it up, then return the Gold Bars to the HighTop. He will lower a ladder for you.

- ...Need...Air... -

Head to the stone platforms, then go right and climb the ladder that just fell. Activate the switch, then go down the ladder and into the new door. Go into the room, circle around the structure, then try to leave. The door will open, and blocks will move to reveal gaseous vents. Quickly move the blocks back onto the vents and the door will open, including a door to a cage. Leave this area, then jump down to the shore and approach the cave. A CloudRunner will come out, introduce herself as the Queen, explain more about General Scales, and open the way to CloudRunner Fortress. Tricky refuses to go, since he hates CloudRunners, so you'll be doing the next mission solo (YES!!!). Return to the Arwing and take off for CloudRunner Fortress. The trip requires 10 Fuel Cells.

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4.42 - CloudRunner Fortress

- Arwing Mission -

Fly through 5 Gold Rings to open the Force Field.

This is my least favorite mission. The obstacles are everywhere and it's harder to find the Rings.

Ring #1: Towards the right in a circular structure.

Ring #2: An X ring to the left in a circular structure.

Ring #3: After the line of guns.

Ring #4: To the left after #3, moving up and down.

Ring #5: Down and to the left after #4.

Ring #6: Moving X ring in plain sight.

Ring #7: Down low after #6.

Ring #8: Get up after #7. In the cylindrical structure.

Ring #9: To the left after #8.

Ring #10: In plain sight at the end.

- Race Through Rings -

When you land, the Queen CloudRunner will fly ahead to check if its safe. Run forward to the end, defeating SharpClaws, then go right and down the ladder. Dive in to the water and swim forward (from facing the ladder) to the platform. Step on the switch, which will activate some rings. Jump from platforms to platform through the three rings, and a switch will appear above the main gate. Climb up the ladder, then hit the switch with your Fire Blaster. Go in and defeat the SharpClaws, then go up the spiral walkway, ducking behind pillars to avoid drones. At the top, go past the gate and down the ladder. At the end of this platform, hit the switch, then go back to the gate and go in. A cutscene will take place involving General Scales, and at the end you'll be in a prison cell.

- Prison Break -

You'll see a blue block in the green wall. Push on it to go into the next cell, which conveniently has an open door. Leave the cell and Slippy will contact you. He's got a disguise for you, but he can't get it through the prison walls. Go to the right, then in the next room, sneak slowly around the right to avoid the sleeping SharpClaw. At the other end, follow the path and take a left when you can down a ladder. In this room, pick up the barrel and put it in the middle of the wind lift. Then, stand on the switch and the barrel will blow a hole in the ceiling. Slippy will then send you the Disguise. Put it on (with the C-stick), then go back to the cell room. The SharpClaw on duty will go for a break, so go and grab your staff. Then go to the switches in the back and open the four cages. You'll release a dinosaur, who will then tell you to restart the generator and give you the Power Chamber Key.

- I See The Light...Gems -

Go back to the area where you got the Disguise, except go past that room and hit the switch with your Fire Blaster to open another door. Put on the Disguise and climb up the walls. When you get to the courtyard, go around the rocks on your left. Get on the box next to the ladder, then destroy the crate and hit the switch. Go up the ladder and put out the two fires, then go out the other end. Go forward past the central platform, then go right, then right and up the ramp. Push the leftmost switch, then go back to where the fires were and open the container to get the green Light Gem. Go back to the central platform

and press the middle switch, then go down the ramp and left to a stack of boxes. Climb this, then go to the end of this platform and turn left to get the red Light Gem. Go back to the central platform and press the rightmost switch. Go down the ramp, then left, then left again. Go past the pool, then turn right and put out a fire. Use the Rocket Boost Pad to go up, then get the purple Light Gem. Go back to the stack of boxes, then go left into the Power Chamber. Use the key, then go inside and quickly place the Light Gems. The wind lifts will now be activated.

- Freeing The Queen -

Go past where you got the purple Light Gem, then turn left and go past the pool into the wind lift. Go up, then right. Defeat the SharpClaws, then approach the gate and it will close, assuming it hasn't already. Stand on the orange SharpClaw pad, then don the disguise. The gate will open, so go into the next area. In here, defeat all the SharpClaw to open a Life-Force Door, then go to the wall and follow it to a closed gate. Fire your Fire Blaster at the switch to open it, then turn around and go left. Go in the first room on the left, then don the disguise and pick up the barrel. Exit the room, then go into the next room on the left and place the barrel on the pad. Climb the ladder, then stand on the SharpClaw pad to bring the barrel up. Pick it up, then leave and go right. Throw the barrel across the gap at the barricade, then go in. You'll fall in to the lower level, so go forward. In here, go to the back-right corner and stand on the SharpClaw pad. Beat up the SharpClaw, then climb up the left ladder and go to the left to the switch. Activate it, then go back to the central platform where the Queen is being held. Go on the left side, then jump to the stack of boxes, then to the switch. Activate that, then jump down to the lower level and go through the gate. Go to the right, then right again. Don the disguise, then pick up the barrel and go back to the gate you just exited through. Throw the barrel across the wind lift, then jump across, pick it back up, and throw it at the central pillar underneath the Queen's cage.

- Little Baby CloudRunners -

Upon being freed, the Queen will ask you to find her children and give you the CloudRunner Flute.

Baby 1: Exit this area, and you'll see the first child being tortured by a SharpClaw. Hang a right towards the SharpClaw, then beat it up. When the CloudRunner lands, approach it and play the Flute. If it doesn't work, try climbing on the box next to it.

Baby 2: Go through the gate you opened earlier. The baby and two SharpClaws are at the end of the platform.

Baby 3: Drop down, then go through the rocks blocking the passage out. Go through the path on the left, then drop down the ladder and destroy the crate to find a Rocket Boost Pad. Use it to go up and find the third child and three SharpClaws.

Baby 4: Hightail it back to where the first child was, except it will be on the left instead of the right. Defeat four SharpClaws, then send the child back home.

Go back to the Queen CloudRunner, and she will thank you, then open the door to the treasure chamber.

- Treasure Room -

Go down to the lower level and through the path, then right and right again. Don the disguise again, then pick up the barrel and exit. Go left and throw it into the wind lift at an angle so it doesn't go to the other side. Turn around and go right, then down the ladder. Follow the path to the treasure room. Follow the path to a wind lift, then flip the switch to bring down the barrel. Don the disguise one last time, then pick up the barrel and venture into darkness. Crack a firefly, then go forward around a pillar. Throw the barrel at the crack in the wall, then go down the ladder. Go forward to General Scales and the SpellStone. A cutscene will play; General Scales will disappear, the SharpClaw will leave with the SpellStone, and you must follow them.

- SpellStone Speedbike Struggle -

This is rather simple, actually. Ram each of the SharpClaw bikes until it explodes before you run out of gas. Destroy the one with the SpellStone and this will be over. Hit the dash pads to gain fuel; cut corners and avoid falling objects and mines to keep up. Once you have the SpellStone, you will return to Dinosaur Planet.

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4.43 - Returning The Stone

- The Krazoa Flames -

Once you return to ThornTail Hollow, head to Cape Claw (see section 4.41 for directions). Upon arrival, go down the wooden walkway to see two SharpClaws hassling a LightFoot. Defeat them both, then talk to the LightFoot. After giving you some lip, a cannon will convince him to give you the Fire Gem he has. Swim to the stone walkways, then go to the top and right. Climb the ladder, then cross the platforms to the SharpClaw pad. Use the disguise to open the gate and go inside. In the water room, have Tricky stand on the switch on the pillar to raise another pillar. Use that to jump up to the platform, then activate the switch, which will cause a waterfall to stop. Go back outside. Dive into the water, then go around the stone platform to where the waterfall was. Enter the cave, then go with the flow, avoiding the whirlpools, to a ledge. Jump down, then enter the next room. Put out the fire and grab the Fire Gem, then the room will fill up with water, and the door to the temple will open. Go out the new opening, then go up the stone platforms and into the temple. Place the two Fire Gems in the two Krazoa heads; one will light, but the other will not. Turn around and head toward the switch. Activate it to bring down a pillar. Have Tricky stay on it, then raise it again. Have Tricky burn the flames, then the other Fire Gem will light (even at night, oddly enough) and the door will open.

- Entering The Temple -

Go in (wait: how did Tricky get down?), and follow the path to the next room. Go to the left and go up the ramp to the other side, then turn around and shoot a switch high up on the wall; the water level will rise. Go to the left or right (doesn't matter) and follow the path to the thorns. Make Tricky burn them, then push the block into the water. Shoot the switch again to lower the water level, then push the block on the switch to make the gate open; go up the ramp on your right and through the gate. Follow the path to the area with no ceiling. Go to the back of this room and up two ladders on the right. Defeat the

SharpClaw, then use your SpellStone to gain access.

- Ocean Force Point Temple -

Head forward into the first room. Go up the ramp and have Tricky stand on the switch. Take a good look at this pattern, as the lit squares indicate which of the panels you are about to cross will NOT electrocute you. Remember: a square on the far left FACING THE WALL corresponds to a panel on the far left FACING THE PANELS. Also note: if Tricky is not on the switch, they will ALL electrocute you. Anyway, use this to cross the panels. At the other end, defeat the SharpClaw, then face left, go in the water, then enter the area to the left. Get on the platform, then jump to the walkway (caution: slippery). Go up all three paths you see to activate three switches and obtain two Fuel Cells. Go out of this area, then around to the back of the big square platform. Climb up, then go forward and collect two Fuel Cells. Then, light the orb with your Fire Blaster and the correct color flame, then warp to the next area.

In here, go through the big big big doors, then go left through to the next room. In this water-filled room, head left to the platform, then activate the switch to lower the water level. Go to the spot between the door and the path and activate the switch to open a door. Turn around and go left to a SharpClaw pad; use the disguise to activate it and open up a door to a block. Go around to the other side of the central structure, get the block and put it in the crevice on the side to the left. Climb up and go back to the switch to raise the water level, then turn around and go through the door to the next room.

In here, go directly left and have Tricky light the well-hidden furnace to make the platform in the center rotate. Your next task is to use the Krazoa heads up top to dump water on and extinguish the four flames. Once you've done that, you'll go into the next room.

This room will have a block and pseudo-maze in the center. Go to the back side and shoot the block with Fire Blaster, then go counterclockwise one side and shoot it. Continue turning counterclockwise and shooting until the block is properly in its place. This will activate a Rocket Boost Pad in the next room.

Go back into the first room, then use the Rocket Boost Pad to go up. Follow the path until you reach a room with a multicolor flame and an orb. Shoot the orb with a green flame to make a bridge appear, then cross it and warp to the SpellStone chamber. Place your SpellStone.

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4.44 - The Third Krazoa Spirit

- LightFoot Attack -

Go back to the Hollow. Or try, anyway, because you'll be ambushed at LightFoot Village. When you regain consciousness, you'll have a talk with the LightFoot chief, and then LightFoots (LightFeet?) will try to stab you with spears. A CloudRunner has come to assist you, however; press A when the red bar is within the green area, and the CloudRunner will burn a LightFoot. After they are all burnt, you'll be untied.

- Wood Carvings -

Turn around and jump down from the dome. Follow the wall going

clockwise until you find some digging ground. Have Tricky dig up a circle Wooden Block Carving. Keep following the wall into the water until you reach dry land again. Have Tricky burn the thorns, then go in and dig up a square Wooden Block Carving. Get out of this small area, and once again follow the wall into the water to dry land. Here, dig up a triangle Wooden Block Carving. Go back to the platform you were on originally (there's a ladder). Go around the edges, placing the carvings in their respective holes to raise platforms. Once all three are placed, go and cross the leftmost bunch of platforms. Use the Rocket Boost Pad to go up, then follow the path to Chief LightFoot. You will talk about Krazoa Spirits, then you will have to take the LightFoot Tests.

- LightFoot Tests -

Chief LightFoot will give you a choice of which to do first, but you'll need to do both anyway to gain access to the Krazoa Shrine.

-- Tracking Test: You will have to find and activate four totem poles in under 2:30.

Pole 1: Backtrack along the paths you took to reach Chief LightFoot and you'll find this one.

Pole 2: Go to where you found the square block carving, then use the Rocket Boost Pad to go up to the second pole.

Pole 3: Drop down from the second pole and go left. Cross the platforms to this pole.

Pole 4: Go to where you found the triangle carving and go left into the water towards the tall tower. Climb it to reach the final pole.

-- Test Of Strength: Rapidly press A to try and push MuscleFoot into the pit. This is easy if you can press A fast enough, but not too fast. If you find the happy medium, MuscleFoot is a piece of cake. If you don't, and he starts pushing back, mash the hell out of that button.

After both are completed, Chief LightFoot will make you an honorary member of the tribe and open the way to the underground chamber, which holds the Krazoa Shrine.

- Little Children Lost -

Before you enter the Krazoa Shrine, go visit the huts that were empty before you took the LightFoot tests. Each one will now hold a parent who has lost her children. You must go find them.

The first set of children is in a tree outside of the village. Shake the trees with your staff until you find them. This will open up the entrance to a hut that holds two Fuel Cells.

The second set is in the wooded area where you activated the second totem pole. Get them off the ledge. This will make three more SharpClaw crates appear.

The third set is in the underground dome where the Krazoa Shrine is. Shoo them out of the entrance. This will make a Rocket Boost Pad appear where you found the triangle carving. It leads up to a ledge with a BafomDad, a Fuel Cell, and a well.

- Underground Dome -

In here, go around to the ladder and climb down. Turn to the left, climb the blocks and stand on the switch to make the pictures on the large totem pole start rotating. Use the Fire Blaster to stop the sections at the point in which the picture faces the same way as the section on the bottom. Once the picture is complete, the path to the Krazoa Shrine will open. Go in and warp.

- Krazoa Test Of Fear -

Go forward and destroy the crate to the right. Use the Rocket Boost Pad hidden underneath to go up, then go to the first area. In here, step on the switch, then run across, avoiding the flames, and through the gate before it closes. In the next area, step on the switch and the gate will open; the water level will also start to lower. Quickly jump in and swim to the other side while trying to avoid spikes. Climb the ladder and enter the last area. Climb down the ladder and step on the switch to open the gate. Climb up the slope, avoiding barrels, to enter the Spirit area and take the Krazoa Test of Fear, where Fox will face his worst fears (dinosaurs? fire? you'd think Fox was a bit more complex). For this, keep the red line in the green area with the control stick, which is harder than it sounds. During particularly scary parts, the red line will veer off suddenly, so you need to fight to stay in control. Once the nightmare is over, you'll receive the third Krazoa Spirit.

- Pit Stop -

Exit LightFoot Village, then use the Rocket Boost Pad in front of you to go up to the upper ledges. You can collect two Fuel Cells up here.

- Return The Spirit -

Go back to the Hollow, and have the WarpStone take you to Krazoa Palace. This time around, you'll start out ahead of the nasty stuff. Go forward onto the rising platform, then go forward and left. Use the central wind lift to go to the second-from-the-top wind lift. Go onto the platform, then go around until you find a SharpClaw pad. Don the disguise again to activate it, then go in and release the Spirit.

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4.5 - SpellStones And Spirits, Part 3

You're halfway there; pat yourself on the back. Your next stop is the Walled City, the EarthWalkers' home, which General Scales has overrun with RedEye (read: T-rexes). Not good...

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4.51 - The GateKeeper's Seal

- My Eggs! -

After returning from Krazoa Palace, take note of a wailing ThornTail mother. Go talk to her to discover some creatures are trying to steal her eggs. Go inside and defend her eggs by hitting the creatures with your staff; when things get really ugly, use Ground Quake. Defend them until time runs out, and she'll open a way to get the Portal Device Upgrade. Talk to her after getting the Portal Device and she'll tell



Tricky to go to his mother.

- The King EarthWalker's Secret -

Go to the Queen EarthWalker, and she will tell Tricky that his father has been taken prisoner in Walled City, and that he is the GateKeeper. He put his GateKeeper powers behind a Portal wall. Go and open the Portal to open the gateway to Walled City. Get in your Arwing again and head off. The trip requires 12 Fuel Cells.

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4.52 - Walled City

- Arwing Mission -

Fly through 7 Gold Rings to open the Force Field.

Not too hard, not too easy. Rings are in interesting places, and new obstacles are introduced, such as the opening and shutting gate.

- Ring #1: In the pillared structure slightly to the left.
- Ring #2: Upward in a circular rock.
- Ring #3: An X ring before the opening and closing gate.
- Ring #4: In a circular rock after the enclosed area.
- Ring #5: In another circular rock off to the right.
- Ring #6: Veer off to the left after #5. In another circular rock.
- Ring #7: To the right in the enclosed area.
- Ring #8: To the right, otherwise in plain view.
- Ring #9: X ring way the heck off to the left after #8.
- Ring #10: X ring in plain sight at the end.

- Sun And Moon Furnaces -

Upon arriving in Walled City, head across the bridge toward the large temple. Do not attempt to battle RedEye; that comes later. Now you must light the Sun and Moon Furnaces. If it's day, or about to be day, start with the Sun Furnace; likewise, if it's night, or about to be night, start with the Moon Furnace. Seriously, it's easier this way. Anyway, for either one, go towards the furnace (the Sun Furnace is directly left; the Moon Furnace is right and then left), then do a Ground Quake on the brown switch in front of it. Then, head towards the front of the temple, then climb to the second level (for the Sun furnace, take a first turn left; for the Moon furnace, take a first turn right), avoiding walls that try to push you off, and enter the first entrance (the Sun Furnace has orange flames; the Moon Furnace has blue flames). Avoid flame/ice jets, then run up to the furnace and have Tricky light it. The correspondence of time of day and furnace makes sure that the paths are essentially the same. Once both of them are lit, an entrance will open up at the back of the temple. Go inside to meet the King EarthWalker.

- Sacred TEETH? -

The King EarthWalker does not have the SpellStone, but the RedEye King apparently does. To reach him, you must return the two sacred teeth (why teeth?) to the statues behind him. Go outside again, and cross the bridge in front of you.

- River Ring Race -

Go to your left after crossing the bridge, and fire at the switch in the tree next to the EarthWalker, lighting a fire. Go to the other end of this area to find another EarthWalker and tree. Fire at another switch to light another flame. Head toward the Sun Furnace and follow the path behind it to another EarthWalker, tree and switch. The last EarthWalker, tree and switch are near the Arwing. After hitting the fourth switch, a ring will appear in the river. Go to the waterfall, jump in the river and swim through the ring. This will trigger a river race through more rings. At the end is a building that holds the silver tooth.

- Kick Some RedEye Rear -

Go back to the area where the first switch was. Go toward the right, and have Tricky burn some thorns, then climb a wall. In the soil, plant a Bomb Spore and blow it up, then drop down and receive the Super Quake. You are now ready to battle the RedEye. To defeat one, use the Super Quake, then throw a barrel at it, or hit it with your Fire Blaster. After all four have been defeated (by what my brother calls useless slaughter - and I'd have to agree), a Life-Force Door will open. Go again across the wooden bridge and climb the hill to the building to get the Gold Tooth. With both teeth in hand, head to the King EarthWalker and place the teeth in the statues, opening the path to the RedEye King.

- RedEye King -

To defeat this giant, you must first use your Fire Blaster on a switch, opening a gate. Grab a Fuel Barrel and then get to a lit electricity switch, facing clockwise. When the RedEye King sees you, it will roar; right when it finishes (or, ideally, about a half-second before), stand on the switch. The RedEye King will be electrocuted; after he falls, throw a Fuel Barrel at its head, then run and hide. Wait until he goes around once, and the panels will appear again. Do this three more times and you'll get the third SpellStone.

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4.53 - Returning The Stone

- Volcano Force Point Temple -

Return to the Volcano Force Point Temple and make your way through to the lava-filled room where you use the SpellStone a third time (everything's been done already up to there) (stop in the room with the conveyor belt to get two Fuel Cells). In here, use your SpellStone on the far pad, then turn around, go a bit left and drop down to a moving platform. Cross the platforms, putting out fires, until you reach the climbable wall. Climb it, then go left and up to a Fuel Cell, then go through the door. Dodge the fire jets, then use the elevator to go up.

In here, climb the ladder, then extinguish the flames in this order: blue, green, red, yellow. The door will open, so follow the path and go through. defeat the SharpClaw to make a switch appear, so have Tricky stand on it, then climb the ladder. at the top, put out the fire, then activate the switch. Climb back down and go through the door you just opened.

In this room, have Tricky stay on the switch to make the flaming platform move. Go to where it is closest to you, then put out the fire when it gets near. Jump on, then use the colored flame to light the

three orbs. Once that is done, go through the door. Warp to the SpellStone chamber, then lay yours to rest.

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4.54 - The Fourth Krazoa Spirit

- Agh! Birds! -

When you return to ThornTail Hollow, a large amount of birds will begin attacking the ThornTails. To save them, you need to shoot the three birds over the heads of each with your Fire Blaster. Save all six and you'll get the Large Scarab Bag.

- The Most Expensive Item -

Get 130 Scarabs, then go into the ThornTail Store and buy the SnowHorn Artifact (you can get it for 110 Scarabs). Go back to the SnowHorn Wastes, and get to the water with the floating platforms. Go to the right before this, and hit the switch to activate another platform. Hop across the platforms to two Fuel Cells, then continue on to the blue SnowHorn. Go behind him and melt the ice, then give him the SnowHorn Artifact. He will thank you and summon a Dinosaur Horn pad. He will then ask you to take the challenge.

- The Dinosaur Horn Challenge -

Assign the Dinosaur Horn to Y to save yourself some hassle, then blow it to start the challenge. Quickly run behind the SnowHorn to the next pad. Blow the horn, then go right and down the hill. Fire your Fire Blaster at the creature in the tree to knock it over, then continue across and go left to the next pad. Blow the horn, then go right and down the hill. At the end, jump down to the next pad. Blow the horn, then go to the next pad at the other end of this area (near the BribeClaw). The next pad is next to Garunda Te, so go forward, then right through the gate, and left up the hill to the pad. Blow the horn, then go down the hill to the end of the fence on the left. Go left and around the fence and forward. Shoot the creature in the tree to knock it over, then cross. Climb up the wall to the final pad and blow the horn. A gate will open near where the third pad was. Look around the small platform you're on for two Fuel Cells, then jump onto an ice floe and go down the river to the end. You'll find a well, and you can follow along the ground to another Fuel Cell. Then, go back to the floating ice platforms where you started the challenge. Follow the challenge path to where the third pad was, then go left and across the river to the blue SnowHorn. Go in the cave and collect two Fuel Cells, then warp to the Krazoa Shrine.

- Krazoa Test Of Strength -

Go forward, then up the ladder. Go into the first area and kill the two birds with your Fire Blaster, then turn around and pick up the barrel. Go back into the room and carefully walk across the narrow, slippery walkway. At the end, throw the barrel at the crack in the wall. Go back and bring another barrel across, then enter the next room. Put the barrel down on the pad, then hit the switch. A barrel transport should come pick up the barrel and attempt to navigate it through fire jets. Hitting the switch will change the jets, so use it at the right times to get the barrel through safely (rule of thumb: use it when the transport is moving sideways). Once it's on the other side, swim across to meet it, avoiding whirlpools. Pick it up, then throw it across the

wind lift ahead into the next room. Go across, but don't pick up the barrel yet (if you did before reading that, put it on the barrel pad). Go into the room and defeat the SharpClaw, then pick the barrel back up and throw it at the crack in the far wall, timing it so the fire jets don't hit it. Go in to take the Krazoa Test of Strength. You have to repeatedly press A to turn the turnstyle thing 180 degrees. Although there is a SharpClaw fighting against you, this is incredibly simple. Once you've done this, you'll receive the fourth Krazoa Spirit.

- Return The Spirit -

Go back to ThornTail Hollow and have the WarpStone take you to Krazoa Palace. Once there, go forward to the rising platform, then go forward and left. Take the wind lift to the lowest of the other wind lifts. Get on the platform, then walk around to the Portal. Use the Portal Device, then go in and release the Spirit.

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4.6 - SpellStones And Spirits, Part 4

Ok, three SpellStones down and only one to go! Problem is, it's hidden in Dragon Rock, a mutant wasteland. Prepare for a real test of skill.

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4.61 - The Silent ThornTail

When you get back to the WarpStone's garden, you will talk about Dragon Rock, and The WarpStone will tell you to go to the ThornTail with no voice. Go to the ancient well and talk to the ThornTail. After a brief chat, he will reveal that he is the GateKeeper and open the gateway to Dragon Rock. Hop in the Arwing and go there. The trip requires 15 Fuel Cells.

- - - - -  
4.62 - Dragon Rock

- Arwing Mission -

Fly through 10 Gold Rings to open the Force Field.

This isn't as difficult as one would expect. Lots of enemies, sure, but the rings are relatively easy to find.

- Ring #1: In plain sight in the middle of the screen.
- Ring #2: A little bit down in the cylindrical structure.
- Ring #3: To the left after the opening and closing gate.
- Ring #4: Go to the right side after #3.
- Ring #5: X ring in the exit from the enclosed area. Impossible to miss.
- Ring #6: High up and slightly left after #5.
- Ring #7: After #6, close to the ground and slightly left.
- Ring #8: Slightly left in the cylindrical structure.
- Ring #9: Moving from left to right after #8.
- Ring #10: In the center of the last cylindrical structure.

- HighTop Tower -

Upon arriving at Dragon Rock, head for the tall building you see towards your left - HighTop Tower. Climb the ladder, but be careful of the flame jets. At the top, go to your right, climb the ladder and cross the platform (the flame jets won't hurt you). Climb down the

other side, follow the path, and pick up a barrel. Backtrack to a barrel pad, set down the barrel, and hit the switch, activating a barrel transport. Quickly climb the ladder and step on the first switch. When the barrel has passed, run to the second switch and stand on it until the barrel passes that as well. Follow the barrel until it is put down, then pick it up and throw it at the wooden barricade. Follow the path to revolving flames; avoid these, find the switch and activate it. This will free an EarthWalker back on the ground.

- EarthWalker Rampage -

Exit HighTop Tower and go to the other side of the plain, where you will find an EarthWalker. You will talk, then you must climb on and destroy four shield generators for the four robots (use the Tusk Attack with A). They are located:

1. Directly to your right as you start, there is a robot next to a rock. On the rock is a green crack; destroy it.
2. From here, go towards HighTop Tower and enter the area to the right of it. There is a green crack on a wall.
3. Exit here, and head toward the central tower. There should be a green crack right in front of you, heading directly from HighTop Tower.
4. Finally, head to the robot and rock next to the Arwing. There is a green crack on the rock.

Dismount from the nearby area, and proceed around Dragon Rock, destroying the four robots with your Fire Blaster (4 hits each should do it). A door at HighTop Tower should then open up.

- Freeing The HighTop -

Head back to HighTop Tower and enter the door on the right side. Once inside the area with the HighTop, use the Rocket Boost Pad near the HighTop's legs. Move around the platform to the HighTop's head, and then use your Fire Blaster to QUICKLY hit all four switches. Once you've done that, the HighTop will be free. You will then cross the plain on the HighTop's back. Use your Fire Blaster (now with the A button) on the incoming missiles. The staff meter has no authority here, so fire like crazy if you so desire; at some parts (like when you have a full 20 missiles heading your way at once), it may be necessary. Once you reach the end, the HighTop will open a new area.

- Freeing The CloudRunner -

Enter this new area, and defeat the enemy creatures by freezing them, then striking them with your staff (tip: if you are locked onto them, you can move while you use your Freeze Blast). Once all three are defeated, a Life Force Door will open, but don't bother with that yet. Head to the back of the area and have Tricky stay on the switch, which will make a barrel transport pick up the barrel. Quickly get in front of the cage area (ideal shooting angle) and hit the switches to put out the fires before the barrel gets to them. Once the barrel reaches its destination, go towards it and climb up the ladder (if the transport does not let go of your barrel, stand on the switch, and it will). Pick up the barrel and face the wind tunnel. Throw it in so it reaches the other side and doesn't hit the flames (if it doesn't make it to the other side, jump in after it and nudge it along by moving into it). Do

this with two more wind tunnels, then pick it up, cross the bridge and destroy another barricade. Go in and hit the switch to make the cage start swinging. Once it's in front of the furnace, stop it again. You must now go down and enter the area from below. Use Tricky's Flame command to burn the cage rope. Once you do this, the cage will come crashing down and open, they will talk, and then you can climb on the CloudRunner's back.

- Destroying The Spires -

You will now be on the CloudRunner's back. This is very similar to being on the HighTop's back; fire at the missiles, then, when they are gone, fire at the red spire. You will do this for four spires. If you don't destroy the spire first time around, that's okay, you'll keep circling until all four are gone. You will then enter the central tower.

- Boss Drakor -

Exactly like being on the CloudRunner. Fire your shots at Drakor. If he fires missiles at you, destroy them; if he lays a mine, destroy it; and if you're heading into flames, hit a switch quickly. This battle shouldn't be too much of a problem. Once you've defeated him, you'll collect the final SpellStone.

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4.63 - Returning The Stone

- Locked Out -

Upon re-arrival in ThornTail Hollow, go to Cape Claw (for directions, see section 4.41). You'll notice that the SharpClaw boarded up the entrance to the temple while you were away. Head towards where Queen CloudRunner used to be, then enter the small cavern on the right and use the Portal Device, then extinguish the flame with Freeze Blast. Then, head forward and take hold of the cannon. Blow up the barricade, then blow up a rock near the HighTop's platform, uncovering a staff energy meter upgrade. Once you go and obtain this, enter the temple.

- Ocean Force Point Temple -

Follow the path until you reach the area with no ceiling. Go up the ladders, then go along the platform, use the SpellStone and enter. At the end of the path, have Tricky stand on the switch, and then use this as a reference to cross the path (remember: a light on the far right FACING THE SWITCH corresponds to a pad on the far right FACING THE PATH). After crossing, defeat the SharpClaws, then face the platform to your left, swim around to the other side, climb up and transport to the next part of the temple.

Head through the doors in front of you, then enter the water and climb aboard the platform on the left. Follow the path. In the next room, turn left and push the block forward, then push it to the left so it fits in the small space between the raised bit and the platform. Climb up and hit the switch to open the door. Then, jump to the platform further left, break the box, and use the SharpClaw Disguise on the pad to open a door with a switch. Go to the middle of the platform, then jump to the switch and activate it to raise the water level; you can now go through the door.

In this next room, activate the switch to make the platform in the center rotate. You must now hit the switches to make the Krazoa water things dump water on the flame with the corresponding color. Once this is done, you will go onto a new path. Continue to another room with a block and a pseudo-maze in the center. Go to the opposite side and shoot the block, then turn clockwise one side and fire again. From here, keep turning counterclockwise (repeat: COUNTERCLOCKWISE) one side and firing until the block is in the correct place. This will activate a Rocket Boost Pad.

Proceed through the small door and use the Rocket Boost Pad to your left. Go through three tunnels, then fire your Fire Blaster through the flame so it shoots through when it's blue and hits the orb. A bridge will appear. Go across and warp to the SpellStone area, where you need to place the final SpellStone. But wait...the planet's not back together yet? Peppy will pop up and tell you there was a Krazoa Shrine in Walled City, so that's where you'll be going next.

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4.64 - The Fifth Krazoa Spirit

- Of Course! The Spirits! -

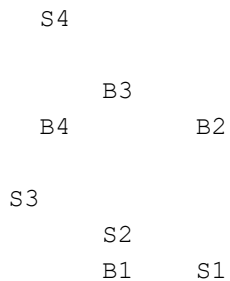
Go back to ThornTail Hollow, where the Queen EarthWalker will be waiting for you. The two of you will conclude that the Spirits are needed, and Tricky will mention Walled City again. Before you hop in the Arwing, though, go to the Store and buy the Hi-Def Display Device if you haven't already (you can get it for 17 Scarabs). Then, it's off to the Walled City!

- Return To Walled City -

After the Arwing mission, you'll arrive in Walled City again. Go towards the temple and talk to the King EarthWalker. He will explain why the spirits are needed, and tell you to get the Sun and Moon Stones and return them to the temple. After the chat, head right and cross the bridge to the Sun temple.

- The Sun Stone -

You will see an arrangement of blocks and sun symbols like so (a B notates a block, an S notates a Sun symbol):



Push B1 into S1, then push B2 into B1, then into S2. Push B3 into B2, then into S3. Finally, push B4 into S4. (Alternately, push B1 into S2, B2 into S1, B3 into B1 then S3, and B4 into S4). This will cause a sun symbol atop a tower to open, so climb up onto the path that doesn't slant, stand on the sun symbol in front of the tower, then press A to go to the top. Stand in the center and look through the hole, then zoom in on a bright light. A door will then open at the bottom of the tower.

Go back down and enter the tower. Freeze the fire bats, then look at the block problem you've been presented with. Take the block in the middle, and pull it out onto the left path. Then take the block on the right and place it in the now vacant center hole. Put the block that you put on the left path and place it in the center path again, then put the block on the left into the hole on the right. Finally, take the final block and place it in the final hole, then advance to the next room.

Stand on the switch in the center, then use Super Quake to open a door and start a timer. Go to the right and activate the switch, then go back to the first switch and enter the doorway. Go left, then forward, then follow the path, put out a fire, and hit another switch. Go back and take a right as soon as you can. Take the second right and use your Fire Blaster on the switch, then go back to the first right and take it. Go right once more, then have Tricky burn away some thorns, then hit the last switch and follow the path through the door. Use your portal device, and you'll come across one more room.

This room has a rotating disk on the back wall with a hole that will reveal switches from time to time. Hit the left switch first, then the top, then the right. A new walkway will appear, with some fire jets. Cross, then get the Sun Stone and leave.

- The Moon Stone -

Upon leaving, go to the other side of the big temple and cross the bridge to some more blocks, arranged like so (M notates a moon symbol):

```
M3      B3
          M2
          M4
          B2
B4M1     B1
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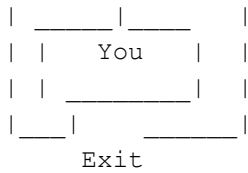
Push B1 into M1, then B2 into M2, then B3 into M3. Then push B4 into B3, then into B2, then into M4. (There's another way to do it, but I forget. If you find it, e-mail it to me.) A moon symbol will open on top of a tower. Climb onto the unslanted platform, then step on the moon symbol in front of the tower and press A to go up. Stand in the center and look through the hole, then zoom in on the bright light. A door will open on the bottom of the tower, so go back down and in.

In this next room, hit the switch to make a door open, but gates will start rising and lowering, and now the platforms will fall. Wait until the first gate is down, then go through and slowly walk across platforms until the gate goes down, remembering to leave a path to the gate clear. Do the same for the last gate, then go through the door.

Here we have a seemingly empty room, save a switch in the center. Once you use Super Quake, though, the door will open, and you'll find yourself in a maze with invisible walls! Here is a rough outline of the walls:







After you get through, use your Portal Device again and enter the next room. Again, there is a rotating disk and switches. Hit the left, then the top, then the right switches. Cross the walkway and avoid the ice jets, then collect the Moon Stone.

- Almost There... -

Go back to where the King EarthWalker was on your first trip to Walled City. Place the Sun and Moon Stones in their respective places, then climb to the top of the temple and enter the Krazoa Shrine.

WARNING: IF YOU SAVE AFTER GETTING THE FIFTH KRAZOA SPIRIT, YOU WILL NOT RETURN TO ANY OF THE FLOATING WORLDS OR TO THORNTAIL HOLLOW. YOU WILL ONLY HAVE ACCESS TO KRAZOA PALACE.

- Krazoa Test Of Intelligence -

Go forward, then climb up the ladder and enter the first area. Step on the switch, then cross the jets of air, avoiding the fire jets, and go through the door. In the next area, cross to the platform, then extinguish the fires. Go to the other side, then turn around and fire at the switch to open the gate. In the last area, step on the switch, then cross the air jets, avoid the spinning flames, and go through the gate to take the Krazoa Test of Intelligence. Here, you must match the items with the area from which they came.

- 1     4
- 2     5
- 3     6
- You

- 1 = Walled City - Goes with Gold Tooth
- 2 = DarkIce Mines - Goes with Dinosaur Horn
- 3 = Space - Goes with Meteor
- 4 = Moon Mountain Pass - Goes with MoonSeed
- 5 = LightFoot Village - Goes with Totem Pole Section
- 6 = CloudRunner Fortress - Goes with Flute

After getting this Spirit, you'll need to say goodbye to Tricky (free!) and return to Dinosaur Planet.

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4.7 - Krazoa Palace

The end is near, you can smell it in the air. Prepare to be dumbfounded as the plot twists and the true enemy is revealed...

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4.71 - The Final Spirits

- Returning The Fifth -

You'll land on top of Krazoa Palace instead of in ThornTail Hollow. Go down the wind lift away from the Arwing, and drop down to the second

floor from the top (excluding the roof). Go around to your right until you meet a passageway. Follow the path, cross the wind lift, continue to an outdoor area, defeat the SharpClaw, and release the spirit.

- Battle General Scales -

Go back to the roof, and then go into the newly opened gazebo-type structure and warp. Go through the door, which will then shut behind you with a life force seal. Climb on the platform and go into the center. General Scales will then appear and challenge you. Strike him once with your staff, and then a cutscene will take place. A mysterious entity will demand that Scales give up the final Spirit, and General Scales, ambushed by his own SharpClaws, has no choice. Fox gets the last Spirit, General Scales apparently dies, and you go back to the roof.

- Revive Krystal -

Back on the roof, go and release the final spirit.

WARNING! THE ULTIMATE SPOILER LIES AHEAD! READ AT YOUR OWN RISK!

The six spirits will then enter Krystal's body, then into the large Krazoa statue. Krystal will be released, and the head of the Krazoa statue will begin to fly and name itself leader. Krystal takes her staff back and uses Fire Blaster, but Fox decides to get bigger ammunition. He hops into his Arwing and flies after.

-----  
4.72 - The True Enemy Revealed

Fox will now be in space, chasing the head, when it turns around and is revealed to be Andross! He then turns around again, and you shall battle him. First, he will fire a circular beam from his mouth. Fire at his eyes and at the diamond in his head. Once those are gone, he will turn around. He will swipe at you with his hands, then try to crush you between them; shoot at the diamonds in the center of them. He will next exhale meteors at you; destroy them, and fly through the silver rings. Then he will inhale; keep turning hard left or right and spinning. If you get eaten, you'll be spit out the Krazoa side and it'll start again. Once his hands are destroyed, he will turn around again.

This time, in addition to the beam, he will fire missiles at you after. Keep shooting his eyes and the diamond in his head. He will turn around once more; he swipes again, but after he inhales, he will shoot a circular beam from his hands.

He will then inhale and you can't get out of it. Falco (where did he come from?) will then shoot a bomb at him. He'll say hi, then the battle continues. He'll exhale, then fire missiles, then exhale again. During the second exhale, Falco will supply you with a bomb. When Andross inhales, shoot the bomb in his mouth, then fire at his brain. Continue until he is defeated. Congratulations, you've beaten the game!

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5 - The Other Stuff

This section is anything that didn't get mentioned in the walkthrough. Or maybe it did. Either way, it is referenced again here in case

someone just wanted this information.

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## 5.1 - ThornTail Store

The ThornTail Store is a key area in the game, as you need to buy several key items. You will be able to negotiate prices with Shabunga, the storekeeper. There are three main rooms in which you purchase things:

Blue room - Perishables

Buy: Bomb Spore, Dumbledang Pod, Dumbledang Pods, Firefly, Fuel Cell, Grubtub Fungus, Pukpuk Egg, Pukpuk Eggs

Red room - Special Goods

Buy: Bafomdad Holder, Cape Claw Map, Dragon Rock Map, Firefly Lantern, Hi-Def Display Device, Krazoa Palace Map, Ocean Force Point Map, Rock Candy, SnowHorn Artifact, Tricky's Ball

Purple room - Maps

Buy maps of: CloudRunner Fortress, DarkIce Mines, LightFoot Village, Moon Mountain Pass, SnowHorn Wastes, ThornTail Hollow, Volcano Force Point, Walled City

I have a price guide posted on GameFAQs (and there should be one on Neoseeker.com, too) that lists listed prices and lowest prices for all items.

Also in the ThornTail Store is the Scarab Room (entrances on either side of the exit). In here, you wager up to 10 Scarabs, then Shabunga will throw them on the ground, along with an equal number of regular bugs. Grab all the Scarabs in the time limit without touching the other bugs and you'll win that many Scarabs; fail, and you'll lose that many Scarabs.

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## 5.2 - Cheat Tokens And The Game Well Maze

Scattered about Dinosaur Planet are exactly eight wells. Into each one you can throw in 20 Scarabs in exchange for a Cheat Token. These can then be dropped into the Token Well in the WarpStone's Game Well Maze, and you'll get cheats. Four of the wells give you clues about later stages in the game; the other four will provide cool cheats to make the game more fun; none of them make the game easier, however. Here is a list of the well locations.

ThornTail Store: Right in the middle of the center area. This Cheat Token will open up a credit-viewing option.

Ice Mountain: Warp here and go to the other end. Plant a Bomb Spore and blow it up to open up an area with a well. This Cheat Token will open up the Sound Test.

Moon Mountain Pass: On the ramps leading up to the Krazoa Shrine, you'll see a MoonSeed patch. Plant one and make it grow, then climb up to this well. This Cheat Token will allow you to see Dino Language words in cutscenes instead of just - Dino Talk -.

Cape Claw: When you're able to take the cannon, shoot at the piece of wall underneath the wooden walkways heading out of Cape Claw. You'll

open up a cave that leads to a well. This Cheat Token lets you view the adventure in a sepia tone (browns and whites).

The following wells give you hints about future parts of the adventure:

SnowHorn Wastes: At the end of the river.

LightFoot Village: Use the Rocket Boost Pad where you found the triangle carving after saving the children. It will be on this platform.

Volcano Force Point Temple: The second time you go, before you go on the bridge that requires you use the SpellStone the first time, go down to the left and make a MoonSeed grow. The well will be up here.

Ocean Force Point Temple: The second time you go, after you cross the electric panels, go to the right until you reach the Portal. Use the Portal Device, and the well will be just beyond.

When you receive (a) Cheat Token(s), go to the WarpStone and choose to enter the Game Well Maze. To reach the Token Well in here, go down the ladder, then go the following directions at intersections: forward, forward, left, right, forward, left, right, left, left. Throw the Tokens into the well to activate cheats.

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### 5.3 - Fuel Cell Locations

There are 78 Fuel Cells in the game, excluding what you can buy at the ThornTail Store. You will need a total of 42. Take note that there are no Fuel Cells on the floating worlds, seeing as ROB transported them to the planet. That said, here they are.

-- ThornTail Hollow --

Climb up the platform to the right of the Queen EarthWalker's residence, then, at the end, plant a Bomb Spore next to the wall and blow it up. An area will open up with 3 Fuel Cells.

Get on the platform mentioned above, but jump across to the next, then turn right and jump to the rock to find 2 Fuel Cells.

In the small area with the ThornTail just before you head for LightFoot Village, there are 2 Fuel Cells on the ledge.

Behind the Queen EarthWalker is a lone Fuel Cell.

Go all the way around the WarpStone's garden to a Bomb Spore patch. Plant a spore and blow it up, then go in to get 2 Fuel Cells.

There is a Bomb Spore patch underneath the waterfall. Plant one and blow it up, then go in to get a total of 4 Fuel Cells.

To the right of the entrance to the ThornTail Store is a Rocket Boost Pad. Use it to get on the ledge, then go left to 2 Fuel Cells.

In the well, in the room before the ThornTail, use a Rocket Boost Pad to boost yourself up to 2 Fuel Cells.

At the ThornTail Store, there is a massive supply of Fuel Cells for

sale. Buy them for 8 Scarabs each.

-- Ice Mountain --

At the far side of the Ice Mountain area, there is a weak wall and a Bomb Spore patch. you can use a Bomb Spore to break the wall, but a Fuel Barrel will work just as well. Inside is a well and a Fuel Cell.

In the area where you start the bike race, there are 2 Fuel Cells.

-- SnowHorn Wastes --

In the ice field, there are 2 Fuel Cells on a ledge. Push the ice block underneath to reach them.

To the right of the floating ice platforms that lead to the blue SnowHorn is a switch. Activate it to raise a platform that gives access to 2 Fuel Cells.

After going down the slope to the area with the BribeClaw, turn left to a crack in the wall. Have Tricky dig through to open up a path to a Fuel Cell.

Halfway through the water cavern leading to ThornTail Hollow, climb onto the platform and use the Rocket Boost Pad to go up. Shoot the switch, then go through the gate to 2 Fuel Cells.

At the end of the river is a Fuel Cell.

At the end of the river, follow the path up the slope to reach 3 Fuel Cells.

2 Fuel Cells await you when you finish the Dinosaur Horn Challenge (sec. 4.54).

There is a Fuel Cell next to the Krazoa Shrine warp.

-- Moon Mountain Pass --

In the gaseous area right before Moon Mountain Pass, there is a Fuel Cell along the edge of the top of the rising wind lift. There is also one in the same location leaving.

When you're climbing the hill with the falling barrels, there is a Fuel Cell to the right in some pink plants.

Before entering the SharpClaw barricade building, turn left to see a Fuel Cell.

In the area with the fallen meteor, there is a ledge near the canyon edge that you can climb up with a MoonSeed. A Fuel Cell waits at the top.

Going up the final slopes before the Krazoa warp, you'll see a MoonSeed patch. Climb up to a well and a Fuel Cell.

Right before the Krazoa warp, go right to see a Fuel Cell.

-- Volcano Force Point Temple (1st Time) --

Before the grate bridge, climb down below via one of the ladders and grab a Fuel Cell.

In the area with the warp to the SpellStone chamber, there is a Fuel Cell on a narrow path going towards the wall.

While leaving, in the room with the conveyor belt slope and falling barrels, use the Rocket Boost Pad to go up to the ledge, then put out a fire to open a gate. Grab the 2 Fuel Cells.

-- Cape Claw --

In the underground cavern on the way to Cape Claw, there is one Fuel Cell on the second to last level, and two on the bottom level. To get there, go down the first two ladders, then jump off the ledge behind the one leading to the seaside. Jump down the other end of this ledge, then finally, carefully jump down to the bridge to get the first. For the other two, climb down the ladder and look around.

Jump off the wooden platform near the entrance to land on an island with a Fuel Cell.

Another island is near the bridge you have to extend. Jump down to a Fuel Cell.

To the right of the Queen CloudRunner's prison is the path to the SharpClaw cannon, but in the room with the water, there is a Fuel Cell buried underground. Have Tricky dig it up.

When returning to place the second SpellStone, go in the room with the gas and the blocks you went in your first trip around. There are 2 Fuel Cells in the far-right corner.

-- Ocean Force Point Temple (1st Time) --

In the area with the three sloping pathways, there are 2 Fuel Cells on the end of the right pathway.

In front of the warp to the second area are 2 Fuel Cells.

In the second area, after going through the giant doors, there are 2 Fuel Cells on a platform at the far end of the room.

-- LightFoot Village --

Right after entering the area in front of the village, turn left to a Rocket Boost Pad. Boost up to a ledge that has 2 Fuel Cells.

In the village, go to where the second Totem Pole was from the Tracking Test (sec. 4.44). Go left along the ledge to a Fuel Cell.

After shaking the children out of the trees outside the village, a hut will open up, giving you access to 2 Fuel Cells.

After getting the children out of the dome, go to where the triangle carving was and use the Rocket Boost Pad to reach a well and get a Fuel Cell.

-- Volcano Force Point Temple (2nd Time) --

In the room with the conveyor slope and the barrels, go up to the ledge via Rocket Boost Pad and use the SharpClaw Disguise to obtain access to 2 Fuel Cells.

After the grate bridge, turn left and climb down the climbable wall. Go along the path, then plant a MoonSeed in the patch. Climb up to a well and 2 Fuel Cells.

In the room where you originally obtained the Freeze Blast, climb up the ladder and cross all the platforms to get a total of 3 Fuel Cells.

In the lava room with the platforms down below, there is a Fuel Cell on a ledge you can climb up to. Once you get up to the door, go left. On the other side of this same ledge are 3 Fuel Cells.

(Note: After you go to Dragon Rock, Fuel Cells lose their importance, so there are no more after that point.)

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#### 5.4 - Bafomdad Locations

Because life is not fair, there is a limited number (33) of Bafomdads. You can carry one at a time before getting the Bafomdad Holder from the store, at which point you can carry 10. Here they are, in chronological order.

##### -- Krazoa Palace (Krystal) --

In the area at the bottom of the first ramp, there is a ladder on the far edge towards the left. Slide down, cross the platforms and climb the next ladder to a Bafomdad.

##### -- ThornTail Hollow --

Close to the river is a buried Bafomdad.

A Bafomdad is buried to the right of the Queen EarthWalker's residence.

Another Bafomdad needs unearthing in the area before the path to Cape Claw.

##### -- SnowHorn Wastes --

In the area where the BribeClaw is, there is a crack in the wall opposite said BribeClaw that leads to a Bafomdad.

In the area mentioned above, there is another buried Bafomdad.

On the far side of the river is a small cave with a buried Bafomdad.

At the end of the Dinosaur Horn Challenge (sec. 4.54) is a Bafomdad.

##### -- Volcano Force Point Temple (1st Time) --

In the room with the conveyor slope, use the Rocket Boost Pad to go up to a ledge. Hit a switch to open a gate and get a Bafomdad.

When leaving, go to the ledge mentioned above and freeze a flame to free a trapped Bafomdad.

-- Moon Mountain Pass --

On a ledge near a Kalda Chom, there is a Bafomdad.

In the area with the meteor, there is a Bafomdad atop a ledge.

When heading up the slopes to the shrine, there is a MoonSeed patch. Plant, grow and climb to a Bafomdad.

-- Krazoa Palace --

At the end of the dark maze, there is a Bafomdad to the right.

-- Cape Claw --

On an island in the middle of the lake, there is a Bafomdad buried.

In the area with the gas and the blocks, there will be a Bafomdad after you return from CloudRunner Fortress.

-- CloudRunner Fortress --

After escaping your cell, you should see a Bafomdad in the cage across the hall.

After you get your staff back, you can free a Bafomdad from the cages.

On the outer ledges of the fortress, you will see a Bafomdad on a stack of boxes.

On the narrow ledge heading towards the treasure room, there is a Bafomdad on a hanging platform.

To the left of the entrance of the darkened area of the treasure room, there is a Bafomdad on an elevated section.

-- LightFoot Village --

Outside the entrance to the village is a Rocket Boost Pad. Use it to go up to some ledges, on which will be a Bafomdad.

After getting the LightFoot children out of the dome, use the newly created Rocket Boost Pad to rocket up to a Bafomdad.

-- Walled City --

Behind the Arwing is a buried Bafomdad.

Behind the Sun furnace, where you find an EarthWalker, there is a crack in the wall. Use a Bomb Spore, or perhaps a fuel barrel, to open it up and get a Bafomdad.

Across the wooden bridge and to the left is another buried Bafomdad.

Near the Bomb Spore Plant is a cracked wall. Blow it up to get a Bafomdad.

-- Volcano Force Point Temple (2nd Time) --

In the room with the conveyor slope, get up on the ledge and use the



SharpClaw Disguise to get a Bafomdad.

After crossing the grate bridge, go to the left, drop down and plant a MoonSeed to go up to a Bafomdad.

Right outside where you found the Freeze Blast, there is a Bafomdad.

-- Dragon Rock --

In the bottom level of where the HighTop is being held, there is a Bafomdad next to the right wall.

After you destroy the cracked wall while freeing the CloudRunner, go right along the ledge to a Bafomdad.

-- Ocean Force Point Temple (2nd Time) --

On the final ledges on the upper level, there is a Bafomdad. You can't miss it, it's in your way as you go to the SpellStone chamber.

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## 5.5 - Staff Energy Meter Upgrades

There are three staff upgrades in the game that increase your staff's energy meter, and here they are:

In the SnowHorn Wastes, on the ice field with the SnowHorn that gives you the Small Scarab Bag, there will be a place for Tricky to dig up the entrance to an upgrade.

In ThornTail Hollow, there is a Rocket Boost Pad next to the entrance to the ThornTail Store. Use it to go up, then plant and blow up a Bomb Spore. In here, shoot the four switches to make the entrance appear.

In Cape Claw, when you have the cannon, destroy a rock near the HighTop's platform. Go to what remains to find a BafomDad and the upgrade.

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## 6 - Frequently Asked Questions

Q: Tricky fell asleep. How do I wake him up?

A: He should just follow along if you run off. If that doesn't work, give him a good whack with your staff.

Q: A key dinosaur fell asleep! How do I wake HIM up?

A: The only way is to wait until morning, as it should be night if a dinosaur is sleeping.

Q: Sometimes your FAQ tells me to jump off a ledge, but when I do, I get hurt! Why do you make me suffer so?

A: To avoid getting hurt after most falls, hold down the X button before you land and you'll roll when you hit and take no damage.

Q: I'm locked out of LightFoot Village! How do I get back in?

A: When entering the LightFoot Village area from ThornTail Hollow, you'll see three trees with bulls-eyes on them. Hit the closest one, then the furthest one, then the middle one, and the gate will open.

Q: Dino Language is so cool! How do I speak it?

A: There is a section in the instruction manual, paraphrased here:

Step 1

Rearrange vowels:

English: A E I O U

Dino: U O A E I

Step 2

Leave all M's the same.

Step 3

Change all Y's to O's.

Step 4

Rearrange remaining letters like so:

English: B C D F G H J K L N P Q R S T V W X Z

Dino: R S T V W X Z B C D F G H J K L N P Q

Take note the names of people and places are not affected, as they ARE Dino, essentially...

Example: 'Starfox Adventures' becomes 'Jkuhvep Utlodkihoj'

Q: I've beaten the game, but when I look at my save file from the main menu, it only says 99%. Where did the other 1% go?

A: The last 1% comes from beating Andross, but since you cannot save after this, and it does not save automatically, the game will have no record of you beating it. At 99% it shall stay.

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me concerning any of the above situations; if it's good information or if I forgot something, odds are I will put it in my FAQ. Remember to say where you saw this FAQ.

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7 - Thanks To...

GameFAQs for posting this on their website.

gaming-nation.com for posting it on their website (or for asking, anyway - where is it?)

Neoseeker.com for putting it on their website.

Cheats.de for posting this FAQ.

My friend Ben for lending me the game.

Rareware for making the game.

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