

# Tak 2: The Staff of Dreams FAQ/Walkthrough

by f4t4lfury

Updated to v0.91 on Apr 25, 2005

This walkthrough was originally written for Tak 2: The Staff of Dreams on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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TAK 2: THE STAFF OF DREAMS  
Walkthrough  
by Fatal Fury [fatalfury@gmail.com]  
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+ Sites authorized to distribute this FAQ +  
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<http://www.gamefaqs.com>  
<http://faqs.ign.com>  
<https://www.neoseeker.com>  
<http://www.cheatcc.com>  
<http://www.cheatplanet.com>

\* It's really not a big deal to me if you want to put this on your web site.  
Just send me an email and let me know what site you are putting it on just so  
I can keep track of it. Thanks. :)

+ History of this FAQ +  
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Version 0.5 - 12.20.04  
Version 0.7 - 12.21.04  
Version 0.86 - 12.23.05  
Version 0.91 - 1.21.05  
Version 0.915 - 4.25.05

This FAQ is incomplete until I it reaches Version 1.0 Final. I will keep adding  
more as I encounter it in the game. If you want to contribute to this  
walkthrough, just send me an email at the above address and we'll work it out.

Hit Ctrl-F to open the Find box in WordPad. Enter a word you want to find, for  
example, if you want to go directly to the Greanheart Forest material, type in  
"Greenheart" and WordPad will find it for you.

Now, let's get started.

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\* LIST OF MOVES: \*  
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Jump: Press A  
Double Jump: Press A + Press A  
Double Jump Glide: Press A + Press A + Hold A  
Attack: Press B  
Upswing Attack: Press B + Press Y  
Charged Upswing Attack: Hold B then release  
Rolling Jump Attack: Press A + Press B  
Kick Attack: Press A + Press A + Press B  
Charged Staff Attack: Hold L + Hold B then release  
Ground Pound Attack: Hold L + Press B + Press Y

Charged Attack: Hold L + Press B rapidly  
Spin Attack: Press B + Press X  
Lighting Attack: Hold L + Press B + Press X  
Spirit Animal Attack: Hold L + Hold X  
Matrix-esque Attack: Hold L + Press A + Press A + Press B

.....More to come.....

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\* JUJU POTION RECIPES \*  
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Key = Item: Bugs - Crystals - Fruits

--> UNLOCKABLE 2-PLAYER GAMES:

Balloon Head Showdown: 48 - 62 - 19  
Catapult Chaos: 103 - 33 - 20  
Chicken Tennis: 202 - 17 - 203  
Chuckin' Chickens: 18 - 71 - 50  
Dart Toom Dodgem: 83 - 43 - 142  
Dinky Snowboard Big Air: 233 - 127 - 204  
Frog Derby: 281 - 62 - 149  
Glide Ride: 131 - 61 - 179  
Krash Kourse: 5 - 41 - 41  
Vine Climb: 8 - 1 - 3

--> UNLOCKABLE 1-PLAYER MINI-GAMES:

Balloon Head Showdown: 48 - 62 - 19  
Barrel Blitz: 1 - 105 - 81  
Chuckin' Chickens: 18 - 71 - 50  
Flea Flyer: 22 - 6 - 17  
Gloomleaf Arena: 68 - 13 - 8

--> UNLOCKABLE MULTIPLAYER CHARACTERS:

Fauna: 44 - 13 - 0  
JB: 16 - 19 - 38  
Lok: 2 - 2 - 5  
Skeleton JuJu Spirit: 55 - 171 - 35

--> OTHER UNLOCKABLES:

Better Mana Magnet: 3 - 27 - 31  
Concept Art: 30 - 37 - 51  
Increased Mana Magnet: 3 - 27 - 31  
Pictures of the Tak suit: 11 - 4 - 17  
Sound Effects Set One: 4 - 55 - 36  
Tak 1 Game Cinematic Sequence: 30 - 21 - 88  
Tak 2 Opening Cinematic Sequence:  
Tak's feather color: 4 - 9 - 23  
View Commercials: 6 - 16 - 6

.....More to come.....

Level 1:

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\* THE DREAMWORLD \*  
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This is your initial training level. Be sure to pay attention to what the voiceover tells you. First, you will figure out how to jump and attack. Attack all the plants you see because they refill your health bar and give you potions. Follow the ball of light and the on screen instructions. Make sure you destroy all the plants because they will fill your health bar. The plants

that have the long elephant-like nose contain potions, so make sure you hit them to collect the potions. You can also collect insects, just go close enough to them and they will automatically come to you.

You'll have to Double Jump Glide to reach many of the platforms. When you destroy the Dummy blobs, you will unlock new platforms. At the end of the Dream World you will have to beat the Dream World Boss.

--> BOSS:

You must kill the tentacles of the boss in order for it to spit out the portal. JuJu run by them or Double Jump Attack into them to get them distracted then beat them with your club. When you destroy a tentacle the main head will pop up and shoot fireballs at you. So keep running until it goes back into the ground. Keep doing that for all the tentacles and then jump into the portal. Hooray! You made it.

Level 2:

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\* WOODLANDS \*

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Collecting feathers gives you health and JuJu juice, so be sure to grab as many as you can. Feathers also point out paths that you need to take to get from Point A to Point B. Your first task will be to kill the "woodies." It's not too hard, just run up to them and attack them to set the squirrel free.

...More to come...

Level 3:

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Find the skunk and attack him. When you have stink on you, run over to the squirrel and chase him away. Now go back to the skunk and get stink. Then run over to where the bear is and chase him. Follow him up the ledge and jump on him twice. He will throw you to the cave.

...More to come...

Level 4:

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\* RIVER RIDE \*

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I can't really give a walkthrough for this because it goes so fast. Just try to grab as many feathers as possible because that will keep your health bar full. Steer clear of the whirlpools. Good luck!

Level 5:

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\* DREAM'S RETURN \*

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--> BOSS:

First of all, kill the imps by destroying the generators. There is one on the left and one on the right. Then, pick a tentacle and use JuJu juice to run by it. When that tentacle strikes at you, attack it with your club. Be careful not to touch the teeth or the electricity that surrounds the tentacles. After you defeat the tentacle, be prepared to run so you don't get hit by the fireballs that the main head spits out. Sometimes your JuJu juice "sticks" and you can't run smoothly. Keep trying to use your JuJu juice as much as possible until it runs out, using the same pattern of attack, then running away

from the fireballs. For the fireball tentacles, you can kill them by throwing your club at them repeatedly. Once you defeat all the tentacles, the main head will spit out the portal. Then just jump into it.

This is the most difficult boss yet, so you're probably going to die a lot. Just keep at it and you will eventually defeat it.

Level 6:

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\* GREENHEART FOREST \*

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Follow the feathers. Double jump and glide across the hanging platforms. When you get up on solid ground, there will be four Woodies waiting for you on the right. Defeat them and a passageway will open up in the wall. Go through it. When you get to the pink beaver, go to the stinkweed just past him and get smelly. Go back toward him and the beaver will run away. Then throw Jibola at the beaver to bite him. He will throw logs in the river. Jump on them to get across the river toward the beaver den. When you get close to shore, Double Jump Glide over to the shore. Go to the right and defeat the Woodies to set the beaver free.

Next, collect the potion up on the ledge. You'll have to break the jar that it is in. Then walk over by the river and more Woodies will appear in the clearing. You have to beat the Shaman Woodie first, otherwise the Woodies in the clearing will keep regenerating. Defeat the Woodies with a combo attack and collect the feathers. The bear will then be set free and you get a new power!

Go back to the beehive and jump on the bear to reach the mushroom platforms on the tree trunk. Follow the feathers and you'll come to a boar. Double Jump Glide to each mushroom and don't stay in the mud for long or the boar will attack you. Follow the feathers over the bridge and past the beehive. Head toward the bear and you will see a tree sticking up out of the ground. Jump on the brown platform and jump again and you will get on a sliding rope. Slide all the way to the end and break the jar to get another potion.

Double Jump and Glide to the Stinkweed to get smelly. Then JuJu run over to the boar and jump on his back to ride him. The boar will throw you over to the bear, which will then go over to the beehive. Follow the bear and jump on him twice. He will throw you over to the next area. Go to the Stinkweed and get smelly then jump into the mud pit and on to the boar's back. Ride into the Shaman Woodies to kill them. Then jump off the boar. Make sure you have Stink around you when you are on the boar! A new passage will open up after you defeat the Shaman Woodies. Go through it.

Across the bridge are two Woodies. Defeat them and break the jar for another potion. Go across the next bridge and defeat another Woodie. Follow the path of feathers and there will be two more woodies to beat around the corner. Jump on the the wooden platform and jump again onto the rope to slide down. Before you walk into the mud pit, throw Jibola at the squirrel on the tree and put it to sleep.

JuJu run and jump through the mud, then Double Jump Glide to the next grassy platform. Three Woodies will be waiting for you. First, you must defeat the Woodie Shaman. Jump up to the upper grassy area and look through the telescope. You'll see a squirrel and the Woodie Shaman. Throw Jibola at the squirrel and bite him. The squirrel will kill the Woodie Shaman. Then jump down and defeat the Woodies below you with combo attacks. The bear will be set free and you will get another power!

Go to where the bear is and he will throw you to the next area. Jump onto the

ledges where the feathers are. Jump onto the bear and then when you are in the air, Double Jump Glide a few times over the ledge in front of you. Break the jar to collect the potion and get the Tiki mask. Then jump on the rope and slide down. Go back down the ledges and over to the Tiki place.

--> MAGIC STONES:

You'll meet a JuJu and he will tell you to collect three magic stones. Go to the vine and slide down toward the bridge and collect the scroll. Go up the bridge and jump onto the rope hanging down. Swing over to the Woodie Shaman and jump on the platform and defeat him. Then jump down into the clearing and defeat all the Woodies. A passageway will open up and you will collect your first magic stone!

Go back to the clearing and climb up the rope. When you get to the top, Double Jump Glide onto the other rope you see. Climb up that rope, then Double Jump over to the platform. Go back down the bridge and jump onto the hanging logs. Be careful as they tip with your weight. Follow the feathers across the platforms attached to the cliff. They are bouncy, so jump a couple of times to time your jump onto the next one. You'll probably die the first time you try to get across. So on your second attempt, try to jump across three platforms in one fluid motion. You can reach the ledge from the third platform so don't bother with the fourth. Defeat the Woodies and collect your second magic stone! There is also a jar to break to get another potion. Jump on the bear three times and he will throw you back to the Tiki place.

Ride the vine back down to the bridge. Find the rope and Double Jump Glide onto it. Climb down to the bottom and start it swinging. Swing into the Stinkweed then jump off into the mud. Jump onto the boar's back and ride it into the Gate. Then jump off. The third magic stone is at the end of the ledge. Congratulations, you got all three!

Now go over to the chasm and throw the bolas over to the bridge post. Follow the instructions on screen. Yay! You made it!

Level 7:

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\* TOWER APPROACH \*

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Collect the scroll behind the mushroom on your right. Attack the plant with the elephant nose on the left to get more potions. Follow the instructions on the screen. Attack the plants, get more potions. Follow the instructions on the screen to keep tracking the ball of light. Attack more plants and get more potions. Grapple the large Dummy. Then attack him with your club. Jump over to the next platform and throw your club or the bolas at the Imps. Then Double Jump Glide over to the next platform. Defeat more Imps and attack the generators to stop them from coming at you. Defeat the Snake Monsters by throwing your club or bolas at them to stun them, then attack. Cut down all the thorns to make more platforms appear.

Follow the ball of light to the next area and kill the Imps. Then kill the blowfish. Then walk over to the area with lots of yellow balls. Don't walk into them though or you will be swallowed by a monster. Instead use a JuJu throw to make the monster become visible then attack it and collect more health. Keep going and kill two more Imps and two more Blowfish. Chop down more thorns and more platforms appear.

A new Nightmare Creature appears. Stun the monster from a distance with your bolas then JuJu run in and attack him with your club. Cut down the thorns and more platforms appear. Pay attention to the voice over and use a JuJu bola throw to make the invisible monsters appear. There are three. Kill them when

they appear and kill the Imps and the Imp generator. You don't have to kill everything to get through, so if you don't get the new Nightmare Creature, don't worry about it, just JuJu run into the next area.

--> BOSS:

Go the right and jump on the platform to take out the Imp generator. Kill the tentacle on the platform and headback into the main area. Just go crazy taking out Imp generators and tentacles. Killing Imps will give you plenty of health, so you should be okay for taking out the main area tentacles. There are five Imp Generators, two fire blowing tentacles and four electric tentacles. After killing all the tentacles, you will have to defeat the main head. Your best bet is to just run up and jump right into her with JuJu force. Keep attacking, doing combos with the JuJu potion until she is dead.

Level 8:

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\* WOODY ARENA \*

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--> PART 1:

Combo attack with JuJu juice and take out all the Woodies. You get a new power!

--> PART 2:

Do the same thing, using your new power with the next batch of Woodies.

--> PART 3:

Take out the Woodie Shaman first, then kill the Woodies.

--> PART 4:

I think the best strategy is to take out the Woody Shaman first to stop him from regenerating the Woodies. He keeps on the move, so you'll have to track him down and hit him a few times. After you take him out, kill off the little Woodies. Make sure you collect all the feathers to keep your health bar full! When the Big Woody pounds his mallet into the ground, attack him. Keep at it until he's dead. Then go attack the Woodie Shaman to stop him from regenerating the Woodies. But you're not done yet!

--> PART 5:

Take out the Woodies. Don't worry about the catapults.

Level 9:

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\* GLOOMLEAF SWAMP \*

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Jump on the hanging platform and then jump on the vine. Ride it down, but jump off before you get to the end otherwise you'll end up in the swamp. Follow the path of feathers and stay in the murky water to keep safe from gators. Jump onto lilipads when you need too, but don't stay for too long because they sink! When you get to solid ground, hit the beehive a few times and run toward the gator by the lilipad. Wait for a little bit and when the bees are attacking him, jump to the lilipad. Keep going until you get to the next patch of murky water. While the gators are asleep, jump on their backs to get across the swamp. Be careful not to slip or they will wake up and eat you!

Run past the Woodies and jump up the ledges to get higher where the Woody Shaman is. Throw your bolas at him several times to kill him. Then go back down and take out all the woodies. You'll get a new power!

Jump on the raft that just came down, then jump on the stump. Throw Jibola the resting sheep to your right and bite him. Then jump across to where the Woodies are waiting for you. Take out the Woodies. Wait for the Giant Woody to slam his

mallet into the ground and run up behind him and attack his butt. Do this a few times and he will die and open a Gate. Collect the scroll that is on the lilipad.

Go back and follow the feathers. Next you have to throw your club at the frog on the lilipad otherwise he will eat Jibola when you throw him. When you have stunned the frog, throw Jibola at the sheep on the left and bite him. A new platform will arise. Jump onto the new platform. Throw Jibola at the sheep to your right and bite him; a platform will arise. Free the sheep in the middle by attacking the fence. Then jump to the left and get a swarm of bees from the beehive. Go back to the dead beehive and the bees will take over that hive. Now beat the newly active hive to get another swarm.

Once Jibola tells you that you have to get the bridge lowered, head to your right and follow the feathers up the ledges. Jump onto the self standing platform and Grapple the Woody on the other platform with your bolas. Jump to the next platform. Turn to the right and do the same thing with that Woody. To the left a little is another Woody. Grapple him with your bolas as well. Then jump down and take out the Woodies below you. Walk across the bridge and you'll see the next JuJu spirit.

Follow the Woody that has the Tiki and take out the Woody Shaman, then kill the remaining Woodies. A Gate will appear and you will have earned a new power (extra health)! There is a particular order to get the right platforms up. Bite the sheep in this order (from your left): 4 - 1 - 3 - 2. Once you are across the swamp, go the right and kill the Woodies. Then run back and pick up a barrel. JuJu run along the path to the root wall and set the barrel down in front of it. Then run away when it explodes. Follow the path and collect a scroll. Do the same thing for the left side.

Next, jump on the lilipad to your left, keep going until you get to the active beehive. Hit the hive and jump back to the dead hive. After they inhabit that hive, hit it and jump back to where you started then run down the other path and let the bees distract the gators. At the end of the path is a Giant Woody. Ignore him for the moment and climb up to where the Woody Shaman is. Double Jump Glide over to his platform and attack him. After he is destroyed, go back to where the Woodies are and destroy them. Then face the Giant Woody. Use the same tactic with him as before. After you destroy him a gate will open. Follow the feathers.

You will come to a hanging platform that is on the ground. Look to your right and there will be two sheep. Stand on the platform and throw Jibola at sheep on the left and bite him. The platform will rise. Get ready to throw Jibola at the second sheep right away and that will lower another platform. Double Jump Glide onto it. When you get to the top, jump onto the ledge, there will be more barrels there. Pick one up and JuJu run over to the gate. Set it down and run away before it explodes. Uh-oh! You blew up the bridge too! No problem. Just Double Jump Glide over to the platform.

There are two totem poles with Woodies in them and they shoot darts straight out from them the full length of the bridge. The darts alternate right/left so you'll have to walk on the opposite side that the arrow is coming. When you get to the end where the barrels are, pick one up and walk back to the bridge. The first dart will come on the right, so go to your left. Then alternate back and forth the whole length of the bridge. Set the barrel down in front of the wooden gate. You need two more barrels to blow up the gate. Once you get three barrels in front of the gate, throw your club at them to blow them up. Now you can enter the passage.

At then end of this bridge is another barrel on the left. Pick it up and walk

across the beam, avoiding the swinging blades. The blades increase speed, so watch your timing. Set the barrel down in front of the gate, stand back and throw your club at it. When it explodes, go through the passage. Jump onto the first platform then the next and then jump onto the rope and climb up it. Swing and then jump into the cave. Pick up the barrel and Juju run past the totem poles. For the next set of totems, you're going to step on switches that stop the totems from shooting darts. So, step on the first switch on your right, wait for the dart and immediately after it shoots out of the totem, step on the second switch directly in front of you. Now for the last switch, you have to cross over on the left side. So wait for the dart, then immediately Juju over to the 3rd switch on the left. The gate is to your left so set the barrel down and then throw you club at it to blow up the gate.

Guess what! Another gate! Boy, these developers sure do have a sense of humor. Heh. Well, this is another set of switches. Here is what they do:

Swtich 1 - activates darts  
Switch 2 - activates darts  
Switch 3 - nothing  
Switch 4 - nothing  
Switch 5 - nothing  
Switch 6 - nothing  
Switch 7 - activates darts  
Switch 8 - activates darts

So, pick up the barrel and Juju run past the first two switches. Each switch that does nothing actually activates the darts in the totem ahead of you so you must run onto the next switch immediately after the dart is thrown. Juju run past the last two switches.

More switches. Here's the path to take (O=good X=bad follow the path of O's):

Left.....Right  
O.....X  
O.....O  
X.....O  
O.....O  
O.....X  
O.....X

Once you're at the end, set the barrel in front of the gate and throw your club at it. Then go through and jump on the platform. It ascends automatically.

\* If you can't get past the part where the Woodies are throwing darts at you because the bridge has disappeared, simply save your game, and quit. Then when you restart the game, the bridge will reappear. Then use the barrels to blow up the gate by the Tiki's to advance. [Thanks to Darlene Shauger for the tip!]

Level 10:

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\* WOODY ARENA \*  
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Pick up a barrel, Juju run across the bridge and go to your left. The feathers you collect will refill your Juju juice bottel. Set the barrel down at the Gate and run away. Then go through the cave. Jump onto the platform on your left. Jump on the bouncy skins attached to the cylinder in the middle and then rest on a platform when you need to. Jump off to the bridge on the left and follow the feather. Congratulations you stole the Tiki mask!

Level 11:

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\* SILVERFIN RIVER \*  
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This part isn't too hard, just make sure to grab all the feathers you can and attack the Woodies.

Level 12:

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\* PANDEMONIUM GATES \*

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This part is actually pretty easy. Just run around in your catapult and throw big rocks at the tentacles. Just stay out of range of the fireball shooters and you'll be fine. Make sure to run over the jars to collect potions. To get over a gap, just get a rolling start and you'll jump over. Once you open the gate, follow the ball of light. If you get lost, just drive around until you find something to shoot at. Make sure you take out all the thorns as well as tentacles. The pink areas are where you need to use your Juju juice and gas to ramp over to the next platform to destroy more Nightmare Creatures.

Once you kill the last monster Jibola will say "Yes, there the path is open." Then drive back to the main area, out through the red gate. Just beyond that you will find a scroll. Drive under it to collect it. Then continue on to the fortress. Here comes the hardest part. You have to jump from platform to platform, but they are tilted in the air. So just go carefully and use your Juju juice to build up speed when you need to jump.

After you get past the platforms, you'll have a few more jumps and then be on a road with teeth on the sides. You need to take out some more thorns and grab a potions from a jar. Keep going and you will see that you have to jump to another platform, but first throw a stone at the tentacle. Then back up and drive to the left, there is a potion jar out there. Then go back and use your Juju juice and gas to ramp over to the next platform.

Collect a potion and take out the thorns. Then drive up to the gate. Don't go crazy just yet, because there are moving platforms. You need to drive off the edge when the platform comes close enough. Then wait and do the same with the next two platforms. Then you need to drive off the third platform to land on the fourth one. Finally, drive off of this one to get onto the main ground. You'll have to take out a fireball shooter right away when you land. Then take out the thorns and drive to the right to collect a jar of potion. Now go back over to your left as there is a tentacle out there on the edge. Behind that tentacle is a jar of potion. Drive toward the two tentacles in the center and there will be another jar of potion to the left. Take out the remaining two tentacles and drive further inward.

Collect another jar of potion, take out the thorns and head up the pathway to the left of the gate. More potion, more thorns. Take out the thorn at the top of the pathway and then you will just circle back and drive up to the gate. Catapult a stone at the gate and go through. Just drive up to the portal. You're outta there!

Level 13:

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\* SKYROCK CRATER \*

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Head down the path between the lighted barrels. Kill the two Woodies that are waiting for you. To the left of the second Woody is a tree with two jars of potion under it. Continue on the path and kill another Woody. When you get to the end, you'll see the bridge is out. Turn back and follow the path of feathers over the side of the ledge, Double Jump Glide down to the vine. Follow the feathers over to the next ledge and slide down the vine. Follow the feather to the next vine and slide down. You'll have to Jump off of this vine and grab onto the vine below it. It's tricky, but you should be able to

grab it after a few tries. Slide down the lower vine and land in between the lighted barrels.

Go to the right and jump down, follow the path. There is a frog below you. Jump down and head to the right. There is an active beehive there. Hit it and run back the way you came to take them to the dead beehive where the bear is. Go in to the cave past the bear and collect some insects. Go back through the cave and jump on the bear. At the top of your bounce, Jump up to the rope. Start swinging, then Double Jump Glide to the next one. Do the same thing over to the third rope. Double Jump Glide over to the platform. Follow the feathers. You'll have to Double Jump Glide across the planks on the bridge. There is a Woody Shaman waiting for you at the end of the second bridge. He will shoot magic toward you with his staff. Be careful not to get hit. When you get to the platform, take out the two Woodies and then destroy the Woody Shaman. You will get a new power! And a gate will open.

Go through the gate, at the end of the feathers will be a jar of potion. Walk to the right edge of the cliff, throw you bolas at the totem pole. Climb up the ledges and take out the Woody Shaman on the tree stump. Then jump back down and destroy the Woodies below. Try using your new power! Walk to the end of the cliff by the arrow sign <-- and your camera angle will change. Jump down to the platform below. Jump to the second platform.

Then just walk off the third one, as the fourth platform is connected to it. Jump to the fifth ledge. Then jump to the main cliff. On the right is a jar of potion. At the edge of the ledge, by the tree, is a rope. Double Jump Glide onto it. Start swinging and jump onto the next ledge. Double Jump Glide to the ledge with the boar. Be careful not to land or stay too long in the mud, as the boar will charge you. Double Jump Glide across the next two stones (ignore the Woodies in the mud pit) and jump onto the bridge. Take out the Woody. Follow the feathers, and take out the Woody Shaman. Watch out for falling barrels. Double Jump to the next few platforms and destroy the Woodies. A Gate will open.

Go through the gate and destroy the 3 Woodies. Jump down to where the Stinkweed is and get smelly. Then jump down to the mud pit. Jump on the boar's back and ride him into the pedestals with the Woody Shamans on them. Hurry the boar. Finally, ride him into the gate then jump off. Jump onto the next platform and destroy the Woody. Time you jump to land on the circling platforms attached to the cylinder. Ride it around to the next platform. Jump over to it. Do the same thing over to the other rotating cylinder. Jump over to the ledge. Destroy the Woody Shaman, then destroy the Giant Woody.

Jump up into the passageway that just opened up. Get stinky, then hit the beehive. Now Juju run/jump across the mud and past the boar. Don't jump on the boar's back. The bees are so the frog will eat them and not the flies surrounding your Stinkweed. You'll have to cross the river, but the logs are slippery, so Double Jump Glide across them, only touching them when you need a boost. At the other side of the river, go to the right and break a jar of potion. Head back left and follow the feathers. Now, you will have to jump on the rotating wheels. Be sure to stay to right of the platforms sticking out, otherwise you will get swept down river. Juju run/jump across it to the next ledge. Jump onto the rotating platforms and head to your right. Jump onto the marble ledge for a rest. Quickly jump across the spinning platforms to get to the cylinder. Then jump to the right to get to the marble ledge.

Jump onto the blue barrel type thing and then onto the wooden platform. When it's at the top of its reach, jump onto the second one. When its at the top of its reach, there are more rotating platforms to jump on. Jump onto the first one and ride it to the left, more will come out on the right, then jump on

them, and keep trying to get higher up. Jump over to the next rotating platform wheel. Jump to your left, then right, then left, then over to the ledge on the left. Break the jar to collect potion.

Jump to the right across the platforms and there will be a moving log, jump onto it. How you will have to time you jumps to get across the logs that move in and out of the cliff wall. It's not too hard. When the log you are standing on starts to go in, jump to the next one. Go into the cave. Take out the Woody Shaman in the middle first. Then jump back to the ledge and destroy the other two. A gate will open. Jump down to the rotating platforms below you. Juju Run/Double Jump Glide over to the opening and collect the scroll. Now go back the way you came.

Jump across the planks on the bridge. At then end of the bridge, to your right is a jar of green potion. Jump down and to your left is a jar of something... bugs maybe. Walk past the next bridge and you will get buzzed into JB's home.

Level 14:

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\* PLANETARIUM \*

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Head to the right across the laser bridge. When you get to the next platform, hit the blue orb to activate the bridge. Destoy the mushrooms you see. Head across the next bridge and go to your right. Go down to the lower ledges and take out the next mushroom cluster. On your right will be three jars of potion. Go back up the way you came and go to your left. Jump onto the nearby platform. Hit the orb. A gate will open. Jump over to the ledge and go through it.

Destroy all the mushrooms and hit all the orbs. The platform in the middle will lower. Ride it down and follow the feathers through the passageway. Go to the right, destroy more mushrooms. Keep going up, destroy more mushrooms then jump down and hit the orb. It will activate the canon. Jump into the canon. Destroy all the mushrooms, then hit the big glowing orb on your right with the cannon. A gate will open. Jump out and go back the way you came. Go to the opposite set of ledges with the big green eggs. Go past them to get over to the gate. Charge your throw and hit the orb to activate the bridge. Walk across it. Hit two more orbs to activate another cannon. Watch the yellow liquid and hit the lower switch when it has passed down through the first swtich. Then hit the swtich on the right so it can pass through that tube. Then, shoot the big glowing orb all the way to your right. A gate will open. Jump out and head over there.

More of the same. Hit the swtich and activate the bridge. Run quickly or it will disappear. Go to your right and throw at the orb. Run across the bridge and follow the feathers. Hit the orb to activate the canon. Same thing here as before. Watch the liquid and shoot the switches so it can pass through them. Jump out and head back down the ledge. Hit the orb and cross the bridge. Now, head up the steps. Hit the switch to activate another canon. Shoot all the mushrooms off of the globe. Shoot the switches to spin the orb. Shoot more mushrooms. Now jump out of the cannon, and head back down the steps. New platforms are on your left.

Jump across them. Go to your right and head down the steps. There will be tons of potions down here. Head back up the steps and to the first gap on your right. Charge throw to activate the bridge. Juju run across it. Hit the switch for the next bridge and run across it. Hit the next switch to activate the canon. More of the same. Watch the liquid and make sure it gets through the tubes. Jump out and go back to where you started. Now, charge throw over across the second gap to activate bridge. Activate the switch and shoot off all the mushrooms on the big globe. You'll have to shoot the pink guy because he is gunking up the machine. Also, hit the switches at the bottom of the globe to

start it rotating. Continue doing this until all the gunk is gone and you've hit all the switches at the bottom. Jump out, activate the bridge, run across it. Now go to your left.

Wait till the platform is close to you, then Double Jump Glide over to it. Use the same method to get to the next one and to the next ledge and so on. Follow the feathers. Three jars of potion are to the left of the entrance to the cave. Hit the gunk to clear it out, then run to your left and clear out that gunk. Hit the switch. A gate will open. Watch the glowing power go through the tube and clear away the gunk before the power gets there, then hit the switch at the end to open the gate.

Run to your left and jump onto the platform. Double Jump onto the next platform. There is a second cannon. Shoot all the generators that the critters come out of, including two behind you. Also shoot the big blue orb. Now go back down to where the first cannon is. Follow the feathers into the cave and collect another scroll. Head back down and Double Jump over to where the feathers are. Next, charge throw to hit the switch to activate the bridge. Run up to the cannon and activate it. Jump in and clear the path for the power to get through the tubes. Don't get too far ahead of the power or else the critters will gunk up the tubes and you'll have to start over again.

Once you've powered the machine, jump out of the cannon, hit the switch to activate the bridge on your right. Run across it and up the steps. Hit the next switch to activate another cannon. Clear all the gunk off the big globe, the same way you have the other ones. You'll have to shoot off the pink critters at the same time so they don't keep spitting out gunk back onto the globe. When you've cleared it all away, there will be a cutscene to show you that you've started another machine. Jump off the cannon and walk toward the side edge of the ledge you are on. There should be another ledge beneath you. Jump down there. (If you die, just walk straight from where you are restarted at and Double Jump Glide off the edge of the platform to the ledge with the feathers on it.) Walk to your left, downhill.

You will see some moving platforms. Jump onto one when it gets close enough to you. Ride it around to the next set and jump onto the next platform. Wait for a little bit to see the distance you will have to jump. Now Double Jump Glide to the platform in the center. When you are almost directly in front of the cave's opening, Juju Run then Double Jump Glide onto the platform in front of the cave. Then Double Jump Glide off of the last platform. Follow the feathers into the cave.

You'll see JB tied up. Hit the switch to activate the bridge and run across. To the left of JB will be some platforms, jump onto them and jump up to the cave's ledge where the feather is. Walk to your right, hit the switch to activate the cannon and jump into it. Now shoot all the critter generators. You'll have to kill the brown critters that shoot electricity at you as well. If you shoot at their electricity, you can stop it from coming at you. Just keep at it. If your health is low, jump out of the cannon and collect some feathers. Make sure you turn as far as you can in the cannon to get the most generators. When you've got all the critters you can reach with that cannon, hop out and go to the next one.

Shoot all the generators you can get into range. Then kill the critters floating around in the middle by JB. After they are gone, clear away the gunk on the globe that he is tied to. When you're done, hop out of the cannon and go to the next one. Hit the switch to activate it and jump in. If you've been thorough there should only be one generator left. Destroy it, then clear away the gunk on the globe that JB is tied to. Now get out of the cannon and head back to the center platform where JB is. If you missed anything, you can jump up

and hit the globe with your club to clear it away. When you've got it all, JB will fall free.

Level 15:

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\* THE DREAM GUARDIAN \*

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Run to your right and keep running! The dream guardian will throw fireballs at you and smash the ledges with his feet, so JuJu Double Jump Glide to avoid the fireballs when they are coming at you and also to avoid being kicked and falling to your death. Believe it or not, you are actually making progress, you just can't really tell. The Dream Guardian will also throw an Imp at you after awhile, just JuJu run and jump over the imp. Wait for a second while the DG breaks a gap in the ledge. Then jump over. The Imp will fall through, so don't worry about him. Now, keep running!

When you finally get to the top of the ledges, you and the DG will start falling. Dodge his fireballs. You can use your Juju juice to move more quickly away from them. Damage will start to be inflicted on him by rocks that he hits on the way down. Make sure you dodge the rocks or you will get hurt too!

More fireballs are going to come your way. This time in a repeated spiral motion. Just keep one step ahead of them and you will be fine. There will be a few more individual fireballs and then another round of spirals. Next is one that breaks into four. Just go to the edge or side of the screen to miss them. Then another individual fireball and another set of spirals. And the same thing one more time.

Finally! You meet the Princess! Only, it's not really the Princess! Oh no! You actually were helping out your arch nemesis. But now you have to take the Staff of Dreams back to the Dream World. A hero's work is never done...

Level 16:

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\* MOON JUJU INTERLUDE \*

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You get to pick a power! Run around to the mirror that has the power you want. I picked the dragon. But you can pick whatever you want.

Level 17:

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\* PACHYDERM SHRINE \*

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When you set out there are two bugs to collect before you encounter the Woodies. After you destroy them all a gate will open. Go through it. Collect the Juju berries on your right. Follow the feathers and you will get to another cut scene. Jump down and break the jars to collect the potions. Keep following the feathers and you will get to a clearing full of Woodies.

Run past them and to the right. There is a Woody Shaman on a platform you have to destroy first. Then jump back into the clearing and run over to the left platform. Destroy this Shaman too, otherwise he can regenerate the other Woody Shaman you just destroyed! Now, jump back into the clearing and take out the Woodies. Save the big guy for last. Take out the Giant Woody like you've done before. A bridge will fall down. Before you run across it collect all the potions and Juju fruit in the clearing. Then head to the left hand side of the bridge, there will be a narrow pathway to an island with a jar of potion. Break it and then jump on the vine to ride down.

JuJu Run and Double Jump Glide over to the hanging platform and collect the

scroll. Do the same thing to get to the next platform. Turn to your right and Grapple the pole with your bolas (Y button). Break the pot, collect the potions and Double Jump Glide over to the bouncy platforms. Jump across the platforms to get back to the bridge. Or, you can just fall to your death and you will restart at the bridge with the scroll. ;)

Walk across the bridges. Grapple with the bolas over to the totem pole. Take out the Woodies and the big guy like you've done before. A gate will open. Double jump over to the platform and go through it. Another cutscene.

Collect the Juju fruit on your left before proceeding. Watch out for the fireballs from Pins and Needles. Jump onto the bridge and then onto the next ledge. Don't stay too long on the bridge or it will collapse. Take out the Woodies and collect the potions. Jump down to the blue platform. Be careful because it is slippery! It might take a few tries, but it's not too difficult. Double Jump Glide over to the ledge and take out the two Woody Shamans. Then destroy the Woodies. A gate will open and you get another power!

Grapple over to the totem pole and destroy the Woodies. Run all the way to the wall of the clearing and collect another scroll. Now take out the big guy. Once he is destroyed another gate will open. Collect the bugs and Juju fruit from the clearing before proceeding. Run up the steps of the ledge. Grapple to the next platform once Pin and Cushion leave it. Take out the Woodie and collect the potion. Are you sick of doing that? Well, too bad because you're going to keep doing that for several more times.

Continue down the path and take out the Woodies. Go across the bridges. Run past the Woodies and take out the Woody Shaman. Then destroy all the Woodies. A gate will open. Go up the bridge. Take out the Woodies on the center platform. Watch out for the big guy, again save him for last. After you destroy him, another gate will open. Follow the feathers and take out the Woodies.

Watch out for the darts. Try to move so you stand in between them when they come at you. At the end of the glowing rows there is a platform off to the left. Jump over to it. Run through the passage and Double Jump Glide onto the rope. Darts will shoot at you so time your climb so they whiz by you. Double Jump Glide into the next passageway. Destroy the Woodies and watch out for the darts! The floor is slippery so be careful how much movement you make. Just jump over the Woodies and darts now, don't worry about destroying them. Double Jump onto the rope and take a break. Now Double Jump onto the platform with the Woody waiting. Again, it's slippery. Don't worry about destroy him, just jump into the passageway on the left. Follow the feathers.

Run into the clearing and to your right. Jump onto the platforms and grab the Tiki mask. Then face the Woody Shaman and throw your bolas at him twice. Then jump onto the blue square where the feather is. Destroy the Woodies that come after you. The darts should destroy the Giant Woody, so don't worry about him. Stick to the blue squares to destroy all the Woodies. Once you've killed them all another gate will open. Run into the passage way. Pin and Cushion are on the move again. Put the Tiki mask on the Tiki place.

Level 18:

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* PACHYDERM RIFT *  
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Run as fast as you can away from the portal. There are some potions to collect on the way and they aren't too hard to break open while you're running. Don't worry about the Imps you encounter. Just jump over them, they will get swept up into the Rift. Just keep on running and jumping until you get to the end and jump into the exit Rift.

Level 19:

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\* GYRE MOUNTAIN \*

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To start off with, behind you are a few bugs to collect. There are also two jars of potions and some Juju fruit in the clearing. Now follow the feathers and walk along the narrow pathway to collect the Rift piece. Be careful, it's slippery. Keep going and then Double Jump over to the ledge. Grab the Tiki mask. Now go back the way you came, or just die to start back at the clearing. Run back to the Tiki place and put the Tiki mask on it. Watch another cut scene.

Go turn into a squirrel and run over to the steam hole. Jump into it and when you are at the top press and hold A to glide. Glide over to the ledges where the feathers are. Don't press forward on the joystick because that will cause you to lose air. Just steer if you need to. Jump across the platforms and collect the Rift piece. Now Double jump and Glide over to the next set of platforms. Collect the Rift piece and Double Jump Glide onto the next big ledge. Press X to turn back into a boy. Destroy the Imps. To destroy the dream monsters you have to throw your club at them while they are visible to stun them, then run in and whack them. Then turn back into a squirrel and jump into the steam hole.

Glide over to the steam hole jutting out from the ledge. It might help to hold down on the joystick as that lets you catch more air. Head to your right and catch air off the steam hole that is jutting out from the side of the cliff. Now once you are propelled up into the air you will catch a glimpse of the next platform you need to land on. Head towards it, to the right and forward. You might not make it over here on the first try, but keep at it. Try pushing the joystick forward after you hit the top of the second steam hole. That increases your speed.

Once you get to the next ledge, Woodies will be waiting for you. Destroy them and continue on. Jump into the portal, collect all four of the Rift pieces and then you will be transported back to where you were. Destroy the Woodies. Collect the JuJu fruit, bugs and crystals before turning into a bear. Then transform and follow the path.

Here are directions for the path:

Left

Right

Left

Right

Middle

Right

Left

Once you are done slide, transform back into a boy and run to the left up the bridge, get into the catapult. Now go knock down all the pedestals in the clearing to destroy the Woody Shamans. Once all the Woodies are destroyed, three gates will have opened. Go to the first one on the right of where you initial entered the clearing. Run into the portal. Defeat the Imps and Creepy Eel Guys and collect three Rift pieces. Continue you through the passageway after you are transported back to collect another Rift piece. Now drive back into the clearing. Go through the last gate.

Turn to the right and use the catapult to destroy the big rock that is blocking the steam whole. Now, turn back into a squirrel and jump into the steam. Follow the feathers, collect the next Rift piece and jump into the steam hole.

Glide to your far left to follow the feathers, collect the next Rift piece and jump into the steam hole. Now glide to your right and land in the cave. You are transported back to the Rift. Defeat four more Creepy Eel Guys and a Nightmare Creature. To defeat the Nightmare Creature, wait until it shoots a few fireballs at you and when it is charging up its next attack it will become visible run up and hit it several times then run away when it becomes invisible. Repeat this pattern and it should only take about three sets of attacks to beat him. Collect the Rift pieces and you are back on the mountain.

In the passageway, defeat the Imps and Creepy Eel Guys, collect the bugs and fruit then turn into a squirrel and Double Jump Glide into the steam hole. Head to your left and land on the ledge. Transform back into a boy right away and collect the crystals. Then transform into a bear and get to sliding.

Slide these directions:

Middle

Right

Left

Middle

Right

Left

Make sure you pick up the rift piece while you're sliding. Then transform back into a boy. Turn back into a squirrel and jump into the steam hole on the right (the one farthest from the Tiki place. Make a hard right and glide onto the upper ledge where a catapult is waiting. Transform back into a boy right away and destroy the Woodies. Don't get into the catapult yet. Continue on the path and destroy all the Woodies. A gate will open. Go up the bridge and jump into the portal.

Run down the bridge and across the clearing, head slightly to your right to go into another clearing. There will be a bridge in the distance, run up it and jump into the catapult. (Fight off the imps while you're running.) Now drive back into the clearing and destroy the pedestals, then destroy the Woody Shamans and Imps. Drive into the passageway of Imps waiting for you. Hit the snow banks to ramp over the holes. Use your JuJu juice to ramp over the last gap. Collect the Rift piece and drive up the narrow pathway. Jump out and collect the fruits, crystals and bugs. Then jump into the portal. Destroy the Imps and collect three Rift pieces.

Now get back into the catapult and blast open the steam hole. Jump out of the catapult and transform into a squirrel. Double Jump Glide into the steam hole. When you land on the next ledge directly in front of you, transform back into a boy, destroy the Imps and collect the bugs. Then jump into the portal. Kill the Imps and Creepy Eel Guys to collect three more Rift pieces. Now, transform into a bear and slide down the ice. There are no gaps to jump, just make sure you stay on the ice. When you're back in the clearing transform back into a boy and run up the bridge and hop in the catapult.

Drive through the double gated passageway where the squirrel totem and portal are. Run over to the portal and jump in. Finally, we're out of this level!

Level 20:

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\* GYRE MOUNTAIN RIFT \*

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Well, there's more running in this one. Just keep running as fast as you can, be careful though as the course doesn't always go directly in front of you. Time your jumps carefully and try to break the pots of crystals you see along the way.



Level 21:

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\* HOTFOOT SPRINGS \*

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Ride the vine down. Jump across the pedestals to the upper platform. There will be a cutscene of the Tiki shrine. Now go to the right and you'll see a rope. Double Jump Glide over to the rope and climb all the way to the top. Jump over to the ledge where the bridge is. Go up the bridge, destroying the Woodies on the way. Now when you get to the top of the bridge, jump onto the rope and destroy the Woodies to collect a recipe scroll. Go back across the ledges and to the right. Follow the feathers past the totem pole and you'll see a mask on a ledge in the distance. Go get it. Double Jump Glide over to the next platform and run up to the Tiki Shrine to summon Fauna and Flora.

Now go to the left of the platform (if you're facing it). Turn into a boar at the totem pole and head across the mud and break (Press B) the gate. Collect the Rift piece. Break the gate on your left, run through there. Ram the Imps then transform into a frog. Hop up on the ledge with the feather just behind the totem pole. Scoot out to the edge, throw your tongue out to the dragonfly (Press B). When you're about to fall, throw your tongue out again and you will catch another dragonfly and be reeled safely to the next ledge.

Go up to the next Totem pole by the boar and transform into a boar. Head to your right and bust through the barricades. There will be some Imps and blowfish waiting for you. I find it's easier to beat them when you are a boy, but it's your call. Collect the Rift piece 2/20. Turn into a frog, throw your tongue out to grab ahold of the dragonfly and you'll land on the ledge with the portal. Defeat the Imps and blowfish and collect Rift pieces 3, 4 and 5.

Jump off the cliff to die and start back by the boar totem pole. Run the way you just went, but before you get to the Imps turn left and jump up on the ledge and break the baricade. Be careful only to Press B once or you'll end up in the swamp. Head to the right and break the next barricade. Collect Rift piece 6/20. Break the barricade on the end, not any of the ones on the side of you. Then jump across the ledges in the swamp. Collect Rift piece 7/20. Circle back and run to your right (where you started at). Turn into a frog and jump across the gorge. Now jump into the swamp and swim past where the bouncy platforms are against the cliff. Swim toward the frog totem. When you get ashore, hop into the portal. Destroy the Imps. Watch out for the ground spinning pink guys, they will knock you off the portal! I find it's easiest to keep Double Jumping and attacking, try using the Matrix-esque attack. Collect Rift pieces 8, 9, and 10. Yay, you're halfway there!

Turn into a frog and jump/swim across the water toward the middle island, go past it and to the left. Hop over the logs, collecting the feathers on the way. At the end of the stream will be a dragonfly that you need to throw your tongue out at to propel yourself over to a rock platform. Transform back into a boy and go to right. Collect Rift piece 12.

Now head back the way you came over toward the Boar totem. You can't use it because the nightmare creatures have disabled it. Once you destroy them, jump down the platforms to the Rift portal. Destroy the nightmare creatures here for Rift pieces 13, 14 and 15. The boar totem is now activated. Head back up the platforms and transform.

Continue on across the platforms over to the lava pit. Use the boar's charge attack to get across it quickly. Then transform back into a boy and head into Rift portal. Destroy the nightmare creatures for Rift pieces 16, 17, and 18.

You're saving your progress, right? ;)

Now, transform into a frog and use the dragonflies to propel yourself across the cavern. Rift piece number 19 waits for you on the platform. There are also some crystals here to pick up. Get back in froggie form and back track across the cavern. Turn into a boar and charge back across the lava. Go across the platforms and take out the nightmare creatures if they have reappeared. In boar form you will need to charge the rocks that are blocking the steam holes. Make sure you have your save first because breaking them without falling off the cliff can be tricky.

Once you've cleared the steam holes, turn into a boy and jump back up to the main platform. Now Double Jump Glide toward the floating platform. Then Jump/Climb up the ledge to get the final Rift piece. There will be a cutscene showing the Rift portal back at the main island. Turn into a boar and charge across the lava, breaking the rocks blocking the steam holes as you go. Once you reach the platform covering the last steam hole, turn into a boy. Then Jump/Climb onto the ledge to your right. Then Double Jump over to the next ledge and finally over to the main ground where another Rift piece is waiting.

Jump onto the rope, start swinging and jump over to the ledge by the boar pit. Wait for a clear moment then JuJu Jump/Glide/Run over to the boar totem and transform. Head to the left of the totem where the frogs are. When you get to the water, transform into a frog and jump across the water to the island to hop into the Rift portal. Next level!

Level 22:

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* HOTFOOT RIFT *  
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Run! Shortly into the level, you'll have to defeat some nightmare creatures to continue through the Rift. Focus on the jellyfish things. There is an invisible light guy in the middle of the platform, but you don't have to kill him to progress. Just run around him and then JuJu Run, Double Jump Glide onto the next platform. (It's to your right (Tak's left).) Keep running. Eventually, you will come to some moving platforms. Wait and then jump onto one, then Double Jump over the vine that blocks your path and land back onto the platform. Get good at this because there are four more of these obstacles.

When you reach the platform with more nightmare creatures, just run around them and JuJu Run, Double Jump Glide to the right to reach the next platform. Keep running and you'll have to do some more timed jumping.

Another platform with nightmare creatures to destroy. Kill them in order to advance to the next platform. You have to kill all of them on here. For the fire shooting creatures, JuJu run behind them when they start to shoot fire, then beat them from behind. Once you're done, run and jump off the middle of the platform onto some floating ones.

More running and jumping and finally another platform with more creatures. Destroy these guys and you're home free. Jump across some more platforms and into the portal.

Level 23:

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* THE WANDER LANDS *  
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Turn left and run across the rocks. Keep going straight and you'll see some crystals on your right. Collect them if you want. Keep going across the path.

Jibolba will tell you to turn into a frog and catch a dragonfly, but just ignore that for right now. Turn to the right and kill the fire shooter. Then jump onto the platform and keep going until you get to a big gap. JuJu run, Double Jump Glide to reach the next platform. Collect the red fruit then head to your right to climb up the cliff. A Rift portal is at the top.

Kill the creatures and then collect three rift pieces. For the pink flame shooting ones, wait until they bring their paws together to charge up and then JuJu Run over to them and JuJu attack them.

Turn into a squirrel to glide back to the center hut. Then go toward the glowy guy (the way you initially were facing). Run past him and into the portal. Kill the nightmare creatures here and collect three more Rift pieces. Turn into a squirrel and jump glide into the steam hole. You want to glide to your left into the little inlet of the cliff side. Collect the crystals and another rift piece. You should have 7 now.

Turn into a bear and slide down the rocks. When you are propelled into the air, you will see a glowing object. Transform into a frog while in the air and latch onto the dragonfly. Grab another dragonfly at the peak of your reeling and then jump onto the platforms with the bad guys. Run past them toward the boar totem. Transform and run back toward the bad guys.

Turn into a squirrel and jump Glide into the steam hole. Glide over to the second steam hole while you're in the air and then Glide to the platforms on your left. Jump over to where the squirrel totem is. There will be a cutscene showing you where the next Rift portal is. Transform into a squirrel after you recharge your JuJu and hop across the platforms. Collect another Rift piece. Now Double Jump Glide just slightly to the left to land on the platforms with feathers waiting for you.

Hop across the platforms, transform into a squirrel and Double Jump Glide into the steam hole. Once you're at the top of the steam, head over to the next steam hole and so on until you glide over to some ledges with feathers on them. Go to the right and collect another Rift piece (number 9). On the ledge right above you is a recipe scroll. You can't quite get to it yet.

Jump back down to the squirrel totem, transform and glide down into the main platform. Run over to the squirrel totem and you'll see a rock that is lodged in one of the steam vents. It's tricky, but you've got to bust that rock apart. You can try one of two ways. (1) Throw a rock at the rock... (I thought of this after I got it open via method two, so let me know if this works for you.) (2) Get dead center in front of the steam vent and jump into it; nudge the control stick toward the plugged up steam vent. Hopefully, you'll land right beside the rock. It may take a few tries to get in the right spot. When you're up there, throw a rock into the big rock. It will break apart.

Now turn into a squirrel and jump into the first, second, then third steam vents. Glide to the ledges right in front of you and then hop to your left where the other squirrel totem is. Turn into a boy and Juju throw a rock at the plugged up steam vent. Turn back into a squirrel and glide straight across toward the other squirrel totem. Keep trying to gain air and steer yourself toward the ledge above the totem. You should get close enough to suck the scroll into you. Then land on the ledge where the totem is. Get back to the center platform and follow the same path, but this time steer to the ledge just left of the totem (by where you picked up the scroll). Turn into a boy, and throw a rock at the rock plugging the steam vent. Run to the left, away from the totem and you'll come to the next rock plugging the steam vents. (If you can't get there by hopping, you can always glide from the other ledges.) Throw a rock and break it.

Hop back over to the squirrel totem and transform. Glide up all the steam vents in your path and you'll reach an upper level, glide over to it. There will be a rift piece (10/20) waiting for you. Don't bother turning into a squirrel yet. Follow the feathers and you'll see another squirrel totem. Across the cavern is another rift piece (11/20). Transform and glide over to it. You have to catch it in the air. When you land you get sucked into the glowing rift portal. Defeat the baddies, collect three rift pieces (14/20) and you're on your way.

Now you pretty much just have to jump to your death here so you'll restart by the squirrel totem. Transform and glide past where the rift piece was, head to your right by the frog totem. There's a baddie where all the glowing yellow orbs are. Defeat him, turn into a frog and hop toward the edge of the platform. There will be some dragonflies you'll have to catch a ride on. Follow them around to the next platform where a rift piece (12/20) awaits you.

...More to come...

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