

Tak and the Power of Juju FAQ/Walkthrough

by WishingTikal

Updated to v2.0 on Sep 29, 2007

This walkthrough was originally written for Tak and the Power of Juju on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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|x| FAQ/Walkthrough by *WishingTikal* |x|
|x| v. 2 on 11/06/04 |x|
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|-| wishingtikal[at]gmail[dot]com |-|
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I know nobody liked the way the FAQ was organized before, so I re organized it. I hope this time it's all right. If it still isn't right, just e-mail me and make suggestions. I take all of them in consideration.

If you can't find what you're looking for in the FAQ, well, you're not looking

carefully because EVERYTHING is here. The walkthrough was re organized, all the Yorbels locations are in the Yorbels Walkthrough, the Juju powers locations are in the Juju Powers Walkthrough, the summons and all the other objectives are in the Step by Step Walkthrough or in the corresponding section. Just look carefully please.

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Send your questions to wishingtikal@hotmail.com

Q: I lost my mummy in Mummy Tombs.

A: It's a glitch. Sadly, you have to start all over!

Q: I can't get back the rhino in Mountain Top.

A: This seems to be a glitch too. Same as above, sadly.

Q: I'm in the practice level and I don't know how to pass by the goat!

A: All you need to do is to pick up a melon and drop it near the goat to distract him so you can pass.

Q: How do I access the level [Enter name here] ?

A: I added a section (Section 3) about this. Oh, and it's just below this one.

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| |                3.  LEVELS LOCATIONS
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Having received too many mails about how to reach this and that level, I decided to finally add this section. I'll list the levels and where to look in the walkthroughs to know how to reach it.

- Tak's Village - You start in it
- Burial Ground - Accessible from Tak's Village
- Mummy Tombs - This world is accessible from Burial Ground. You must clear Objective 4 (Summon the Dead Juju) in order to access it.
- Spirit World - This world is accessible from Mummy Tombs. You must clear Objective 2 (Bringing back the mummies) in order to access it.
- Lower Tree Village - Accessible from Tak's Village
- Upper Tree Village - Accessible from Lower Tree Village
- Dryrock Canyon - Accessible from Tak's Village
- Dryrock Caverns - Accessible from Dryrock Canyon by clearing objective 3 (summon the Two Headed Juju)
- Sun Temple - Accessible from Dryrock Canyon by clearing objective 4 (activate amulet of the champion)
- Chicken Island - Accessible from Tak's Village
- Chicken Island West - Accessible from Chicken Island by clearing objective 2 (summon the Two Headed Juju)
- Chicken Temple - Accessible from Chicken Island by clearing objective 4 (activate amulet of the champion)
- Mountain Top - This world is accessible from Upper Tree Village. You must clear objective 2 (summon the Cajed Juju) in order to access it
- Mountain Top North - Accessible from Mountain Top by clearing objective 3 (activate amulet of the champion)
- Numa Dunes - Accessible from Tak's Village
- Powder Canyon - This world is accessible from Mountain Top. You must clear objective 2 (summon the Cajed Juju) in order to access it

***** IMPORTANT *****

The walkthrough was divided in 4 distinctive parts for a better comprehension.

The Step by Step Walkthrough is for a quick run through the game, starting from the beginning to the end.

The Summon Jujus Walkthrough is about how to summon the Jujus in the levels and reach new levels.

The Yorbels Walkthrough is about the locations of the Yorbels.

The Juju Powers Walkthrough is about the locations of the Juju Powers.

***** IMPORTANT *****

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| |          4. STEP BY STEP WALKTHROUGH
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This walkthrough goes from the beginning to the end of the game, in order. If you're looking for the Yorbels, Jujus powers or the jujus to summon, please check the corresponding walkthroughs below.

TAK'S VILLAGE

* RETURN 9 PLANTS

You'll have to start by collecting 9 plants from defeating the Magic Nubu Plants in various levels and return them to Jibolba's Hut. The first three are located in Burial Ground.

Follow Flora after the practice level and she'll guide you to the entrance of Burial Ground. Hop onto the elevator to complete the objective.

BURIAL GROUND

* OPEN WARRIOR'S KING TOMB

The Warrior King's Tomb will open after you find and put all 4 teeth into the statue at the tomb entrance.

At the start, go ahead and exit the cave, then jump down, go straight and go up to the cliff above. Take a melon on your left and return to the right where you need to put down the melon near the billy goat to distract it. Then you can safely cross and go up to the tomb. Pick up the golden tooth in the center and place it in any of the statues. 3 more to go.

For the next one, go down to the left and continue to the very left of the level. Climb on the bone to reach the platform with the golden tooth. Then return to the tomb and put it into one of the statues.

Then, go down using the middle path and jump on the rocks to reach the tallest one. Then hop onto the liana and jump to the platform with the third golden tooth. Pick it up and return to the tomb to place it in a statue.

On to the last one. Go right and drop down, then jump to the nearby pillar and to the platform with the tooth. Take it and bring it back to the remaining statue at the tomb.

The tomb will open... go in and get prepared for some laughs. You'll then get the Blowgun from the warrior (well, err what a warrior..), a more powerful weapon which allows you to jump higher and to throw acorns (you'll get these later). Now on to collect the 9 Plants Jibolba needs. There are 3 to collect here.

* COLLECT 3 PLANTS

From the tomb, use the blowgun to reach the opening in the wall on your right. Go down the tunnel to a new area. Now go down the bone on your right to encounter the first Magic Nubu Plant. If you manage to kill it, you'll get one of those plants Jibolba wants. To defeat it, stand back, avoid its attacks, and wait for it to start defying you (what the plant will eventually do if you stay far from it). The plant puts down its guard while it does that, so use that moment to give it a good hit. You'll need to hit the plant that way 3 times to defeat it, otherwise it will take A LOT of hits and a lot of time. Pick up the plant after the Nubu is dead and move on to the next one.

Go to the left from where the first plant is to find the second one on a cliff. Destroy it like the first one, pick up the second plant, and go up the slope at the back. Now slide down the ivy and go straight ahead. You can then go straight or left. Go left following the signpost and reach the ledge with the third plant on. Kill it, collect the plant, and return to the intersection. Go straight using the path by the waterfall and you'll end back in the first area. Leave this level by where you came from and Flora will show you the way to Tree Village for the next 3 plants.

LOWER TREE VILLAGE

* FIND THE JUJU ACORN

You start off in a hut. Start by hitting the sheep motor to open the door of the hut. Before leaving, pick up the sheep wandering around the hut and leave the hut with it on your back. Then go right and give the sheep to the orangutan. It'll throw it in the area above. Now it's your turn, stand on the palm tree leaf to reach that area. Take back the sheep once there and put it down on the motor. Hit it to open the door of the hut. Inside, jump to the left on the mushrooms and collect the juju acorn. You can now shoot acorns with your blowgun.

* COLLECT 3 PLANTS

From the hut where you found the acorn, use the blowgun to throw an acorn to the sheep above the door. It'll open the door. Go out and to the right. Drop down in the area below, stand back and shoot an acorn to the monkey in the tree. The monkey will hit the orangutan and the orangutan will hit back the monkey, which will end up in the other tree. Now shoot the monkey again and it'll shoot the orangutan again. The orangutan will go next to the other palm tree. So now you can stand of the leaf of that palm tree to reach the place with the first Nubu plant. Defeat it, collect the plant and go down using the giant mushrooms along the tree trunk.

Something funny you can do in the area below is shoot one of the monkeys in the tree and it'll shoot back at the other monkey so the monkeys will start shooting at each other continuously... uhm ok, continue on the giant mushroom ahead and go left when you see the purple signpost. Then you'll arrive in front of two panels, a purple one and a blue one. Go left following the purple one. Climb up the liana on the mushroom to reach the top. Then slide down the ivy ahead once you're on top. Go down and left to face the second Nubu plant. Kill it, pick up the plant and return in front of the purple and blue signposts.

Follow the direction of the blue signpost at the right and cross the bridge to the other side. Then go up the mushrooms and slide down the ivy at the top. Cross the other bridge there and get past the Nerbils nests to the next area. Go on the cliff and pick up a melon. Put it down next to the palm tree at the right. The orangutan will come next to this tree. Go on the palm tree leaf to reach the area with the last Nubu plant. Destroy it to get the last plant there is here. Slide down the ivy, cross the log, pick the sheep, put it on the motor and hit it to open the door. Go through to exit the level.

Now return to Tak's Village. The next plants are in Dryrock Canyon.

Flora will guide you on the way to Dryrock Canyon, but she'll leave you in front of a wooden barrier. You'll need the rhino to crush that barrier, but the rhino is stuck between some wooden barriers nearby. Stand next to its "cage" and use the blowgun to shoot an acorn to the monkey in the tree

nearby. It'll shoot back at you, destroying the cage at the same time. Hop onto the rhino and crush the barriers blocking your way. Then, cross the pit and continue straight ahead to Dryrock Canyon. Drop down, follow the path and get in the train to complete the objective.

DRYROCK CANYON

* COLLECT 3 PLANTS

From the start, go straight and climb up the cliff at the left. Be quick or the billy goat will push you away. The Nubu plant on the cliff there is harder than the previous ones because of its vines, but you can defeat it with the same strategy, just be careful of the vines. Collect the plant once it's defeated.

Now follow the ledge on the left and continue straight ahead to end up in a new area. Go left and when you arrive on the cliff with the billy goat, drop down in the area below and pick up a sheep there. Go up the slope with the sheep on your back and throw it near the billy goat to distract it. Now you can pass. Climb up, jump on the pillar at the right and bypass the big platform when the billy goat isn't looking in your direction. Hop into the liana at the edge to reach the other side of the gap. Now go up on your right and follow the ledge to the platform with the Nubu plant. Destroy it and collect the plant.

Return to the start of this area (not the start of the level, but the start of this area...), but this time go to the right side. Follow the side of the wall and jump on the platforms to reach the area with the plant at the end. Defeat it and get the last plant. Now you should have 9 plants so exit the level and return them to Jibolba's Hut in Tak's Village.

There are still 3 plants you can get though, in Chicken Island.

On your way to Dryrock Canyon from Tak's Village, cross the pit to arrive on the hut's balcony, then go to the right and cross to the island on the other side using the wooden slices. Go up the cliff and get in the balloon to find Chicken Island.

CHICKEN ISLAND

* COLLECT 3 PLANTS

From the start, go straight and pick up one of the sheep. Now go right and throw it on the ledge with the billy goat to distract it. Jump on that ledge and then jump over the gaps to the island below with the Nubu Plant on. Defeat it like usual and collect the plant after the fight.

Return near the start in the area with the guards. Go left where the white signpost is pointing. To get past the guard, pick up a sheep and pass by the door the guard is guarding. He'll think you're a sheep so he'll let you pass. Go down on the shore and give the sheep to the orangutan so he'll send it on the faraway island in the water. Now get on the palm tree leaf to reach that island yourself. Take back the sheep once on the island and throw it on the cliff with the billy goat. Get on that cliff then and jump to the one with the Nerbils nest. Go on the cliff with the Nubu Plant on, defeat it, pick up the plant and return to the main island.

This time, go to the right and use a sheep to get past the other guard. Go up on the wooden footbridge, then go left to the red signpost. Jump down and get on the palm tree leaf to get launched on a pillar nearby. Jump on the other platforms until you reach the island further. Go around the small hut when the guard is on the other side and cross the small footbridge. Then go up around the hill to the top where the Nubu plant is. Kill it and collect the last plant.

After returning the 9 plants to Jibolba, go back to Lower Tree Village to get the Spirit Rattle.

LOWER TREE VILLAGE

* GET SPIRIT RATTLE

After bringing back the 9 plants to Jibolba, he'll send you recover the Spirit Rattle in Lower Tree Village. You'll need to defeat Pins and Needles in order to get it. You need to hit both twice with the magical "balls" around the hut. Also, you need to avoid their hits... Throw the thing when you're near them if you don't want to miss your shoot. Or if you see that one of them is going to pick up a ball, pick it up before him. Anyway, once you defeat both, you'll receive the Spirit Rattle, a shaman wand with higher strength force than the Blowgun.

Now you'll have to find 100 Yorbels and Lok's Spirit.

TAK'S VILLAGE

* RETURN 100 YORBELS AND LOK'S SPIRIT

For the 100 Yorbels, please look in the YORBELS WALKTHROUGH; all the Yorbels are listed for every single level, except the sand/snowboard levels.

As for Lok's Spirit, go back to Burial Ground.

BURIAL GROUND

* SUMMON THE DEAD JUJU

Now, you'll have to summon the Dead Juju by finding the tiki and putting it into the Shrine. A new level will then open and you'll be one step closer to Lok's Spirit.

In the second area of Burial Ground, go to the left on the cliff where the second Magic Nubu Plant was. Go up the slope at the back and slide down the ivy at the top. Then jump to the pillar with the tiki on. Pick it up. Now go to the shrine and place the tiki into it. The dead juju will open a new path leading to Mummy Tombs.

MUMMY TOMBS

* OPEN ACCESS TO SPIRIT WORLD

Lok's Spirit is located in Spirit World. To reach Spirit World, you'll first need to enter the 4 tombs here and lead the mummies to the Ceremonial Tomb.

-BLUE TOMB-

Enter the Ceremonial Tomb straight ahead. The blue mummy tomb will open. Go in. Inside, bypass the gap by going to the right, then pass over the platforms, cross the rotating bridge, and you'll arrive in the last room. Kill the giant Nerbil, and press the pad on the floor to open the first mummy's tomb. Go and wake up the mummy. Once awoken, the mummy will start following you around.

Guide it out of his tomb and go on the catapult. Do so that the mummy will stand on the edge of the catapult, and quickly go to the other side, jump and the mummy will get hurled on the ledge to the next room. Press the pad on the floor to rotate the bridge so you can pass with the mummy. In the next part, pass on the platforms each at a time, make sure the mummy is following you close. Cross to the other side. For the last room, stand before the pit and go on the platform with the mummy when it comes to you. Quickly hit the mummy to knock him off, then jump on the bridge above the pit, and drop down on the platform again on the other side. Get off the platform when you reach the other side with the mummy that now should be awoken. Exit the tomb and return to the Ceremonial Tomb. Make the mummy step on the pad in front of the door at the right of the entrance.

-GREEN TOMB-

The green tomb will now open. Go in. In the first room, don't walk on the burned planks, only on the white rocks. In the next room, press the pad on the floor so you can cross to the other side using the rocks. Then, jump on the white rocks over the lava to cross to the other side. In the next room, do the same. Finally, in the last room, kill the giant Nerbil and step on the pad on the floor to open the mummy's tomb. Now go to the catapult with the mummy, don't worry for him, he can pass over fire without hurting himself, but you'll have to jump over it yourself.

Use the catapult to make the mummy go on the ledge. Now, place the mummy in front of the bridge of burned planks. Hit him so he'll faint. Quickly cross to the other side using the white rocks and stand in front of the bridge on the other side. When the mummy wakes up, he'll cross the bridge to you so stay there until he's next to you. The next room is the same thing so just redo what you just did. In the next room, hit the mummy in front of the burned plank, cross to the other side, and press the pad on the floor so the white rock raises in the middle of the bridge of burned planks (if it's already like this, don't touch the pad.) Stay on that pad until the mummy wakes up and come to you crossing the bridge. In the last room, hit the mummy in front of the bridge and go on the first white rock. Stay there until the mummy wakes up and comes to you. Hit the mummy again and jump on the rock in the middle of the bridges. Then jump to the rock on the left and wait there for the mummy to come. Hit him again, jump on the rock in the center and then to the next one until the mummy comes. For the last time, hit the mummy, jump on the white rock at the right to the other side and wait for the mummy in front of the bridge. Now leave this place and return to the Ceremonial Tomb. Make the mummy step on the pad in front of the door at the left of the entrance.

-PURPLE TOMB-

The purple tomb is now open so go in. Inside, go straight in the first room, but don't step on the pads on the ground or arrows will be sent at you. Go to the end of the next room without stepping on the pads. The next room is a floor of pads. Only step on the purple pads for the first part, then on the green pads and the blue ones at the end. Then, for the next room, step on the blue pads, then purple pads, blue, purple, and move on like this to avoid the arrows. Then, jump above the pads in the next room to the last one. Kill the giant Nerbil with 3 hits, then press the pad to free the mummy.

Get on the catapult to help the mummy get on the ledge to the next room. Cross the bridge there, and jump when the mummy passes on the pads to avoid the arrows. In the next part, just pass on like before, only you don't see the arrows coming from behind. For the next, just pass very fast and jump. Finally, for the last room, don't go too fast so the mummy doesn't fall off the edges. Don't worry too much about the arrows, the mummy will take them all on himself. (Just look at how much needles your mummy should have on himself...) Exit this tomb and return to the Ceremonial one. Take back the mummy to the left end corner door.

-TURQUOISE TOMB-

Get in the last tomb. Inside, press the pad on the floor to open the door leading to the first room. Pass through it fast before it closes. Press the pad on the mound at the left in the next room to open up the two

doors in this room. Go in the left one. In the next room, go left and bounce on the spider web to reach the ledge above on the left. Press the pad on that ledge to open the door below. Drop down and go through it. Cross through the next room to arrive in another room with a rope hanging from the ceiling in the center. Cross it to arrive in the last room. Kill the giant Nerbil here and step on the pad to free the mummy. Get on the catapult to access the next room with the mummy.

To clear off that first puzzle, you'll need to hit the mummy. That hit will take off the mummy's head. Pick up the head and go on the heightened part of the floor at the left, and put down the head on the circle (make sure the mummy is standing on the weird dale of the floor in front of the platform the head is on). Let the head there and go to the center of the room. Stand on the pad there. This will raise the platform the mummy is on so he'll go next to his head. Take back the head and continue on the ledge to the next circle. Put it down on it and go press the switch to raise the platforms. The mummy should have fall on it below so he'll then be able to reach the head. Repeat this process with the next circle and enter the next room. Go straight to the edge of the ledge ahead in this room and throw the mummy's head to the other side of this ledge, over the gap. The mummy will fall down and go on the platform below. Drop down at the left and stand on the pad on the floor to raise the platform the mummy is on. The mummy will then be on the other side so go with him and enter the next room by pressing the pad at the right of the door. Step on the pad in the next room to open the door and go through it (don't forget to carry the mummy head with you so the mummy follows you). Go straight again and press the pad at the left of the door to open it. Leave the tomb with the mummy and go in the Ceremonial Tomb.

You can now enter Spirit World from the Ceremonial Tomb.

SPIRIT WORLD

* COLLECT 3 SPIRIT BALLOONS

Return all 3 to the dead Juju to look for Lok's spirit.

I'll start off this objective as a walkthrough from the very start of the level. If you're only looking for the balloons, skip this part and scroll down to the next one.

From the start, go straight down to the end and hit the jar at the left to release the Spirit Key. Go on the mound at the right for a YORBEL(1). Now go to the left to the spirit portal which should now be open thanks to the spirit key you just released. Get in the portal to enter spirit mode. In spirit mode, you can see things you usually can't, so look carefully. Go to the right and a bridge should now be there.

Cross it, and hit the jar at the left of the bridge's end to release a spirit key. Now go up, past the spirit portal, continue straight and hit the jar on the mound to release another spirit key. Return to the spirit portal, which should now be open. Get in the portal to access spirit mode. Go up, and cross the newly appeared bridge to the end, then hit the jar

to release a spirit key.

When the bridge disappears, go right, straight past the next spirit portal, and go on the ledge below. Then, go left and collect the YORBEL(2) at the end. Return to the spirit portal and get in to enter spirit mode. Go straight and you'll see an orangutang that wasn't there before. Get on the palm tree leaf to access another area. Go up and you'll meet with the Dead Juju, who wants you to bring him 3 balloons in order that he shows you the way to Lok's spirit.

-The 3 spirit balloons-

Find the warp portal in this area, as I'll often refer to it for emplacements. From the warp portal, go right, then straight up on the mound with a Yorbel above (you can't collect it yet). Then go on the other mound with a giant Nerbil on. Kill it if you're feeling like it, then hit the jar at the left of the platform to release a spirit key.

Drop down on the ledge below at the back of this platform, then jump down again to find the JUJU POWER, juju compass.

Return to the warp portal. From there, get behind the warp to see another giant Nerbil. Jump to the small isle behind the platform he is on and hit the jar there to release another spirit key.

Now for the last spirit key, return to the warp portal. From there, go straight, then right, and climb up the hill. Go right and hit the jar to release the last spirit key.

Now go to the spirit portal and enter spirit mode. Go straight and right to see a bridge that wasn't there before passing over the mound with the Yorbel up in the air. Go up the bridge and collect that YORBEL(3). Now past that bridge, is an orangutang that can only be seen in spirit mode. Get on the leaf of the palm tree to reach a farther area. Go to the end and grab the first Spirit Balloon. Take it back to the dead juju, right of the spirit portal.

Get in the spirit portal again to enter spirit mode, and go left, up the platforms that just appeared to the top of the cliff. Grab the second balloon there, and bring it back to the dead juju.

Go in the spirit portal once again, then go behind the warp portal, and go to the right where you need to cross the newly appeared bridge to reach another area. Go to the end and go right for a YORBEL(4), then left for the last Spirit Balloon. Go back to the dead juju with the balloon. He'll now show you the way to find Lok's Spirit.

* FIND LOK'S SPIRIT

After collecting the 3 balloons, Dead Juju will make some platforms appear so you can cross to the next area. Go through the small tunnel at the start of the new area, and climb up the cliff at the left just after the tunnel. Drop down below on the other side of the cliff to find a YORBEL(5).

Return to the top of the cliff above the tunnel and hit the jar on top to release a Spirit Key. Now go to the right of the tunnel and jump on the platforms to reach a YORBEL(6).

Now the next Spirit Key is hard to locate, so start off from the Spirit Portal, and go left from it until you see a faraway unreachable cliff with a jar on, coming out of the fog as you look in the distance. Throw an acorn using your blowgun to that jar to break it and release the Spirit Key. Now get into the spirit portal to enter spirit mode.

Cross the newly appeared bridge, and jump just before the billy goat comes at you to get past it. Continue straight ahead, and turn left to hit the jar which will release the spirit key. Then, go down and right to the cliff with a giant Nerbil. Grab the YORBEL(7) there and hit the jar on top to release another spirit key.

Go to the spirit portal and enter spirit mode. Go right to see an orangutang. Use the palm tree leaf to reach another area. Back up a little from the emplacement you'll fall in, and jump on the platforms at the left below. Go down to the giant Nerbil, then go right and hit the jar to release a spirit key. Now go back up, and go straight to the spirit portal.

Look on the ledge below at the left of the spirit portal for a YORBEL(8). Now go up the cliff at the right of the spirit portal and go to the end. Look for a platform below with the last YORBEL(9) on. Then, go left on the platform there to another area. Hit the jar there to release the last spirit key.

Go back to the spirit portal, access spirit mode, then go right to find a rhino. Get on it, run left and crush the blocks blocking the bridge to reach the last area.

Go in the coliseum, kill the 3 giant Nerbils there (I'd rather liked a boss here, but well...) and some pillars will appear. Use the blowgun to jump on the pillars and reach the top one. Finally, you've found Lok. But it's not over yet, as you'll have to bring him back...

Grab the balloon with Lok inside, and fly off to the platform straight ahead. Now it's kind of like a labyrinth where you have to avoid the torn bushes on the sides so that Lok doesn't get hit. If it's the case, you'll have to start back. You can't hit the enemies, so you'll have to avoid them, but without approaching too much the torn bushes. When you see a cave with blowing wind, wait for the wind to go away before passing. Eventually, you'll reach the end...

Now you need 100 Yorbels. Choose any level and start the hunt.

For the 100 Yorbels, please look in the YORBELS WALKTHROUGH; all the Yorbels are listed for every single level, except the sand/snowboard levels.

Once you have the 100 Yorbels and Lok's Spirit, go back to Tak's Village and talk to Jibolba.

TAK'S VILLAGE

* RETURN THE MOONSTONES

Return the 3 moonstones to Jibolba so he can free the Moon Juju and open

the doorway to Tlaloc's hideout.

1 in Chicken Temple, 1 in Sun Temple and 1 in Mountain Top North.
See appropriate sections of walkthrough.

CHICKEN ISLAND

* ACTIVATE AMULET OF THE CHAMPION

Go on the circular platform with a hole in the center and go upstairs at the right, then go straight past the bridge and hit the gong to open the gate of the Chicken Temple.

CHICKEN TEMPLE

* COLLECT 1 MOONSTONE

As you enter the Chicken Temple, you'll need to go through the first room but a guard is guarding the entrance to the main room. Simply go around and jump on the platforms to pass over the fence.

Then you'll arrive in the main room. There are four plates in the center with a fire burning under each. What you'll need to do is bring back 3 golden eggs and place them into the plates to go up to the second level of the room.

You now want to go right but can't because of the guard. You'll need to jump on the platforms around the room to bypass the guard. Now enter the first room.

-Level 1, Egg 1-

Go straight down and pick up an egg from the chicken nest. Return to the main room with the egg, watch out for the guard. Jump on the platforms around the room again and place the egg on one of the plates. Now go to the left room using the platforms around the area.

-Level 1, Egg 2-

Go straight down and hit the chicken below to stun it. Quickly pick up an egg and run to the stairs before the chickens catch you. Return the egg to the main room and place it into a plate. Now enter the third room.

-Level 1, Egg 3-

Drop down in the room below. You'll notice a pad on the ground and a closed door. The door opens when you step on the pad but doesn't stay open. What

you need to do is hit a chicken to move it towards the pad. Hit the chicken 2 times in a row and it'll get thrown up farther. Hit the chicken in direction of the pad, and once it's on it, the chicken will stay on the pad so the door will stay open. Go get the egg (hit the 2 chickens before) and quickly go back up to the main room to place the last egg. Now you'll go up a level and a new set of plates will appear. Enter the open room.

-Level 2, Egg 1-

In the first part of the room where the guards are, go left when the guard isn't there and jump on the platform in the center. Then jump to the right to reach the other side and enter the other part of the room.

Go right and you'll find a YORBEL(1). Now drop down in the area below and go left. Pick up an explosive egg from the chicken nest and throw it to the barrier in the center of the room. You'll see a chicken pad in the center. Do as in the previous room, hit a chicken until it falls on the pad and the door will stay open. Try to hit all the chickens in this room into the hole so they won't annoy you (except the one on the pad). Now go into the small room with the chicken nest and pick up a golden egg. Then go back up and through the other room to the main room and place the egg into a plate. Now go left for the next room.

-Level 2, Egg 2-

In the first part of the room, wait for the guard to go left, then go right and jump on the platform in the center. Wait for the other guard to go away and jump back to the right to get the YORBEL(2) in the corner. Then return on the platform in the center and jump to the left side this time. Enter the second part of the room.

Here, go left and avoid the guards for another YORBEL(3). Then drop down in the area below. You'll now need to hit a chicken to move it to the edge of the hole in the ground. Then hit it and a second time while it's still in the air to hit it farther. It should land on the pad in the middle of the hole. This will open a door. Go in and pick up an explosive egg. Now go back up and up the stairs at the left and throw it to the barrier at the left on the ledge around the room. Behind it is a purple pad. Step on it to open another door and start a clock. Hurry to that door before time's up. Pick an egg inside and quickly return to the main room to place the egg into a plate. Now go into the room at the left.

-Level 2, Egg 3-

In the first part of the room, follow the guard to the right and jump on the small wooden platform. Then jump on the platform in the center of the room and to the left side. Jump on the two other small platforms to reach the other side. The Yorbels behind the fence at your right isn't accessible now, you'll have to come back with an explosive egg.

Once in the other part of the room, go down in the area below and hit one of the chickens up the wooden planks to the top. Then hit it down in the corner, there's a chicken pad below even if you can't see it from where you are. Jump down and hit the chicken until it's on the pad. This will open a door. Go to that door and inside, pick up an explosive egg. Go back to the previous room with the guards where you saw the Yorbels and throw the explosive egg to the wooden fence to break it and collect the YORBEL(4) behind.

Now pick up another explosive egg (you may have to start back the -place-the-chicken-on-the-pad-) and return up on the ledge around the room. Throw the

explosive egg at the wooden barrier at the right. You'll find another YORBEL(5) behind that barrier.

Go pick up another explosive egg and return on the ledge around the room but this time throw it to the barrier at the left. You'll find a purple pad behind. Step on it to start the clock and hurry to the door that just opened. Pick up a golden egg and quickly go back up before the door shuts down. Go back to the main room and place the egg on a plate. Now enter the last room.

-Level 2, Egg 4-

Start by going right and jump on the small wooden platform behind the column. Then jump to the center platform and then to the left side. Enter the next part of the room.

This part is can be really tricky. Go down and hit one of the chickens up the wooden plank. Once you reach the top, make sure there's no guards around, and hit the chicken to the left. Then hit it around the pillar where there's a wooden plank and finally, hit it on the last wooden plank in direction of the platform in the center of the room. Hit the chicken on the switch to open a door below.

In that room, pick up an explosive egg, go up the wooden plank and go right. There's a wood structure there. Throw the egg to it to make it explode. You're going to need that platform later.

Return to the room and step on the purple pad on the ground, then hurry to the door at the right. There's another pad in that room. Step on it and quickly go up the rope then hop on the wood structure above and slide down the ivy to the other side. Drop down in the hole, pick an egg and go back up (you're going to have to make this really fast...).

Now go up the wooden plank with the hard earned egg and go right. Jump on the platform you exploded before and continue your way through the next room to the main room where you'll place the final egg.

PINS AND NEEDLES

Hop into the platform in the center of the room after bringing back all the eggs to reach the roof of the temple, where Pins and Needles are waiting for you. This fight can be a bit tricky. First, you need to go on one of the nests around the area. Jump to any of them and stay on it until Pins and Needles start attacking you. Jump to avoid the first attack, then they'll start throwing explosive eggs at you. Jump to avoid them, but stay on the nest. The eggs will fall in the nest and change into normal eggs. Pick one up, and return to the main platform. In the center is a weird floor that looks like something to hold eggs. The same thing is also in the sky, with some chickens in it. Pins and Needles go there after each of their attacks to recharge on eggs. Now what you need to do is to place the egg in one of the spots that corresponds to the one Pins and Needles are going to recharge in. This spot will be glowing yellow. Then, go press the button to lift the floor when Pins and Needles are going into the right spot where you put your egg. The egg will be thrown into them, and they'll loose one balloon. Now you need to repeat this 4 times to defeat them and get the Moonstone.

DRYROCK CANYON

* ACTIVATE AMULET OF THE CHAMPION

Once you have the Amulet, go to the area where you found the Tiki (area with lake and waterfall) and hit the gong to open the gateway to the Sun Temple.

SUN TEMPLE

* COLLECT 1 MOONSTONE

As you enter Sun Temple, go down jumping on the small platforms, but watch out not to step on the light streams or you'll get burned by the sun. You can pick up the purple oil jars on the right and throw them on a sun spot to make them explode, damaging all the enemies around.

When you arrive on the platform where the music beat changes, kill the 3 Nerbils that'll appear and another platform will come down so you can cross to the other side.

When you arrive on the big platform, 3 paths are offered to you. If you go left, you will find a YORBEL(1) at the end. Then, you must choose the path at the right and at the end, press the switch to open a door in an area above. Now, quickly return to the big platform and go into the path straight ahead. The last platform will lead you up, then hurry to the door before it shuts down.

Now, go straight to end up in a room with holes in the floor. Jump over the holes and the sun spots and kill all the Nerbils in this room. This will open a gate. Now go in this new room and press the switch there. This will raise some statues in the previous room. Cross that room again to the other side where the other gate is now open. Press the switch in this room again and it will open a small door in the other room. Cross the big room once again and hurry to the small door before it closes. Go straight into the passage to the next room.

In this room, jump over the pit and kill the Nerbils. If you go into the passage in the wall at the right of the Giant Nerbil, you will find a YORBEL(2). There's another YORBEL(3) in the center of this room over a platform in the middle of a gap. Once you're done with that, exit the room by the other door.

You'll arrive in a huge room with a moving structure in the center. Jump on the platforms at the right and use the ropes when necessary. At the end, you can jump down at the left on the moving structure and then look behind the statue below for a door leading to a small room. In this room, kill all the Nerbils and a platform will appear so you can reach the ledge with the JUJU POWER Summon Coconut.

Now go back to the huge room and climb up to the door at the end of the

room. Go through the door and you'll be in a small passage before the next room. Go straight until you arrive in the passage with some Nerbil nests on the walls. There's a YORBEL(4) at the left in this passage. Now go through the door to the next room.

In this room, you'll need to kill all the Giant Nerbils in order to open the door. For the 2 Nerbils in the center of the room, throw oil jars at them so they'll explode. Don't forget the 4 other Giant Nerbils around the room. And also the YORBEL(5) in the center of the room. Once all 6 Nerbils are dead, the door will open so go through to the next room.

In this room, go left for a YORBEL(6). Then, you'll need to throw oil at the 2 Giant Nerbils to kill them. Once they're dead, a platform will appear on the right. Go on it and press the switch on the other platform. This will open the door. Now you really need to hurry to that door or you'll have to start back! (Be at full health to run faster and jump farther)

If you've made it on time to that door, you'll end up in a small passage before the next room. There's a YORBEL(7) at the right of the other door, just behind the column. Now go through the door.

You should now be in a large room. Go straight ahead, but don't step on the switch on the floor, this is very important! Don't step on it. Jump on the platform below and kill the Giant Nerbil using the oil jars. A pillar will raise. Now go back up and press the switch. This will raise a second pillar. Hurry to the 2 pillars and use them to cross to the other side.

Now, if you jump on the platform at the right of the other switch, you will find a YORBEL(8) at the end of this platform. Now return to the switch, but here again, don't press it yet! Kill the 2 Giant Nerbils on the platform below using the oil jars to raise a pillar, then kill the next 2 Giant Nerbils to raise another pillar. Now return to the switch and press it to raise a third pillar. Hurry to the pillars and use them to cross over the pit. Then enter the door at the end of the room to enter the last room.

Last room before the boss. There is a YORBEL(9) on a platform at the left in the room. Here, you'll need to kill ALL the Giant Nerbils in order to open the last door. This is very difficult because you have a time limit! I suggest using the Juju Power Summon Coconut you found earlier to summon some fire coconuts and throw them at the Giant Nerbils to kill them fast since using the oil jars can take up too much time. When you run out of Mana Feathers, use the oil as a last resort. Finally, the door to the boss room will open so go on.

PINS AND NEEDLES

Hop on the Chocobo, er sorry, the bird, to start the fight. I found this boss battle to be pretty fun and easy enough. You simply need to pick the orbs around the room, which will give you some powers, and shoot them at Pins and Needles. You'll first need to kill Pins, then Needles, and then both at the same time, so there are 3 rounds, the last one being the hardest. My trick is to pick an orb, then run around Pins or Needles until he shoots off all of his powers (which will all miss you since you are turning around him), and once he has no more shots, shoot him before he picks up another orb.

Blue Orb - The best one. Only 1 shot, but a homing one! Will not work if Pins or Needles shoots at the same time as you.

Red Orb - Has multiple blows (3). You have 2 shots.

Green Orb - One powerful blow. 3 shots.

Yellow Orb - Normal blow. 4 shots.

After defeating Pins and Needles, press Y to get off the ..bird. Pick up the Moonstone!

MOUNTAIN TOP

* ACTIVATE AMULET OF THE CHAMPION

Go to the area where you had to bring back the animals to the Caged Juju. Get on the platform with the billy goat near the small waterfall and pick up a melon. Then, drop down and move the orangutan below to the tree near the Warp Shrine using the melon as bait. Get thrown up to the platform above using the tree, then hit the gong to open the doorway to Mountain Top North.

MOUNTAIN TOP NORTH

* RAISE THE STONE PILLARS

There are 4 temples in this area; red, purple, blue and green. You need to open each of these temples and press the switch inside to raise the 4 stone pillars so you can access Pins and Needles.

-RED TEMPLE-

Go straight from the start and go on the mound where 2 cranks are. Turn the left one to move a serie of animal pads below. Turn the crank until the red sheep (I think it is one) is towards the big arrow. Then, turn the right crank until the red symbol is towards the arrow too. (The symbols are on the door of the temple if you're not sure) This will open the temple's door. Hurry to the red temple at the left before the door shuts down and press the switch on the floor.

-GREEN TEMPLE-

Turn the cranks until the green croco symbol and the green rhino symbols are towards the arrow. Then, slide down the ivy at the right to quickly go down to the green temple to press the switch.

-BLUE TEMPLE-

Turn the cranks so the blue fish and blue dragonfly symbols are towards the arrow. Then, go to the right and drop down on the platform with the orangutan, which should be next to the right tree. Use the tree to get thrown up on a ivy above the area. At the end of your slide, press A to release your grip and fall on the other ivy under yours. Slide down that one to the blue temple and press the switch inside.

-PURPLE TEMPLE-

Now before opening up this temple, there are quite some things to do first. First, pick up a melon near the start and drop down on the ledge with the orangutan. Move the orangutan to the left tree using the melon as bait. Now use this tree to get thrown up on a ivy above. Slide it down to the purple temple. Get on the rhino in front of the temple and break the barriers to clear up the way. Then, return to the cranks and place the purple emu and goat symbols towards the arrow to open the door of the temple. Hurry to the purple temple at the right and press the switch to raise the last stone pillar.

* COLLECT 1 MOONSTONE

After raising the stone pillars, climb to the entrance of the temple where the music comes from. Enter to encounter Pins and Needles, who want you to do a DDR style match against them. What you need to do is to press the corresponding button(s) when the arrow goes into the colored square and move the right way while pressing that button. Only press the right button ONCE or it won't work. It requires some practice but the match isn't really long. At the end it begins to go faster but the end is near after that. You'll get the Moonstone at the end of the match.

DARK TEMPLE

* DEFEAT TLALOC

Tak's now at the very end of his quest, as he enters the Dark Temple. Go straight, down to the left, and follow Flora to the platform below. Tlaloc had been waiting for you. On this first platform, you need to kill all the small plants to hurt the big one. Then, Tlaloc will change you into a chicken. You'll have to reach the next platform so Flora can change you back to normal. Cross the ivy bridge by entering the small opening in the ivies. Then quickly cross the bridge and avoid the holes in it to reach the next platform.

On this platform, take out the blowgun and hit the plants on the small platforms around the one you are on. Switch between the rattle and the blowgun to kill the Nerbils and hit the plants. Once you've destroyed all plants, Tlaloc will change you into a rhino. Crush the ivies blocking your way and cross the bridge to the next platform.

Now what you need to do in order to hit the plants is to stand next to one of those plants and wait for Tlaloc to cast his spell on you. Jump just before the attack reaches you and it'll will hit the plant's protective barrier,

which will break down. Now you can hit the plant to kill it. Do this will all the plants, don't forget the ones on the small platforms around the large one.

Now Tlaloc will change Flora into an orangutan. Get on the tree leaf Flora will lower for you to get into the giant plant. You can now use your new power, which will change all the enemies into sheep, including Tlaloc! Find the sheep that is Tlaloc (he has a different face), and pick it up. Then throw it to Flora and she'll take care of him.

Congratulations... You've just beaten the game!

White Spaces...

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| |          5.  SUMMON  JUJUS  WALKTHROUGH
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This walkthrough is ONLY about how to summon the Jujus in levels with Tiki Shrines. For Yorbels or Juju powers, please check the corresponding walkthroughs.

TAK'S VILLAGE

* SUMMON DINKY JUJU

Find the tiki and put it into the shrine to gain access to Numa Dunes.

To find the tiki, go where you broke the wooden barrier with the rhino, past the barrier, where there are two signposts (orange and purple) at the left. It's hard to see but at the left you can go up a little slope into the giant tree's root. Just follow the feathers and you should find it. Go up and jump on the mound at the right of the slope. Then jump to the giant mushroom on the opposite side. Jump on the other mushrooms around the tree until you find the tiki on the last one.

Now to the Shrine. Follow the path indicated by the purple signpost at the left. You'll pass on a ledge that goes behind a waterfall. Enter the cave at the end and go to the right inside. You'll end up in the area with the shrine. Place the tiki into it and you'll summon Dinky Juju, who'll make platforms appear. You can now cross those platforms to reach Numa Dunes. Before going in the balloon, go back and collect the sandboard near the tree. Now you're ready for Numa Dunes.

BURIAL GROUND

* SUMMON THE DEAD JUJU

Find the tiki and put it into the shrine to open access to Mummy Tombs.

In the second area, go to the left on the cliff where the second Magic Nubu Plant was. Go up the slope at the back and slide down the ivy at the top. Then jump to the pillar with the tiki on. Pick it up. Now go to the shrine and place the tiki into it. The dead juju will open a new path leading to Mummy Tombs.

UPPER TREE VILLAGE

* SUMMON THE CAGED JUJU

Find the tiki and put it into the shrine to gain access to Mountain Top.

Hit the sheep motor in the starting hut to open the door, and go out. Now go to the right, go down, and cross the bridge to the purple flag. You don't need to do anyway special here yet, so continue to the right, cross the pit by jumping on the wooden slices, continue past the Warp Shrine, cross the other

pit by jumping on the logs, and you'll arrive on a platform with a sheep motor and an elevator. Get on the elevator and take out the blowgun. Aim for the sheep and shoot, so the elevator will go up. Once up in the new area, go left on the giant mushroom and cross the gap using the liana. Continue and you'll see a rope going up. Climb it up to the area above. Now slide down the ivy there, and go on the mound with the orangutan. Get on the palm tree leaf so the orangutan throws you to a farther area.

Go inside the large hut there and just go through it to the end, don't mind the Yorbels for now. Exit the hut by the other side and once outside on the balcony, slide down the ivy to reach another area. There, hit the sheep motor and hop onto the elevator at the right. You'll go up to another area. At the right are 2 lianas hanging in the air. Jump to the first one, and climb it up a little. Turn the camera to the opposite side to see a ledge along the giant tree's trunk. Swing the liana and jump in direction of that ledge to reach it. Get the tiki on that ledge.

Now that you have the tiki, slide down the ivy and enter the hut there. Place the tiki into the shrine to summon the caged juju. Now the coconut trees will change into explosive coconut trees. Pick one of the coconuts and throw it to the wooden barriers in the hut. They'll explode. Now go on, cross the bridge and hop into the hot-air balloon to reach Mountain Top.

DRYROCK CANYON

* SUMMON THE TWO HEADED JUJU

Find the tiki and put it into the shrine to gain access to Dryrock Caverns.

To get the tiki, you'll have to go in the third area of the level, which is where the temple and the champion gong are. If you haven't found this area yet, there's a path leading to it near the platform where the second Magic Nubu Plant was (look along the wall nearby for an opening leading there). Once there, cross the small lake, jump down the waterfall, and swim to the shore. Go left and climb on the rock to the cliff above. Then climb up the ruins and pick up a sheep in the area above. Throw it to the billy goat below so you can pass without having it chasing you. Jump on the ledge near the billy goat and you'll find the tiki on the edge.

Now return to the second area and find the juju shrine which is at the bottom somewhere near the entrance to Dryrock Caverns. Put down the tiki into it to summon the two headed juju, who will open up (finally...) the door leading to Dryrock Caverns.

CHICKEN ISLAND

* SUMMON THE TWO HEADED JUJU

Find the tiki and put it into the shrine to gain access to the hidden side of Chicken Island (Chicken Island West).

Go near the red signpost pointing the way to Nubu Plant 3. Pick up a melon next to it and put it down next to the left palm tree below. The orangutan will move to the left palm tree. Now stand on the leaf to get thrown up on a ledge above the lake. Jump on the platform below, kill the Nerbil, jump on the next platform and pick up the tiki.

The Shrine is on the shore just next to the lake below. Place the tiki into it to summon the two headed juju, who'll open a tunnel leading to Chicken Island West.

CHICKEN ISLAND WEST

* SUMMON TWO HEADED JUJU

Now you'll need to find the tiki and put into the shrine to get the chicken suit, which allows you to glide over short distances.

To get the tiki, go left from the start until you arrive at the edge of the cliff, then jump on the 2 pillars ahead to reach the wooden platform (use the double jump). Once there, go to the right on the wooden footbridge, then jump to the one above and turn the camera around to see another platform. Double jump to this one and go down the stairs there. Then, jump to the wooden platform ahead below, and continue to the left on the footbridge. You'll find the tiki at the end. Pick it up and return to the shrine to put it in. You can now use the chicken suit. If you want to take it off and on, return in the... toilet.

MOUNTAIN TOP

* SUMMON THE CAGED JUJU (+ Powder Canyon location)

Find the tiki and put it into the shrine and then you must bring a fish, sheep, rhino and emu to the Caged Juju.

Follow the path to the main area. Go right until you come to a small lake with a waterfall. Jump on the rope over the water, swing it and jump to the platform with the tiki on. Pick it up, return to the shrine and put it in. Now the Caged Juju wants you to bring him a fish, an emu, a rhino and a sheep.

-FISH-

Go to the area below at the right of the shrine to find a small lake with some fish. Pick up a coconut next to the tree nearby and throw it in the water (don't stand too near). A fish should get thrown out of the water. Pick it up, go on the orangutan tree leaf and return to the place next to the shrine. Put down the fish in the corresponding door at the left.

-EMU-

Go next to the lake with the small waterfall where you got the tiki, and pick up a coconut next to the tree nearby. Then go left and throw it at the wooden barrier to blow it up. Go on and you'll see the emu. It'll start running away, so try to catch it up and hit it to calm it down. Then hop on it and jump to the area next to the shrine. Put the emu into the right door.

-RHINO-

This time go to the right of the small lake with the waterfall where the tiki was and throw a coconut at the wooden barrier there. Go on and kill the Nerbils on the small platforms at the left with the blowgun. Then jump on those platforms to reach the top. Now hop on the rhino, go up the hill, hit the rhino so it goes faster and crush the pillar at the end of the path. It'll fall down and make a bridge so you can cross to the other side. Take back the rhino to its corresponding door.

-SHEEP-

Return at the bottom of the cliff where the rhino was. Go straight to the ledge with 2 sheep, pick one up, and give it to the orangutan. Now quickly go to the opposite side with an orangutan and 2 trees, one having a monkey in. Hit the monkey from far with your blowgun. This will distract the orangutan in this area. By that time, the sheep you gave to the orangutan should have arrived in the area you are in now. Take the sheep and quickly leave this area, watch out for the orangutan in the area below. Take back the sheep to its corresponding door to complete the objective.

Now we'll be going to...

POWDER CANYON

Go to the left part of Mountain Top, climb up the giant mushroom, pick up a coconut next to the tree above, and throw it to the wooden barrier to blow it up and clear the way.

Now go up the cliff in this area and stand on the plank where the water falls from above and quickly jump to the left to reach the area above. Go up and turn the lever there to close the hole where the water falls in. Now go back down and get on the wooden plank to change the direction of the water to fill up the 2 holes on each side.

Go back up using the right water hole (swim to the other side) and go up at the right of the ledge the orangutan is on, then continue past the tree with mushrooms, and go down on the ledge below. Pick up a melon there and drop down in the water hole below. Then go back up by swimming in the other water hole and go on the ledge with the orangutan. Put down the melon next to the other tree to make the orangutan move. Then get on the tree leaf to reach the area above and stand on the elevator at the right to access Powder Canyon.

White Spaces...

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| |          6.  YORBELS  WALKTHROUGH
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This walkthrough is ONLY about the Yorbels locations. Check the other walkthroughs for the other parts of the game.

TAK'S VILLAGE

* COLLECT 5 YORBELS

-1-

From Jibolba's Hut, cross the bridge, go straight and the Yorbels are on the wooden platform ahead.

-2-

Follow the direction pointed by the green signpost (leading to Tree Village), but instead of jumping on the log hanging in the air at the right, continue climbing up to the hut's balcony. Go at the end of the balcony and jump on the giant mushrooms there. Jump on the mushroom at the left to find the Yorbels on it.

-3-

From the green signpost, go right, jump over the gap with the 3 waterfalls and look behind the giant tree root there to find an alcove with the Yorbels.

-4-

After the rhino part where you broke the wooden barriers, jump on the wood slices hanging in the air to reach the hut's balcony. But don't go straight on it, go at the left of it and go up the root behind the hut to the top. Go on the ledge near the hut's roof and you'll find the Yorbel at the end.

-5-

After crossing the small river of the lake with the waterfall, drop down below as if you were going to Dryrock Canyon, but instead, go left and jump on the small cloth along the mountainside. Bounce up on all the clothes until you reach the ledge at the top. The Yorbel is on. (Or you can go to the end of the ledge that passes behind the waterfall on your way to Numa Dunes.)

BURIAL GROUND

* COLLECT 3 YORBELS

-1-

Go at the end of the tunnel at the beginning and jump on the cliff at the right as you exit it. The Yorbel is on that ledge.

-2-

Go to the left side of the area near the Warrior's tomb and jump to the rock pillar with the Yorbel on.

-3-

Now go to the right side of the area, go up the bone, jump on the platform and then to the ledge with the Yorbel on.

MUMMY TOMBS

* COLLECT 10 YORBELS

-Blue tomb Yorbels (2)-

When you arrive on the rotating bridge near the end of the tomb, jump in the alcove in the wall at the left to find a Yorbel.

Still on the rotating bridge mentioned above, jump through the spider web in the alcove at the right to get in a tunnel behind it. Go at the end of the tunnel and bounce on the spider web to reach the Yorbel above.

-Green tomb Yorbels (2)-

In the second room from the start, you've probably already noticed the Yorbel on the ledge at the right of the room. Go to the other side of the lava pool and jump to this ledge using the double jump.

Right after the second room mentioned above, jump into the opening in the wall at the right and look in the alcove for a Yorbel.

-Purple tomb Yorbels (3)-

In the room with the long narrow path covered by pads near the start of the tomb, jump on the pillar with a Nerbil on at the right of the beginning of the path and jump through the alcove covered by a spider web in the wall. Look at the end of the tunnel for a Yorbel.

Near the end of the path in the room mentioned above, jump on the 2 pillars at the left leading to an alcove in the wall with some Nerbils. Go through the spider web at the left to find another Yorbel.

After the room where you have to step on a floor of colored pads, you'll arrive in front of a kind of big rock in the center of the room. Go to the right of it and get in the passageway there. Jump over the pads to avoid the arrows in the passage and you'll find a Yorbel at the end.

-Turquoise tomb Yorbels (3)-

In the first room of the tomb, press the pad on the mound at the left to open the 2 doors of this room. Get in the right one and press the pad inside to raise a platform so you can reach the ledge with the Yorbel.

In the room with the rope hanging from the ceiling in the center, get on the rope and swing it so you can reach the small ledge with the Yorbel.

The final Yorbel is in the second room, but I kept it last because you need the mummy's head in order to collect it. Place the mummy head on the pad in the center of the floor so a platform will raise. Use that platform to access the ledge above with the Yorbel.

SPIRIT WORLD

* COLLECT 9 YORBELS

From the start, go straight down to the end and hit the jar at the left to release the Spirit Key. Go on the mound at the right for a YORBEL(1). Now go to the left to the spirit portal which should now be open thanks to the spirit key you just released. Get in the portal to enter spirit mode. In spirit mode, you can see things you usually can't, so look carefully. Go to the right and a bridge should now be there.

Cross it, and hit the jar at the left of the bridge's end to release a spirit key. Now go up, past the spirit portal, continue straight and hit the jar on the mound to release another spirit key. Return to the spirit

portal, which should now be open. Get in the portal to access spirit mode. Go up, and cross the newly appeared bridge to the end, then hit the jar to release a spirit key.

When the bridge disappears, go right, straight past the next spirit portal, and go on the ledge below. Then, go left and collect the YORBEL(2) at the end. Return to the spirit portal and get in to enter spirit mode. Go straight and you'll see an orangutang that wasn't there before. Get on the palm tree leaf to access another area. Go up and you'll meet with the Dead Juju, who wants you to bring him 3 balloons in order that he shows you the way to Lok's spirit.

Find the warp portal in this area, as I'll often refer to it for emplacements. From the warp portal, go right, then straight up on the mound with a Yorbel above (you can't collect it yet). Then go on the other mound with a giant Nerbil on. Kill it if you're feeling like it, then hit the jar at the left of the platform to release a spirit key.

Drop down on the ledge below at the back of this platform, then jump down again to find the JUJU POWER, juju compass.

Return to the warp portal. From there, get behind the warp to see another giant Nerbil. Jump to the small isle behind the platform he is on and hit the jar there to release another spirit key.

Now for the last spirit key, return to the warp portal. From there, go straight, then right, and climb up the hill. Go right and hit the jar to release the last spirit key.

Now go to the spirit portal and enter spirit mode. Go straight and right to see a bridge that wasn't there before passing over the mound with the Yorbel up in the air. Go up the bridge and collect that YORBEL(3). Now past that bridge, is an orangutang that can only be seen in spirit mode. Get on the leaf of the palm tree to reach a farther area. Go to the end and grab the first Spirit Balloon. Take it back to the dead juju, right of the spirit portal.

Get in the spirit portal again to enter spirit mode, and go left, up the platforms that just appeared to the top of the cliff. Grab the second balloon there, and bring it back to the dead juju.

Go in the spirit portal once again, then go behind the warp portal, and go to the right where you need to cross the newly appeared bridge to reach another area. Go to the end and go right for a YORBEL(4), then left for the last Spirit Balloon. Go back to the dead juju with the balloon. He'll now show you the way to find Lok's Spirit.

After collecting the 3 balloons, Dead Juju will make some platforms appear so you can cross to the next area. Go through the small tunnel at the start of the new area, and climb up the cliff at the left just after the tunnel. Drop down below on the other side of the cliff to find a YORBEL(5).

Return to the top of the cliff above the tunnel and hit the jar on top to release a Spirit Key. Now go to the right of the tunnel and jump on the platforms to reach a YORBEL(6).

Now the next Spirit Key is hard to locate, so start off from the Spirit Portal, and go left from it until you see a faraway unreachable cliff with a jar on, coming out of the fog as you look in the distance. Throw an acorn using your blowgun to that jar to break it and release the Spirit Key. Now

get into the spirit portal to enter spirit mode.

Cross the newly appeared bridge, and jump just before the billy goat comes at you to get past it. Continue straight ahead, and turn left to hit the jar which will release the spirit key. Then, go down and right to the cliff with a giant Nerbil. Grab the YORBEL(7) there and hit the jar on top to release another spirit key.

Go to the spirit portal and enter spirit mode. Go right to see an orangutang. Use the palm tree leaf to reach another area. Back up a little from the emplacement you'll fall in, and jump on the platforms at the left below. Go down to the giant Nerbil, then go right and hit the jar to release a spirit key. Now go back up, and go straight to the spirit portal.

Look on the ledge below at the left of the spirit portal for a YORBEL(8). Now go up the cliff at the right of the spirit portal and go to the end. Look for a platform below with the last YORBEL(9) on. Then, go left on the platform there to another area. Hit the jar there to release the last spirit key.

LOWER TREE VILLAGE

* COLLECT 12 YORBELS

In the starting hut, climb up the mushrooms around the room to reach the top of the door where a Yorbel is on. (1)

Go out of the hut by the door with a sheep motor in front. Go right and use the orangutan to reach a platform above. There's a Yorbel on the mound at the left of the door. (2)

Go in the hut pointed by the yellow signpost and destroy the two Nerbil nests below to get two Yorbels. (3-4)

Now hit the monkey in the tree with the Blowgun or the sheep above the door to open it. Go out and go left. Destroy the Nerbil nest there for another Yorbel. (5)

Now go right and up the cliff. Destroy the Nerbil nest here too for another Yorbel. (6)

Stay where the Nerbil nest was before you destroyed it and turn the camera around. You'll see a Yorbel above the door you just came out from. Use the Blowgun to jump to that ledge above the door and get the Yorbel. (7)

Now, jump down to the area with the orangutan and 2 trees. The orangutan should be next to the left tree (if not, shoot the monkey in the tree to make the orangutan move). So use the orangutan to reach a farther platform with a yellow flag on. Go down the mushrooms around the tree and you'll be in front of a purple arrow. Continue past that arrow to the blue arrow. Follow the direction its points, so right, and cross the bridge. Then go up all the mushrooms to the top. Slide down the ivy here and hold the Control Stick left just when you arrive at the Yorbel to catch it on the way. If you miss it, go back and start again. (8)

Now slide down the other ivy to get another Yorbel. (9)

Go back up to the ivy where you got Yorbel 8 and slide it down, but this time, hold the control Stick right and jump to reach the Yorbel at the right of the ivy. (10)

Now continue to follow the blue arrow and go up the bridge. Destroy the two Nerbil nests and drop down. Then cross the bridge at the left. Destroy the Nerbil nest at the end for a Yorbel. (11)

Cross back the bridge to the previous area and use the orangutan there to reach a platform with a dead Nubu plant on (the orangutan should be next to the right tree). Slide down the ivy there to get the last Yorbel.

UPPER TREE VILLAGE

* COLLECT 23 YORBELS

Leave the hut you start in through the door, go left and pick up a melon. Then, go back and cross the bridge where the red arrow signpost is. Use the melon to make the orangutan there change for the second tree and use it to reach the platform with the red flag. Jump on the wood slices to get the Yorbel. (1)

Slide down the ivy and return in front of the starting hut. This time, go right. Drop down and cross the bridge in direction of the pink flag. The orangutan there should be next to the tree at the right (if not, move it with a melon). Use the tree and the orangutan to reach a platform above. Slide down the ivy there to arrive on a platform with a Yorbel. (2)

Slide down the other ivy on that platform to get another Yorbel. (3)

Return to the pink flag area. Hit the sheep motor there and an elevator will come down near the orangutan (if there's no sheep on the motor, the sheep is on the ledge at the left so go pick it up). Now, go up using the elevator. There's a Yorbel on the mushroom at the top. (4)

Jump on the other side (from the mushroom) where the blue arrow is. Walk along the mushroom, then use the liana to cross to the other side. Go right and cross the log to the platform with the blue flag. Go right and jump on the ledge near the orangutan and you'll see a platform at the right with a tree with a monkey and a Yorbel. To reach it, simply double jump to it. (5)

Now go back to the blue flag and Walk right past the flag and you'll find a sheep. Go back and give it to the orangutan so he throws it to an upper ledge. Go up on that ledge and pick up the sheep. Place the sheep on the motor here. Hop on the elevator that's already there and take out the Blowgun. Hit the monkey in the tree that's on a farther platform behind where the sheep motor is. The monkey will shoot back the sheep, and you'll go up. Quickly pick up a melon there and go back on the elevator to go down. Return where the orangutan is and move it to the tree behind the blue flag using the melon as bait. Now go back to the sheep motor. Hit the sheep and

the elevator will go up and another one will come down. Hop on the one that just came down and you'll go up to a ledge with a sheep. Pick the sheep and drop down. Bring the sheep down, head left, and cross using the wood log. Place the sheep on the motor there and hit it so an elevator will come down. Go on the elevator to go up and slide down the ivy here to a platform with a yorbel. (6)

Now, jump on the mushroom, slide down the other ivy, and go back up using the same elevator. This time, release the ivy (press A) when you pass above the other ivy to get the Yorbel. (7)

Go back to where you changed the orangutan (behind the blue flag) and use the tree to reach another platform. Go left on that platform (on the mushrooms) and slide down the ivy at the end to get a Yorbel. (8)

Now cross the logs at the left for another Yorbel. (9)

Go back from where you just came and follow the orange arrow to the orange flag. Jump on the rope there and swing it in direction of the Yorbel to get it or jump to it from the rope. (10)

Now jump to the mushroom on the other side and go down until you reach the green arrow. Slide down the ivy there and get on the elevator. Hit the sheep with the Blowgun to go up and once up, go left on the mushroom. Jump on the rope and climb it up, then jump to reach the Yorbel. (11)

Now jump to the other mushroom and climb up the liana there to reach the platform with the orange flag. Destroy the Nerbils nest here to get a Yorbel. (12)

Slide down the ivy, and then use the orangutan to reach a hut on a distant platform. Go in and you'll see two orangutans. Go on the leaf of the first palm tree to reach a platform with a Yorbel. (13)

Drop down from the platform and go out of the hut from the back entrance at the back of the hut. There's a Yorbel here, so take it, but don't slide down the ivy yet. (14)

Pick up the sheep here and go back inside. The orangutan will take the sheep and throw it on a platform above. Go there too using the palm tree and pick up the Yorbel here, but leave the sheep. (15)

Return outside to the back of the hut where you picked up the sheep and pick up a melon here. Return inside and move the second orangutan to the entrance of the hut (outside) where a lone tree is. Use that tree to reach a platform with a Yorbel on. (16)

Now return on the platform where you left the sheep. The orangutan below isn't there anymore, so he won't bother you. Drop down with the sheep and go place it on the motor. Hit it and an elevator will come down. Go on it to reach a platform with a Yorbel. (17)

Jump back on the elevator and jump to the other platform by the wall to get a Yorbel. (18)

Go back to the tree outside at the entrance of the hut and use it to reach the platform above. Here, use the Blowgun to shoot the monkey in the tree below so it'll move to the other tree near the sheep motor. Then, hit the monkey again and it'll hit back the sheep so an elevator will come down on the platform you are on. Go on it to reach the platform above with a

Yorbel on. (19)

Slide down the ivy from there to get two Yorbels. (20-21)

Now you can leave this hut. Go to the back of the hut outside and slide down the ivy there to reach a platform by the giant tree. Pick up the sheep here and put it down on the motor. Hit it and go on the elevator at the left. Use it to go up and destroy the Nerbils nest there for a Yorbel. (22)

Now go on the elevator at the right and on the platform above, jump on the 2 ropes to get the last Yorbel. (23)

To leave that area, climb up the first rop to the top (almost) and make it swing in direction of the platform by the giant tree and jump to it. Then slide down the ivy.

DRYROCK CANYON

* COLLECT 15 YORBELS

-1-

Starting from where you fought Nubu Plant 1, follow the thin path that goes from that area to another place and you'll find a Yorbel at the end.

-2 & 3-

After crossing the thin path mentioned above, continue straight forward to the next area. On your way, you'll see a hole in the ground. Hop in to fall in a underground cave. There are two Yorbels down there.

-4-

From where you fought Nubu Plant 2 (on the round platform in the air), go down the thin path that goes from that platform to a ledge where you'll find a Yorbel.

-5-

After collecting Yorbel 4 (mentioned above), jump down from the ledge and continue down on the lower path, then double jump to reach the platform at the left on which a Yorbel is on.

-6-

From the emplacement of the entrance to Dryrock Caverns, go up the thin slope path and climb up the platforms to the ledge above, then go left, climb up and double jump over the gap to reach a thin path leading to ruins. Go to the end of that path, drop down from the ruin and collect the Yorbel.

-7-

From where you fought Nubu Plant 2 (on the round platform in the air), jump down and look at the wall nearby to find the entrance of another area with a lake (where you got the Tiki from). Jump in the lake, swim to the right and look behind the column there to find a Yorbel.

-8-

After collecting the Yorbel mentioned above, cross the lake, jump down the

waterfall and go straight out of the water. Go left and climb up the boulder to get on the ruin, then jump on the rock platform and go left. Jump over the pit and continue to the end of the ruin to get the Yorbels you saw near the waterfall.

-9-

From the entrance of the Sun Temple, go to right of the gate, jump over the ruins and go at the end of the path with the Nerbil. Then jump to the platform below with a Yorbels on.

-10 to 15-

The last 6 Yorbels are in the town part of Dryrock Canyon. To get there, you'll have to find a way of getting to the area behind the Tiki Shrine (simply use the nearest path that leads above that area and drop down there). You'll see a yellow flag next to a gate. Hop on the rhino next to the gate and break it. Go left and break the fences on your path to find a Yorbels. Then, at the end, break the fences blocking a small room with the emu in. Hit the emu, hop on it, and ride it up the slope. Jump from platform to platform in this part to find the last 5 Yorbels.

* SUMMON THE TWO HEADED JUJU

Find the tiki and put it into the shrine to gain access to Dryrock Caverns.

To get the tiki, you'll have to go in the third area of the level, which is where the temple and the champion gong are. If you haven't found this area yet, there's a path leading to it near the platform where the second Magic Nubu Plant was (look along the wall nearby for an opening leading there). Once there, cross the small lake, jump down the waterfall, and swim to the shore. Go left and climb on the rock to the cliff above. Then climb up the ruins and pick up a sheep in the area above. Throw it to the billy goat below so you can pass without having it chasing you. Jump on the ledge near the billy goat and you'll find the tiki on the edge.

Now return to the second area and find the juju shrine which is at the bottom somewhere near the entrance to Dryrock Caverns. Put down the tiki into it to summon the two headed juju, who will open up (finally...) the door leading to Dryrock Caverns.

DRYROCK CAVERNS

* CATCH 3 MAGIC LIGHTS

In this cave are 3 Magic Lights you must bring back to their pedestals. A red, a green and a blue one. You start with the red one. All you need to do is follow the Light to the end of the cavern, then once you are in possession of it, you must bring it back to the start of the cavern. Then, you do that again with the 2 next Lights.

The exit of Dryrock Caverns is on the opposite wall of the blue light pedestal.

* COLLECT 24 YORBELS

-Red Magic Light path (8 Yorbels)-

After the first Light checkpoint, go straight, then jump on the platform at the right and to the next one to find a Yorbel.

Then, jump back to the left, then straight on the next platform and on yet another one, then drop down from that platform at the left to find a Yorbel on a platform below.

After this, jump to the platform straight ahead (a bit on your right, below) then jump to the right and on the other platforms that go down to a small cave at the very bottom with a Yorbel in.

After the second Light checkpoint, go left on the platform there, then jump to the other one with the Yorbel on.

Right after the third Light checkpoint, drop down on a platform straight in front of you, but it is below so hard to see. Then jump on the next platform and collect the Yorbel at the right.

A little after the third checkpoint is another Yorbel on a ledge on your left.

And another Yorbel if you jump in the small opening in the wall on the left (of the platform where the previous Yorbel was) and look in this passage.

The last Yorbel is right at the end of the cave where the Light entered in your possession.

-Green Magic Light path (8 Yorbels)-

Right at the beginning is a Yorbel on your right.

After the first Light checkpoint, there is a Yorbel on a platform on your left as you slide down the stream.

Just before the second checkpoint, turn back and jump to the pillar on your left, then to the other one which has a Yorbel on top.

Right where the second checkpoint is, drop down at the right of it to land on a platform below. Then, jump below again to an area with a Yorbel.

After the second checkpoint, go straight, climb up the platform in front and go to its edge at the end. There, jump down on a platform below on your right, and then jump to the alcove in the wall to find a Yorbel.

From the alcove mentioned above, drop down on another platform that is below (on the right), then go down all the small platforms to the bottom where a Yorbel is on a platform.

From the platform mentioned above, go straight and jump on the small platforms until you reach a bigger one. Then, continue straight into the cave in the wall and look at the back of it to find a Yorbel.

After the second Light checkpoint, there is a Yorbel straight ahead when

you slide down the stream.

-Blue Magic Light path (8 Yorbels)-

Right after the start, a Yorbel on a platform in the middle of the two paths.

After going through the gate a bit after the start, there is a Yorbel on a platform on the left side (just before checkpoint 1).

After the first Light checkpoint, go to the right and look on a platform near the wall for a Yorbel.

After the first checkpoint, there is a Yorbel on the platform with a Giant Nerbil.

After the first checkpoint, only use the platforms near the left wall to find another Yorbel on one of them.

After the second Light checkpoint, go up the path on your left and you'll see a Giant Nerbil on a platform below on your left. Drop down on this platform to find a Yorbel.

A little after the second checkpoint, after you slide down the small stream, jump to the other stream on your right for a Yorbel.

When you arrive at the third Light checkpoint, turn back, and go to the right where you can see a Giant Nerbil. Climb up on the short pillar next to it and jump on the other ones until you arrive on a long and thin platform with a Yorbel on.

CHICKEN ISLAND

* COLLECT 7 YORBELS

As you start, jump down to the left to land in water. Then swim to the beach area and use the orangutan to reach the distant island. Get on the platform where Magic Nubu Plant 2 was and look on the cliff behind the dead Nubu Plant to find a Yorbel hidden behind a tree. (1)

From the start, go straight ahead to the white signpost indicating the direction of Nubu Plant 2. Look behind the tree that is behind the signpost to find that well hidden Yorbel. (2)

From the start, go to the right to the area where Magic Nubu Plant 1 was. Look in the alcove under the small hill to find a Yorbel. (3)

From the start, go straight, then right to arrive in front of the gate guarded by a guard. The Yorbel we are looking for is on the roof above that gate. Bypass the guard using a sheep, or bypass the gate using the wooden platforms at the right of it. Whatever way you use, you have to now be on the other side of that gate. Now jump up to reach the small

wood platform above that side of the gate. Once on the footbridge above the gate, go left and jump up on the little roof at the left to get the Yorbel. (4)

Now go on the circular wooden footbridge with a hole in the center. Choose the right path (it may not be on your right, but if standing on the side with no path...) and go up the stairs. Continue straight ahead to arrive in front of the Chicken Temple. From there, go to the left and look behind the tree next to the fence to find a Yorbel. (5)

From the circular wooden footbridge with a hole in the center, go into the path that leads to the other part of the level. But stop halfway through the stairs. The next Yorbel is just under those stairs, on a small cliff in the middle of the two big waterfalls below. So drop down from the stairs to land on that cliff and collect the Yorbel. (6)

Now go on the island where Magic Nubu Plant 3 was. Jump up on the cliff behind the dead Nubu Plant to find a Yorbel behind the red flag. (7)

* SUMMON THE TWO HEADED JUJU

Find the tiki and put it into the shrine to gain access to Chicken Island West.

Go near the red signpost pointing the way to Nubu Plant 3. Pick up a melon next to it and put it down next to the left palm tree below. The orangutan will move to the left palm tree. Now stand on the leaf to get thrown up on a ledge above the lake. Jump on the platform below, kill the Nerbil, jump on the next platform and pick up the tiki.

The Shrine is on the shore just next to the lake below. Place the tiki into it to summon the two headed juju, who'll open a tunnel leading to Chicken Island West.

CHICKEN ISLAND WEST

* SUMMON TWO HEADED JUJU

Now you'll need to find the tiki and put into the shrine to get the chicken suit, which allows you to glide over short distances.

To get the tiki, go left from the start until you arrive at the edge of the cliff, then jump on the 2 pillars ahead to reach the wooden platform (use the double jump). Once there, go to the right on the wooden footbridge, then jump to the one above and turn the camera around to see another platform. Double jump to this one and go down the stairs there. Then, jump to the wooden platform ahead below, and continue to the left on the footbridge. You'll find the tiki at the end. Pick it up and return to the shrine to put it in. You can now use the chicken suit. If you want to take it off and on, return in the... toilet.

* COLLECT 29 YORBELS

From the start, go right, and drop down in the area below. Look behind one of the pillars near the shore to find a Yorbel. (1)

From the start, go left and down to the beach area. Kill the Nerbils, then break all the 'bags' to reveal those 7 Yorbels. They all are on the beach, just look in every corner to find them all. (2 to 8)

Go in the toilet to put on the Chicken Suit. Then, get on the air vent to be lifted up. Fly in direction of the hut on the mountainside. The Yorbel is on the footbridge. (9)

Now, cross the sea when the water is low to reach the small platform in the center. Then, cross to the left to reach another small platform with a Yorbel on. (10)

After crossing the sea, get on the hill and fly to the next island. Here, before flying up using the air vent, go to the end of this area and look behind the boulders there to find a Yorbel. (11)

Now fly up using the air vent to reach the upper part. Fly up again to cross the lake but when on the first air vent over the lake, fly to the right to reach the cliff with a Yorbel on. (12)

After crossing the lake and turning the lever to reveal another air vent, use that air vent to fly to the next island. There, take off the Chicken Suit and drop down in the area below. Break all the 'bags' down there to reveal 3 Yorbels. (13 to 15)

Now go back up, put back the Chicken Suit, cross the gap using the air vent to reach the other side, then drop down and go left. Follow the thin ledge to the end where you'll find 2 Yorbels. (16-17)

Continue to the next island. Once on that island, go right and take off the Chicken Suit. Break the 2 'bags' at the edge of the cliff near the toilet to reveal a Yorbel inside one. (18)

Then, go past the toilet and go to the right near the wall. Kill the plant and break the 'bag' there to reveal a Yorbel. (19)

Break the 'bag' behind the Giant Nerbil to find another Yorbel. (20)

Now follow the ledge to the left, kill the Nerbils, then break the 'bag' on the mound at the end to get a Yorbel. (21)

Drop down on the beach below and break all the 'bags' there to find 6 Yorbels. (22 to 27)

On Old Volcano Island (the last island), when climbing to the top where the camera is on the side like a sidescrolling platformer, there is a Yorbel at the end of a footbridge near the top. (28)

After the part mentioned above, put on the Chicken Suit, then go up the slope and fly up using the air vent in the center of the crater. Then fly to the cliff above the entrance to the cave below to get the last Yorbel. (29)

MOUNTAIN TOP

* COLLECT 11 YORBELS

From the start, follow the path to the main area until you're in front of a tree with some mushrooms around its trunk. Then, go to the right and turn into the path at the right. If a wooden barrier is blocking that path, then break it using the rhino, but if you've already brought back the animals to the Caged Juju, that barrier shouldn't be there anymore. Kill the Giant Nerbil in this path and collect the Yorbel on the cliff at the right of the path. (1)

Continue on that same path to find another Yorbel directly on your way. If you already brought back the rhino to the caged juju, you probably already collected it. (2)

Once again continue on that path until you arrive in front of the statue the rhino pushed to make a bridge with. Double jump to the right to land on a path below, but watch out for the pit. Now go up the path to the tree with mushrooms on its trunk. Jump on the mushroom with the Yorbel to collect it. (3)

From there, go down to where the orangutans are. From the platform with a sheep and an orangutan on, double jump to the platform with a Giant Nerbil on. Kill it and collect the Yorbel. (4)

Now go back to the area where you brought back the animals to the caged juju. Go to the right of that area and get on the hill near the one with a billy goat on, which is near the small waterfall lake. Throw an acorn with your Blowgun to the monkey in the tree above the billy goat so it'll shoot it, which will distract it so you can double jump to that platform and then to the ledge with the Yorbel. (5)

Then, jump down from the platform with the billy goat and get on the palm tree leaf of the orangutan below. It'll throw you up to a cliff with a silver feather and a Yorbel. (6)

Now we'll need to go the other part of the level, from where Powder Canyon is accessible. So return near the start, but this time go left and climb up the mushrooms to access this area. Follow the main path, go up the 'stairs', then go right and jump into the hole full of water to get a Yorbel. (7)

Then, go left in the other hole of water and cross it to reach the other side. Continue to follow the path to the top on a mound with an orangutan. Then, jump to the right on the platform with a Yorbel next to the tree. (8)

Now go left from the orangutan, in the waterfalls area. Jump on the platforms over the water to reach the ledge behind the waterfalls. Kill the enemies there, then follow the ledge to the left to find a Yorbel. (9)

Go back to the platform with the orangutan. This time, go straight ahead and climb up the stairs of mushrooms. Jump on the ledge at the left with the two billy goats. Hurry to pick up the Yorbel there before they get you. (10)

Now, go back to the orangutan once again. Get on the palm tree leaf so it throws you up to the upper part of the level. Slide down the ivy there to land down on a small mount with the last Yorbel. (11)

MOUNTAIN TOP NORTH

* COLLECT 6 YORBELS

-1-

From the start, go right, then down where the orangutan is, and go on the tree at the left of the orangutan. There's a Yorbel on the mushroom behind the tree.

-2-

Behind the red temple.

-3-

Behind the purple temple.

-4-

At the right of the blue temple.

-5-

Behind the green temple.

-6-

At the right of the entrance of the temple where the music comes from after raising the stone pillars.

SUN TEMPLE

* COLLECT 9 YORBELS

As you enter Sun Temple, go down jumping on the small platforms, but watch out not to step on the light streams or you'll get burned by the sun. You can pick up the purple oil jars on the right and throw them on a sun spot to make them explode, damaging all the enemies around.

When you arrive on the platform where the music beat changes, kill the 3 Nerbils that'll appear and another platform will come down so you can cross to the other side.

When you arrive on the big platform, 3 paths are offered to you. If you go left, you will find a YORBEL(1) at the end. Then, you must choose the path at the right and at the end, press the switch to open a door in an

area above. Now, quickly return to the big platform and go into the path straight ahead. The last platform will lead you up, then hurry to the door before it shuts down.

Now, go straight to end up in a room with holes in the floor. Jump over the holes and the sun spots and kill all the Nerbils in this room. This will open a gate. Now go in this new room and press the switch there. This will raise some statues in the previous room. Cross that room again to the other side where the other gate is now open. Press the switch in this room again and it will open a small door in the other room. Cross the big room once again and hurry to the small door before it closes. Go straight into the passage to the next room.

In this room, jump over the pit and kill the Nerbils. If you go into the passage in the wall at the right of the Giant Nerbil, you will find a YORBEL(2). There's another YORBEL(3) in the center of this room over a platform in the middle of a gap. Once you're done with that, exit the room by the other door.

You'll arrive in a huge room with a moving structure in the center. Jump on the platforms at the right and use the ropes when necessary. At the end, you can jump down at the left on the moving structure and then look behind the statue below for a door leading to a small room. In this room, kill all the Nerbils and a platform will appear so you can reach the ledge with the JUJU POWER Summon Coconut.

Now go back to the huge room and climb up to the door at the end of the room. Go through the door and you'll be in a small passage before the next room. Go straight until you arrive in the passage with some Nerbil nests on the walls. There's a YORBEL(4) at the left in this passage. Now go through the door to the next room.

In this room, you'll need to kill all the Giant Nerbils in order to open the door. For the 2 Nerbils in the center of the room, throw oil jars at them so they'll explode. Don't forget the 4 other Giant Nerbils around the room. And also the YORBEL(5) in the center of the room. Once all 6 Nerbils are dead, the door will open so go through to the next room.

In this room, go left for a YORBEL(6). Then, you'll need to throw oil at the 2 Giant Nerbils to kill them. Once they're dead, a platform will appear on the right. Go on it and press the switch on the other platform. This will open the door. Now you really need to hurry to that door or you'll have to start back! (Be at full health to run faster and jump farther)

If you've made it on time to that door, you'll end up in a small passage before the next room. There's a YORBEL(7) at the right of the other door, just behind the column. Now go through the door.

You should now be in a large room. Go straight ahead, but don't step on the switch on the floor, this is very important! Don't step on it. Jump on the platform below and kill the Giant Nerbil using the oil jars. A pillar will raise. Now go back up and press the switch. This will raise a second pillar. Hurry to the 2 pillars and use them to cross to the other side.

Now, if you jump on the platform at the right of the other switch, you will find a YORBEL(8) at the end of this platform. Now return to the switch, but here again, don't press it yet! Kill the 2 Giant Nerbils on the platform below using the oil jars to raise a pillar, then kill the next 2 Giant Nerbils to raise another pillar. Now return to the switch and press it to

raise a third pillar. Hurry to the pillars and use them to cross over the pit. Then enter the door at the end of the room to enter the last room.

Last room before the boss. There is a YORBEL(9) on a platform at the left in the room. Here, you'll need to kill ALL the Giant Nerbils in order to open the last door. This is very difficult because you have a time limit! I suggest using the Juju Power Summon Coconut you found earlier to summon some fire coconuts and throw them at the Giant Nerbils to kill them fast since using the oil jars can take up too much time. When you run out of Mana Feathers, use the oil as a last resort. Finally, the door to the boss room will open so go on.

CHICKEN TEMPLE

* COLLECT 6 YORBELS

As you enter the Chicken Temple, you'll need to go through the first room but a guard is guarding the entrance to the main room. Simply go around and jump on the platforms to pass over the fence.

Then you'll arrive in the main room. There are four plates in the center with a fire burning under each. What you'll need to go is bring back 3 golden eggs and place them into the plates to go up to the second level of the room.

You now want to go right but can't because of the guard. You'll need to jump on the platforms around the room to bypass the guard. Now enter the first room.

-Level 1, Egg 1-

Go straight down and pick up an egg from the chicken nest. Return to the main room with the egg, watch out for the guard. Jump on the platforms around the room again and place the egg on one of the plates. Now go to the left room using the platforms around the area.

-Level 1, Egg 2-

Go straight down and hit the chicken below to stun it. Quickly pick up an egg and run to the stairs before the chickens catch you. Return the egg to the main room and place it into a plate. Now enter the third room.

-Level 1, Egg 3-

Drop down in the room below. You'll notice a pad on the ground and a closed door. The door opens when you step on the pad but doesn't stay open. What you need to do is hit a chicken to move it towards the pad. Hit the chicken 2 times in a row and it'll get thrown up farther. Hit the chicken in direction of the pad, and once it's on it, the chicken will stay on the pad so the door will stay open. Go get the egg (hit the 2 chickens before) and quickly go back up to the main room to place the last egg. Now you'll go up a level and a new set of plates will appear. Enter the open room.

-Level 2, Egg 1-

In the first part of the room where the guards are, go left when the guard isn't there and jump on the platform in the center. Then jump to the right to reach the other side and enter the other part of the room.

Go right and you'll find a YORBEL(1). Now drop down in the area below and go left. Pick up an explosive egg from the chicken nest and throw it to the barrier in the center of the room. You'll see a chicken pad in the center. Do as in the previous room, hit a chicken until it falls on the pad and the door will stay open. Try to hit all the chickens in this room into the hole so they won't annoy you (except the one on the pad). Now go into the small room with the chicken nest and pick up a golden egg. Then go back up and through the other room to the main room and place the egg into a plate. Now go left for the next room.

-Level 2, Egg 2-

In the first part of the room, wait for the guard to go left, then go right and jump on the platform in the center. Wait for the other guard to go away and jump back to the right to get the YORBEL(2) in the corner. Then return on the platform in the center and jump to the left side this time. Enter the second part of the room.

Here, go left and avoid the guards for another YORBEL(3). Then drop down in the area below. You'll now need to hit a chicken to move it to the edge of the hole in the ground. Then hit it and a second time while it's still in the air to hit it farther. It should land on the pad in the middle of the hole. This will open a door. Go in and pick up an explosive egg. Now go back up and up the stairs at the left and throw it to the barrier at the left on the ledge around the room. Behind it is a purple pad. Step on it to open another door and start a clock. Hurry to that door before time's up. Pick an egg inside and quickly return to the main room to place the egg into a plate. Now go into the room at the left.

-Level 2, Egg 3-

In the first part of the room, follow the guard to the right and jump on the small wooden platform. Then jump on the platform in the center of the room and to the left side. Jump on the two other small platforms to reach the other side. The Yorbels behind the fence at your right aren't accessible now, you'll have to come back with an explosive egg.

Once in the other part of the room, go down in the area below and hit one of the chickens up the wooden planks to the top. Then hit it down in the corner, there's a chicken pad below even if you can't see it from where you are. Jump down and hit the chicken until it's on the pad. This will open a door. Go to that door and inside, pick up an explosive egg. Go back to the previous room with the guards where you saw the Yorbels and throw the explosive egg to the wooden fence to break it and collect the YORBEL(4) behind.

Now pick up another explosive egg (you may have to start back the -place-the-chicken-on-the-pad-) and return up on the ledge around the room. Throw the explosive egg at the wooden barrier at the right. You'll find another YORBEL(5) behind that barrier.

Go pick up another explosive egg and return on the ledge around the room but this time throw it to the barrier at the left. You'll find a purple pad behind. Step on it to start the clock and hurry to the door that just opened. Pick up a golden egg and quickly go back up before the door shuts down. Go back to the main room and place the egg on a plate. Now enter the last room.

-Level 2, Egg 4-

Start by going right and jump on the small wooden platform behind the column. Then jump to the center platform and then to the left side. Enter the next part of the room.

This part is can be really tricky. Go down and hit one of the chickens up the wooden plank. Once you reach the top, make sure there's no guards around, and hit the chicken to the left. Then hit it around the pillar where there's a wooden plank and finally, hit it on the last wooden plank in direction of the platform in the center of the room. Hit the chicken on the switch to open a door below.

In that room, pick up an explosive egg, go up the wooden plank and go right. There's a wood structure there. Throw the egg to it to make it explode. You're going to need that platform later.

Return to the room and step on the purple pad on the ground, then hurry to the door at the right. There's another pad in that room. Step on it and quickly go up the rope then hop on the wood structure above and slide down the ivy to the other side. Drop down in the hole, pick an egg and go back up (you're going to have to make this really fast...).

Now go up the wooden plank with the hard earned egg and go right. Jump on the platform you exploded before and continue your way through the next room to the main room where you'll place the final egg.

White Spaces...

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7. JUJU POWERS WALKTHROUGH

This walkthrough is ONLY about the Juju Powers locations. Check the other walkthroughs above for the other parts of the game.

TAK'S VILLAGE

* MANA MAGNET

Go on the ledge behind the waterfall near Dryrock Canyon (you pass there when you go to Numa Dunes). Stand on the wooden platform next to the waterfall and jump to the liana above the lake. Then jump to the next one, swing it and position yourself in direction of the juju power floating in the air. Jump from the liana to it to collect it. This power allows you to attract feathers like a magnet.

BURIAL GROUND

* RESTORATION DANCE

This juju power is in the second area, on the ledge at the left of the Juju Shrine. It allows you to heal yourself up at the cost of 75 feathers.

MUMMY TOMBS

* SPIRIT SIGHT

Follow the path that passes along the left side of the Ceremonial Tomb to find the juju power on a tree trunk at the end. This power allows you to reveal Nerbils' spirits and use them as health.

SPIRIT WORLD

* JUJU COMPASS

In the area with the spirit balloons and the dead juju, go around the platform with the giant Nerbil (from the right side) to the back of it where you'll find the juju power on a ledge below at the left. This juju power allows you to see special hidden items.

LOWER TREE VILLAGE

* SPIRIT CALL

Go at the place with the two signposts (purple and blue) next to each other, near the area with a lot of giant mushrooms around the trees. Go in the direction of the purple signpost, to the left. Jump down on the mushroom below, but instead of going to the right where the liana is, go to the left to find a passage leading under the giant mushroom above. There you'll find this juju power, which allows you to collect Nerbil spirits.

UPPER TREE VILLAGE

* SPIRIT STRIKE

Hit the sheep motor in the starting hut to open the door, and go out. Now go to the left and destroy the Nerbil nest on the mound at the end. Pick up a melon on the other mound and return all the way to the right of the hut's entrance. Go down, and cross the bridge to the purple flag. Put down the melon next to the palm tree at the right so the orangutan will move to this tree. Now stand on the leaf to get launched on a platform above. Slide down the ivy to another platform below, where you'll find the juju power, Spirit Strike, which allows you to attack flying Nerbils.

DRYROCK CANYON

* LONGER LIFE

Just before entering the second area, there's a hole in the ground on the path. Drop down in it to get the juju power. You now have a greater

resistance to enemies' attacks.

DRYROCK CAVERNS

* STUNNER

You will automatically get this Juju Power right after bringing back the 3 Magic Lights. It allows you to stun enemies.

CHICKEN ISLAND

* EAGLE EYE

Return near the red signpost pointing the way to Nubu Plant 3. Pick up a melon next to it and put it down next to the palm tree at the right below. The orangutan will go next to the palm tree at the farthest right. Get on the leaf to reach a higher cliff on the mountainside. Enter the cave on that cliff and find the exit when you're inside. You'll end up on another side of the mountain. Pick up the juju power on the edge before jumping down. This juju power allows you to zoom in and out using the Blowgun.

CHICKEN ISLAND WEST

* CONVERSION

To get this Juju power, you'll need to go to the Old Volcano Island. The following walkthrough tells you how to get there, and finally the location of this juju power.

From the start, go to the left in the small area with water in the center. Now that you can use the chicken suit, enter the toilet to wear it on. Now you'll need to cross the sea without touching the water, otherwise you'll lose the suit. Cross the water to the small island in the center, by walking on the small piece of land when the water is low. Then continue and climb to the top of the cliff at the end. Fly to the other island from there.

Now get on the air vent to go up to the area above. You'll need to cross the lake using the air vents while avoiding the water streams. You don't really need to wait for the stream to disappear before gliding to the next vent,

simply bypass the stream. Cross the lake that way to the other side. Now get on the air vent on that side to go up to the ledge above. Go in the toilet to take off the suit, then turn the lever there to reveal another air vent below. Get on this one after putting back on the chicken suit and glide to the distant island using the air vents above the water.

Once on this island, cross the pit full of Nerbils, then take off the chicken suit, and turn the lever to reveal an air vent. Use the next few ones above the water to reach another island, Old Volcano Island.

Now go down to the beach, and go up using the air vent there to reach the ledge along the mountain. Go to the end of that ledge and cross the small water stream. Then, glide down to the beach below and take off the chicken suit. Now go back up by climbing the cliff at the other side to end up in an area with 2 giant Nerbils. From there, climb up on the wooden footbridges along the wall to the end.

Now you're in a kind of 2D perspective. Just go through that part to reach the top of the island. Turn the lever at the top to open the water reservoir to drain the water. Then jump down and go in the toilet to put back on the chicken suit. Go up in the passage, then jump to the air vent in the center below and let the air get you up to the juju power above the air vent. This one will allow you to turn Nerbils into chickens.

* WARP MASTERY

After collecting the juju power Conversion (see above), glide down to the cave under the ledge with a Yorbel on and enter it. Go down the tunnel and make your way to the end of the cave to find the juju power Warp Mastery. This one now allows you to travel to any of the worlds using the warp. Now all you need to do to leave this level is get into the warp and choose your destination.

MOUNTAIN TOP

* THUNDER STRIKE

Go near where the emu was when you first found it. Climb to the top of the nearby cliff. Take out the Blowgun and throw an acorn to the monkey in the tree on the opposite cliff. The monkey will shoot at the billy goat, which will distract it. Now jump to the cliff with the billy goat and pick up a melon on the mound at the right. Go back down, and drop down on the ground below. Go to the small lake where you got the fish, and put down the melon next to the tree at the right. The orangutan will change for that tree. Go on the leaf to reach the cliff with the juju power on, Spirit Strike, which delivers a powerful blow on enemies.

* SUMMON MELON

This Juju Power is on the cliff behind the green temple. It allows you to summon a melon when you need one.

SUN TEMPLE

* SUMMON COCONUT

This Juju Power is in the huge room with the moving structure in the center. A small door behind the statue below leads to a room with this Juju Power. Check the Sun Temple walkthrough if you need a more detailed explanation. This Juju Power allows you to summon fire coconuts whenever you need one.

NUMA DUNES

* CRAZY FEET

Go left, and stick to the left by following close the side of the sand mountain. Fill up your speed boost meter by performing some tricks along the way. Continue to follow the left wall until you come to a jump ramp with a Yorbel over the pit just after it. You'll fall down in the path below after this. When you arrive where the path slits in two, go right, into the tunnel with greenish walls. When the path starts going up, use a speed boost and jump a little to the left to reach the other part of the tunnel into the other wall. At the end of this tunnel, jump to grab the juju power, Crazy Feet, which allows you to run faster and jump higher.

POWDER CANYON

* MANA POUCH

As soon as you start the level, work your way up the right side of the mountainside until you reach the upper ledge. Perform some tricks along the way to fill your boost meter. From there, try to find a way to cross to the

left side of canyon using tree branches or your boosts. Continue on the left ledge until you arrive near the end of the level, where there's a big gap just before the ending. You'll arrive at two tunnels, so go into the left one to find the Juju Power, which allows you to hold more feathers.

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|x|-----|x|
|-|
|x|
| |          8.  WORLDS / OBJECTIVES
|x|
|-|
|x|-----|x|
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You can use this as a checklist to complete the game.

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|_|
|x|-----|x|
|-|
| |          TAK'S VILLAGE
|-|
|x|-----|x|
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|_| OBJECTIVES
|x|-----|x|
|-| * Return 9 plants
| | * Find Burial Ground
|-| * Find Tree Village
| | * Find Dryrock Canyon

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|x| * Find Chicken Island                                     |x|
|x| * Collect 5 Yorbels                                       |x|
| | * Return 100 Yorbels and Lok's spirit                     | |
|-| * Summon Dinky Juju                                       |-|
| | * Return the moonstones                                   | |
|-| * Mana Magnet                                             |-|
|x|-----|x|
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        |-|                                         |-|
-----| |   BURIAL GROUND   | |-----
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        |x|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
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_|_| OBJECTIVES                                             |_|_|
|x|-----|x|
|-| * Open Warrior King's Tomb                               |-|
| | * Collect 3 plants                                       | |
|x| * Collect 3 Yorbels                                       |x|
| | * Summon the Dead Juju                                   | |
|-| * Restoration Dance                                       |-|
|x|-----|x|
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        |x|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
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-----| |   MUMMY TOMBS   | |-----
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        |x|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
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_|_| OBJECTIVES                                             |_|_|
|x|-----|x|
|-| * Collect 10 Yorbels                                       |-|
| | * Open Access to Spirit World                             | |
|-| * Spirit Sight                                           |-|
|x|-----|x|
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-----| |   SPIRIT WORLD   | |-----
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        |x|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
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|_| OBJECTIVES |_|
|x|-----|x|
|-| * Collect 9 Yorbels |-|
| | * Find Lok's spirit | |
| | * Collect 3 spirit balloons | |
|-| * Juju Compass |-|
|x|-----|x|
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=====| LOWER TREE VILLAGE |=====

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|_| OBJECTIVES |_|
|x|-----|x|
|-| * Find the Juju acorn |-|
| | * Collect 3 plants | |
|x| * Get Spirit Rattle |x|
| | * Collect 12 Yorbels | |
|-| * Spirit Call |-|
|x|-----|x|
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|-| |-|

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=====| UPPER TREE VILLAGE |=====

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|_|x|_|_|_|_|_|_|_|_|_|x|_|
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|_| OBJECTIVES |_|
|x|-----|x|
|-| * Collect 23 Yorbels |-|
| | * Summon the Caged Juju | |
|-| * Spirit Strike |-|
|x|-----|x|
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|_|x|_|_|_|_|_|_|_|_|_|x|_|
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=====| DRYROCK CANYON |=====

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  | | OBJECTIVES | |
  |x|-----|x|
  | | * Collect 3 plants | |
  | | * Collect 15 Yorbels | |
  |x| * Summon the Two Headed Juju |x|
  | | * Activate Amulet of the Champion | |
  | | * Longer Life | |
  |x|-----|x|
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  | |x| | | | | | | | |x| |
  | |
-----| | DRYROCK CAVERNS | |-----
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  | |x| | | | | | | | |x| |
  | |

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  | | OBJECTIVES | |
  |x|-----|x|
  | | * Catch 3 Magic Lights | |
  | | * Collect 24 Yorbels | |
  | | * Stunner | |
  |x|-----|x|
  | |

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  | | | | | | | | | | | |
  | |x| | | | | | | | |x| |
  | |
-----| | SUN TEMPLE | |-----
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  | |x| | | | | | | | |x| |
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  | | OBJECTIVES | |
  |x|-----|x|
  | | * Collect 1 moonstone | |
  | | * Collect 9 Yorbels | |
  | | * Summon Coconut | |
  |x|-----|x|
  | |

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  | |x| | | | | | | | |x| |
  | |
-----| | CHICKEN ISLAND | |-----

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|_| OBJECTIVES | |
|x|-----|x|
|-| * Collect 3 plants |
| | * Summon the Two Headed Juju |
|x| * Collect 7 Yorbels |
| | * Activate Amulet of the Champion |
|-| * Eagle Eye |
|x|-----|x|
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=====| CHICKEN ISLAND WEST |=====

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|_| OBJECTIVES | |
|x|-----|x|
|-| * Summon Two Headed Juju |
| | * Collect 29 Yorbels |
| | * Conversion |
|-| * Warp Mastery |
|x|-----|x|
|_| |
```

```
  _|-|_ _ _ _ _ _ _ _ _ _ _|-|_
  |x|_ _ _ _ _ _ _ _ _ _ _|x|_
  | |
  | |
```

=====| CHICKEN TEMPLE |=====

```
  _|-|_ _ _ _ _ _ _ _ _ _ _|-|_
  |x|_ _ _ _ _ _ _ _ _ _ _|x|_
  | |
  | |
```

```
  _
|_| OBJECTIVES | |
|x|-----|x|
|-| * Collect 1 moonstone |
|-| * Collect 6 Yorbels |
|x|-----|x|
|_| |
```

```
  _|-|_ _ _ _ _ _ _ _ _ _ _|-|_
  |x|_ _ _ _ _ _ _ _ _ _ _|x|_
  | |
  | |
```

=====| MOUNTAIN TOP |=====

```
  _|-|_ _ _ _ _ _ _ _ _ _ _|-|_
  | |
  | |
```

|_ |x| _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

OBJECTIVES

* Collect 11 Yorbels
* Summon the Caged Juju
* Activate Amulet of the Champion
* Thunder Strike

|_ |

|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

-----| MOUNTAIN TOP NORTH |-----
|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

OBJECTIVES

* Raise the stone pillars
* Collect 1 moonstone
* Collect 6 Yorbels
* Summon Melon

|_ |

|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

-----| NUMA DUNES |-----
|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

OBJECTIVES

* Collect 14 Yorbels
* Crazy Feet

|_ |

|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |

-----| POWDER CANYON |-----
|_ | _ _ | _ _ | _ _ |x| _ |
|_ | _ _ |


```

      _
    _ |         |         |
    | | OBJECTIVES |         | |
    |x|-----|         |x|
    |-| * Collect 17 Yorbels |         |
    |-| * Mana Pouch |         |
    |x|-----|         |x|
    |_|         |_|         |

```

```

      _             _
    _ |x|_ | _ | _ | _ | _ | _ |x|_ |
    |-|             |-|
-----| |      DARK TEMPLE    | |-----
    _ |             | _ | _ | _ | _ | _ |
    |x|_ | _ | _ | _ | _ | _ |x|_ |
    |_|             |_|         |

```

```

      _
    _ | OBJECTIVE |         |
    |x|-----|         |x|
    |-| * Defeat Tlaloc |         |
    |x|-----|         |x|
    |_|         |_|         |

```

```

      _
    _ |         |         |
    |x|-----|         |x|
    |-|             |         |
    |x|             |x|         |
    | |             |         |
    | |             |         |
    | |             |         |
    |x|             |         |x|
    |x|-----|         |x|
    |_|         |_|         |

```

```

      _             _
    _ |x|_ | _ | _ | _ | _ | _ |x|_ |
    |-|             |-|
-----| |      STORY    | |-----
    _ |             | _ | _ | _ | _ | _ |
    |x|_ | _ | _ | _ | _ | _ |x|_ |
    |_|             |_|         |

```

Many centuries ago, a Pupanunu shaman prophesized the tragic fall of the beloved Moon Juju sometime in the distant future. That knowledge has been passed down from shaman to shaman for generations. The Moon Juju is the Pupanunu tribe's goddess protector and she is in great danger.

At the election for High Shaman, all in the tribe decided that the much respected Jibolba should represent them to the gods. The old man is honest and has strong Juju.

The other candidate was Tlaloc. Though a powerful shaman, he is arrogant and disliked by the tribe. When rejected, he became enraged and plotted revenge against the tribe. The prophecy was beginning to play out.

Jibolba thought he was prepared for the day the prophecy would come true. He trained his apprentice, named Lok, to battle any evil that might challenge the power of the Moon Juju.

But now it seems that Lok has been transformed by some evil magical spell... into livestock! He has been sheep-shifted and turned into a helpless hapless hooper. Lok, the young shaman warrior and savior of the tribe, is nothing more than a lamb in sheep's clothing. Actually, almost every villager is out grazing!

All this woolly weirdness was perpetrated by evil sorcerer Tlaloc and his voodoo doll back-up team named Pins and Needles. Tlaloc stole the magical Moonstones from the Moon Juju leaving her powerless while transforming himself into the most powerful mortal in the world. What a sheep trick!

```

      _   _
     |_|_|_ _ _ _ _ _ _ _ _ _ |_|_|_
    |_|x|_|_|_|_|_|_|_|_|_|_|x|_|
     |-|           |-|
-----| |CHARACTERS & JUJUS | |-----
     |-|_|_|_|_|_|_|_|_|_|_|_|_|_|
    |_|x|_|_|_|_|_|_|_|_|_|_|x|_|
     |_|           |_|

```

Characters

TAK

Tak is an unlikely hero who has been thrust into the role of saving his village from the evil Juju Man, Tlaloc. He is an apprentice to the powerful Jibolba and is very eager to learn the ways of Juju, despite his ability to get into some peculiar situations at times.

JIBOLBA

Jibolba is the wise old of Tak's village and even though Lok is his first apprentice, he has full trust in Tak as well. Despite his old age, Jibolba is an extremely powerful shaman whose relationship with all the Juju gods is second to none.

LOK

Lok is Jibolba's first apprentice and has been under Jibolba's training since he was very young. He is a gifted shaman and many believe he is the great warrior the prophecy speaks of, but, ever since Tlaloc's spell turned him into a sheep as well, Lok's growing abilities are useless.

TLALOC

Tlaloc is a power-hungry, selfish shaman who has stolen the precious moonstones that protect the local villagers from evil Juju. He is wickedly ambitious and intelligent to a fault, and to make matters worse, he has captured the beloved Moon Juju!

PINS AND NEEDLES

To aid him in his quest for immortality and endless power, Tlaloc created Pins and Needles, two animated voodoo dolls that act as his main henchmen. They always travel together and are happy to do Tlaloc's bidding. Even though they begrudgingly hate the dirty jobs he sends them on.

Jujus

MOON JUJU

The most beloved of all the tribal gods, the Moon Juju has always been there for Tak and the rest of the Village. However, now that the moonstones have been stolen and the Moon Juju has been captured, she can no longer use her immortal powers to help Tak and Jibolba.

FLORA

Where would Tak be without his sassy friend, Flora? Well, he'd probably be turned into a sheep right now, like the rest of his village if it weren't for her. Despite her teasing, Flora can help Tak throughout his adventure.

DEAD JUJU

Being dead is a lonely job for this particular Juju who is just begging for attention. He doesn't have much of a social life, but don't tell him that or he might not help you out when you need him.

TWO HEADED JUJU

Even some Juju gods can be well dumb, and this one talks in stereo! When these guys are not talking about fowl toilet humor or daring one another to pull

the other's finger, they can be found in Chicken Island and Dryrock Canyon.

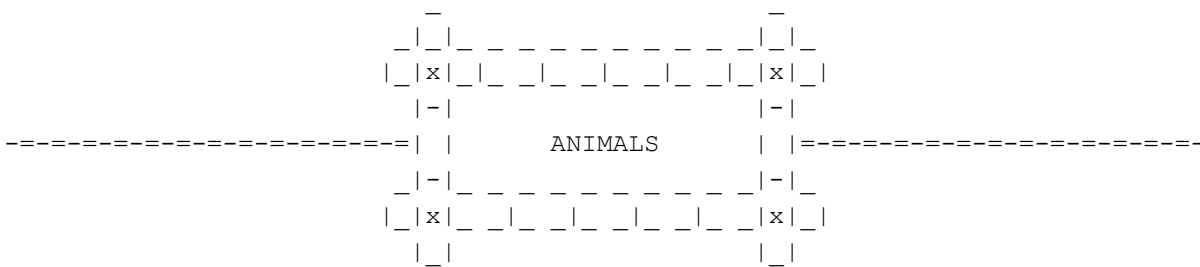
CAGED JUJU

This Juju has a strong bark but no one has ever seen him bite. He may try to fool Tak with his creepy persuasion but in the end, he likes his cozy little cage that he calls home.

DINKY JUJU

This Juju definitely has to something to say that he is not a kid! Despite all his yelling and screaming, he still looks like a cute little boy. Tell that to his face however, and he can easily give you the boot! Even for his small size, Dinky has some very large Juju powers. Tak can find him in and around his village.

from
<http://www.takgame.com>



SHEEP

The sheep can be found almost everywhere. They have two uses. You can put them next to a billy goat to distract it so it won't annoy you, or you can put them on the sheep motors to open gates in Tree Village.

RHINO

The rhino is a very useful animal. When on it, you can crush barriers to clear up the way.

MONKEY

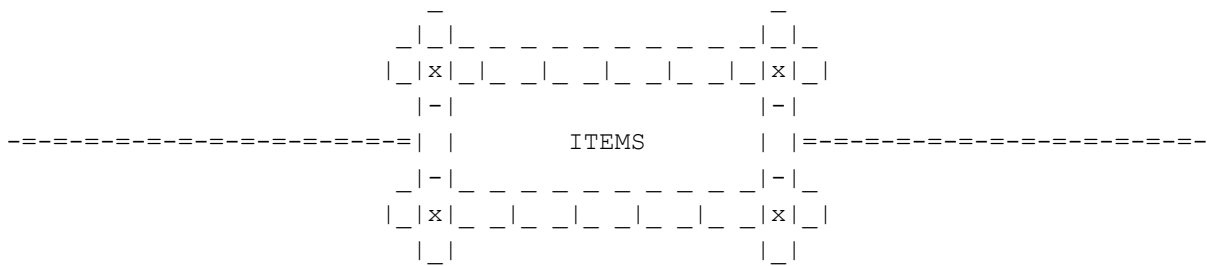
The monkeys can be found in most trees. If you shoot at them, they'll shoot back at the nearest object from them. Useful to solve some puzzles.

ORANGUTAN

The orangutans can throw you up to reach inaccessible ledges or cliffs. Stand near them, and when they feel like taking a banana from the tree, they'll lower the tree so you can get on it and wait for it to release it to get thrown up.

EMU

To get on this animal, you'll first need it to catch it and hit it. Then you can ride it at full speed.



Weapons

CLUB

This is your basic weapon for self-defense. Press the B Button to swing at enemies. Use it to break open pots too. You start of the game with it.

BLOWGUN

You must discover the Blowgun and learn how to use it. You can use it to shoot acorns, pole vault over obstacles or hit things. The Blowgun is accurate from a distance.

SPIRIT RATTE

Once you find the Spirit Rattle, use it in place of your Club. A shaman can cast spells with his Spirit Rattle but it can deliver a pretty nasty swat too. If you have the skills you can use the rattle against enemies both mortal and spiritual. Win the Spirit Rattle by defeating Pins and Needles in Lower Tree Village.

ACORNS

Used as Blowgun ammo to shoot farther enemies or things. Found in Lower Tree Village.

FIRE ACORNS

A more damageable Blowgun ammo found in Dryrock Canyon.

AMULET OF CHAMPIONS

Once you get the Amulet of Champions later in your quest, you will have access to areas protected by the Seal of the Champion. It also allows you to run and jump higher when you're at full health. You will get it after bringing back 100 Yorbels and Lok's spirit to Jibolba.

Objects

GOLD FEATHERS

This special feather returns Tak to full health.

PURPLE FEATHERS

Worth 1 Mana and a slight health increase.

ORANGE FEATHERS

Worth 3 Mana and a moderate health increase.

BLUE FEATHERS

Worth 10 Mana and a slight health increase.

MOONSTONES

The Moon Juju needs 3 of them to get back her power.

YORBELS

Jibolba needs 100 of them to resurrect Lok.

GOLD TEETH

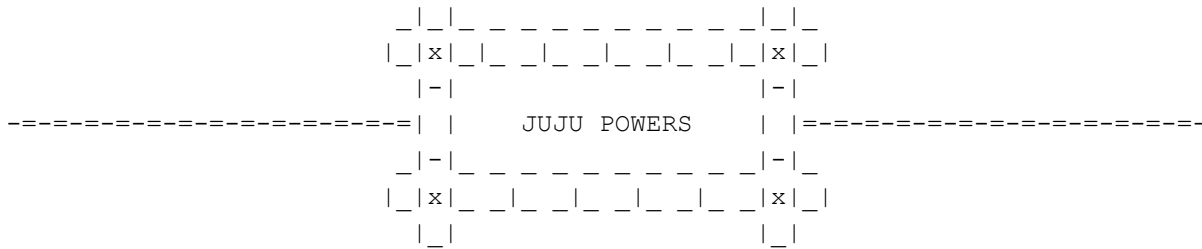
3 are needed to open up the Warrior's Tomb in Burial Ground.

MAGICAL NUBU SEEDS

Jibolba needs 9 of them to reverse the sheep curse. They are guarded by Magical Nubu Plants.

TIKI

A Tiki is needed to call up a Juju by putting it into the corresponding Shrine.



RESTORATION DANCE

This magical dance of total health heals all damage and restore your Life Feather.

Cost: 75 Feathers

MANA MAGNET

All Feathers are attracted to you and come running.

Cost: 0 Feathers

MANA POUCH

This Juju Power allows you to collect and hold even more feathers.

Cost: 0 Feathers

SPIRIT CALL

If you already have Spirit Sight, use this to attract any nearby spirits.

Cost: 0 Feathers

SUMMON MELON

This magical Juju power can conjure a melon from thin air.

Cost: 50 Feathers

SUMMON COCONUT

This magical Juju power can conjure a fire coconut from thin air.

Cost: 250 Feathers

EAGLE EYE

Use the Blowgun as a telescope. Press the Y Button to enter Blowgun mode, then use the C Stick to zoom.

Cost: 0 Feathers

SPIRIT SIGHT

Use the Spirit Sight to see Nerbil spirits, which you can capture to use for health and Mana.

Cost: 0 Feathers

LONGER LIFE

Find this rare magic and you can take more damage without falling. You don't have to press any buttons. This power stays in force from the time you find it.

Cost: 0 Feathers

JUJU COMPASS

Watch your Life Feather. It will point in the direction of the closest magical item.

Cost: 5 Feathers

CRAZY FEET

This magical Juju Power allows Tak to run at super human speed.

Cost: 1 Feather

STUNNER

Stop multiple enemies in their tracks for a few moments giving you enough time to whack them. Big enemies might laugh at this one.

Cost:

WARP MASTERY

Warp back to your village, or any Warp Shrine you've activated. Press the Y Button while standing on it.

Cost: 20 Feathers

SPIRIT STRIKE

Strike multiple enemies on the ground or in the air.

Cost: 150 Feathers

THUNDER STRIKE

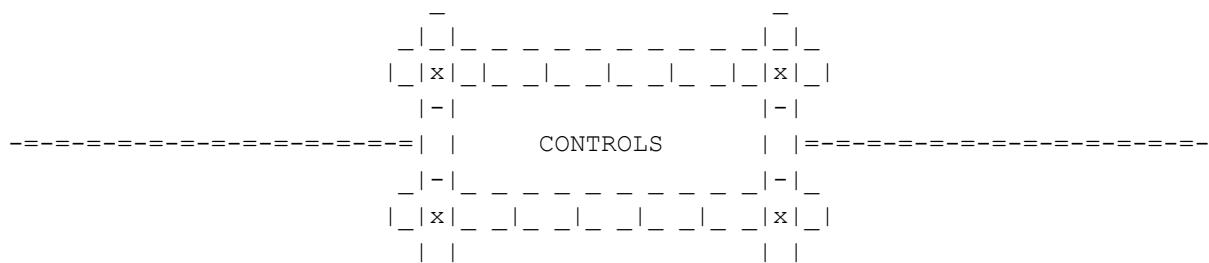
A swing from your Rattle delivers explosive power, inflicting major damage.

Cost: 50 Feathers

CONVERSION

Use this to turn a Nerbil into a chicken.

Cost: 150 Feathers



* Based on the Gamecube version, doesn't apply to PS2 version.

MENU CONTROLS

- Start/Pause game.....Start

- Display objectives.....Z Button + Control Pad

- Highlight menu items.....Control Stick or Control Pad

- Previous screen.....B Button

- View collected items.....L Button + Control Pad

TAK CONTROLS

- Walk.....Control Stick or Control Pad

- Jump.....A Button

- Double Jump.....A Button (tap twice)

- Normal Jump.....L Button (hold) + A Button

- Somersault Jump.....L Button (hold) + A Button

- Climb rope.....Control Stick or Control pad UP or DOWN

- Swing back-and-forth on rope....B Button

- Attack.....B Button

- Aim and Fire Blowgun.....Y Button + Control Stick + B Button

- Change held item.....R Button

- Use.....Y Button

Jump on/off animal.....Y Button

Put down object.....Y Button

Throw object.....B Button

Aim and throw object.....B Button (hold) + Control Stick + release B

Use Juju Power.....X Button

Cycle through Juju powers.....Hold L or R Button + Z Button

Shift.....L Button

Change camera view.....C Stick

SWIMMING

Swim.....Control Stick

Jump out of the water.....A Button

TAK CHICKEN SUIT

Flap your wings.....A Button

Change camera angle in air.....R Button

Lay an egg.....B or L Button

SNOWBOARDING AND SANDBOARDING

Ollie (to preload jump).....A Button (hold and release)

Drift left (when airborne).....L Button

Drift right (when airborne).....R Button

Carve.....Control Stick

Grab.....B Button + Control Stick (while airborne)

Grind.....Y Button

Turbo (when Boost Meter full)...Z Button

Flips (forward or back).....Control Stick UP or DOWN

Spins.....Control Stick LEFT or RIGHT

```

|-|
|x|
| |          10.  CODES  /  SECRETS
|x|
|-|
|x|-----|x|
|_|

```

While the game is paused

Enter the following codes for Gamecube :

```

B, Y, X, B, Y, X, B, Y.....100 Feathers
Left, Right, B, B, X, X, Left, Right..All Cinemas
Up, Right, Left, Down, Y, X, B, Down..All Juju Power-ups
Y, Y, B, B, X, X, Left, Right.....All Moonstones
B, Y, X, Left, Up, Right, Down, Down..All Plants
Up, Y, Left, B, Right, X, Down, Up....All Yorbels
B, X, Y, Y, B, X, Y, Y.....Cheat Menu

```

Enter the following codes for Playstation 2 :

```

Left, Right, Square, Square, Circle, Circle, Left, Right..Unlock All
Square, Triangle, Circle, Left, Up, Right, Down, Down....All Plants
Squ., Triang., Circ., Squ., Triang., Circ., Squ., Triang..100 Feathers
Triangle (2x), Square (2x), Circle (2x), Left, Right.....All Moonstones
Up, Right, Left, Down, Triangle, Circle, Square, Down....All Juju Power-Ups
Up, Triangle, Left, Square, Right, Circle, Down, Up.....All Yorbels

```

Unlockables

```

Concept Art Extra.....Collect all 12 plants
Storyboards Extra.....Collect 200 Yorbels

```

```

-
|_|
|x|-----|x|
|-|
|x|
| |          11.  LEGAL STUFF
|x|
|-|
|x|-----|x|
|_|

```

Special Thanks

Special thanks to : Leeyah Lewis for her help

Contact Info

Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

wishingtikal(at)gmail(dot)com

If you're curious, feel free to check my profile here

<http://club.ign.com/b/about?username=WishingTikal>

or visit

<http://www.geocities.com/shurizken>

for my other FAQs.

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