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      ~~~~~
      Tak And The Great Juku Challenge
      /~~~~~\
      E-mail me at takfaq@yahoo.com
      for questions!

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Anything you think should be added?
E-mail me and suggest something!

```

~~~~~
NOTE: IF YOU DON'T KNOW WHAT I'M TALKING ABOUT WITH DROIDS
(ex: R Droids) LOOK AT MONSTER LOG BEFORE USING FAQ!
~~~~~

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THIS IS GAMECUBE VERSION ONLY!

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~~~~~
Credit Info
~~~~~
F.A.Q. by Mariobros16.
mariobrosrules@yahoo.com
~~~~~

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Please do not copy this guide onto yours or anyone else's site without my permission. All e-mail topics please be organized by telling me exactly what you want to know for example: Ghasstfall help.
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~Version History~
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(1.# | 1 meanign 100 and the  
# meaning tens of one hundred  
ex: one hundred and 6)

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[V 1.7]  
6/22/06

Fixed a few grammer mistakes and changed some words to fit sentences better.

~~~~~  
[V 1.6]  
6/2/06

Added a few grammer stuff, and I got a new e-mail, because I was busy all this time and my e-mail got full with crap. Now my e-mail is fit for this anyway! So please if you haven't recieved my reply, foward your e-mail to my new address! Thank you!

~~~~~  
[V 1.5]  
1/1/06

Added a cool Tak figure at top!  
Starting the Sidequest list.  
Once done, i will be completely done. Nothing to add, nothing.

~~~~~  
[V 1.4]  
12/30/05

Made more edits, and added a little section. Its pretty pointless, but you can check it out. Probrably one of the last updates i do.

~~~~~  
[V 1.2]  
12/29/05

Made some edits and made paragraphs spaces and other edits. Thats all I did.

~~~~~\  
[V 1.1]  
12/28/05

Many things have been added to the levels, and I fixed many BIG mistakes I found. Also I moved around the e-mail rules part and changed the Copyright Info part, deleted some of it, and put to read the Copyright info part for details.

~~~~~\  
[V 100]  
12/13/05

Done! I'm done! If you have any questions, e-mail me and I will answer them!

~~~~~\  
[V 090]  
12/12/05

Huge, HUGE, update. So big, F.A.Q. almost done! Just have to finish up the extras and this will be complete!

~~~~~\  
[V 035]  
12/11/05

Massive update. Finished the first section. On the last level of the second section. This F.A.Q is getting closer to the end...

~~~~~\

[V 010]  
12/10/05

I've added some extras and am starting the next building in the juju realm. Can't wait! Can you?

~~~~~\

[V 005]  
12/9/05

Took about 50 minutes just to finish the "Temple of Light Level". I know there should be a FAQ, so I will add it soon!

~~~~~\

[V 003]  
12/8/05

F.A.Q. just started will be adding more soon... Finished "The Coast Level...".

~~~~~\

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~~~~~  
INTRODUCTIONS 1.1  
~~~~~

Tak And The Power of Juju

A little boy named Tak is the Pupanunu's Shaman's helper. The Great Warrior Lok, is predicted to be the Pupanunu Warrior of the prophacy. WRONG!  
It is said that the great warrior is not turned into a sheep by the evil Tlaylok! Poor Lok.... but that's perposterous!  
How can this be! Is Lok not the Great Warrior of the Pupanunu Prophacy!?! Who is the warrior!?  
Will this warrior rescue Lok to continue the deed?  
Or was it just not meant to be for Lok?

~~~~~  
Tak 2: The Staff of Dreams

Tak has been chosen to be the Great Warrior of the Pupanunu Prophacy! But now Tak has fallen into a

deep sleep... A sleep which he cannot awaken from! He has been told that he has been sleeping for 16 days when he wakes up. But, luckily, there is the Dream Juju to guide Tak, to rescue the Dream World Princess! But things start to go wrong on Tak's adventure.. someone is trying to keep Tak from rescuing the princess and saving the dream world! Who could this be? Will Tak prevail? Or fail..? Who is this Dream Juju? Who is trying to stop Tak? And what happened to Tlaylok? Find out in this great, adventurous game!

~~~~~\

### Tak 3: The Great Juju Challenge

We join our hero Tak in another adventure! Whoever wins the challenge wins the favor of the all powerful Moon Juju! Everything is well.. or atleast they are thought to be... Something strange is going on... The Gramazon Tribe has been disqualified from the challenge... from cheating.. Hmm... But they don't seem to know what's going on... is someone trying to knock out the other teams? Why? And who is behind it?

~~~~~\

~~~~~

### BUTTON CONTROLS 2.1

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A- Jump

B- Attack

A + A Hold A= Glide

Y- Throw/Toss Tak Up/Throw Barrel

X- Help/Pick up Tak/Pick up Barrel

Z- Switch Characters

R down + Z Stop or Follow

B + Y= Uppercut Attack

B + X= Spin Combo

Double Jump + B= Stun Attack

Jump + B= Spin Attack

Start- Pause

Control Stick- Move

~~~~~\

~~~~~  
CHARACTERS 3.1

CONTAINS A FEW SPOILERS!!!

~~~~~\

Tak- The hero of the game! He's the hero of the Pupanupu tribe.  
Spells= Grapple, Freeze, Spirit, Barrel

Lok- The co-hero. I'd say he's the stupidest person on the earth..  
Spells= Heal, Sheild, Taunt, Stink

JibbaJabba Tribe- One of your oponents.  
Can't understand a word of what they're saying.

Gramazon Tribe- Another of your oponents. Poor Lok. He's in for  
it when he falls in love with one of them....

Blackmist Tribe- Your last oponent. They're not very nice,  
and something's really fishy about them...

Moon Juju- The winner of the Juju challenge gets the Moon Juju's  
favor for 60 years.

Travis- The Dark Juju... he's in love with the Moon Juju and will  
do literally anything to win her heart.

Jibolba- The shaman of the Pupununu village. He helps Tak throughout his  
adventure in Tak 2: The Staff of Dreams.

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~~~~~  
Level 1 Tutorial 1.2

~~~~~\

Chase that Pheonix!

NOTE: LOK CANNOT GO IN WATER. FISH WILL EAT HIM.

You start by chasing the Pheonix and learn the basic controls.  
You learn how to: jump, double jump, use the camera, and how  
to (later in the level) switch and use special combo attacks.

So in the begining this is just the teaching of how to play..  
That's why its called a TUTORIAL. Everytime you get somewhere where  
there's something new to learn, an X button sign comes up in the  
near left top corner. This tells you the new move or how to do something.  
Press the X button to get help on what to do. You'll need to use the C stick,  
the Y button, the switch actions (press Z to switch), and other  
controls to beat this level.

Near the end of the level, you must light the two torches opening the gate  
that will lead to the Pheonix.  
Hop across the hanging platforms to get the one on the left (facing the gate)  
then switch to Lok. Throw Tak up, then let Lok climb up by himself. Now follow  
the path to the bridge again. This time go right and hop across again.  
Light the torch, then just jump back across. To the Pheonix. Theres a cutscene  
with the Black Mist.

~~~~~\

~~~~~  
The Coastline... 2.2





can cross the bridge, kill the C Droids, and light the torch so Lok can get through to Tak. Now go over to the rhino down by the thorns and there's a cut-scene. One of my personal favorites!

~~~~~

Cut-scene

~~~~~\  
~~~~~\

Now turn around and go back near the torch Tak lit. Pick up the baby rhino and take it to the mother. When the mother hears the baby's cry, she wakes up. Now you can jump on her to get through the thorns! To accelerate, hit A. When you get through the thorns, kill the C Droids. (if you already haven't with the rhino) Now use Lok to climb the vines. Follow the path to the two C Droids, kill them, pick up the baby. Throw the baby off but don't get down. Turn around and get on the side of the log that's facing up. The log comes down so Tak and Lok can both get across. NOW, ride the rhino and go through the thorns to get across. Kill the C Droids. Now grab a vine and ride down to this separate island. Do the same thing you did on the island in the first part. Enter the portal to move on to the last part of the level.

~~~~~\

Part Three of Coast

In the final part, kill all the C Droids you can to gain extra points. All you HAVE to do to finish is destroy the three "Hatchers" here. (hatchers are things that re-create C Droids. a few hits will destroy them) Once the three are out of the way, move to the portal to get your score!

End of Level

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After the level there's a cut-scene.

~~~~~

Cut-scene

~~~~~\

The next level is now available! Before going though, you should mix that recipe you found in the coast. All you have to do is go to the main part of the Juju Realm where you appear when you load. Go to the little pot that has a huge light coming from it and going into the sky. Press A when you get close to it, to have the screen come up. Move left to the card, then press the A button to mix it. Later on you can use gems to upgrade your weapons, health, and juju meater! But not yet. So just go to the next level now.

~~~~~

Before you go, there's a cut-scene.

~~~~~

Cut-scene

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~~~~~  
Temple of Light 3.2  
~~~~~\

Nab some vegies!

"Did.. you just see something move in that sand..?" Tak says this at the very begining of this level. Whatever you do, DO NOT fall onto the sand! You will immediatly be pulled down by a rock formation and you are killed. So hop across on the cliffs safely. There's some C Droids and and light the torch. Now comes a new Droid! This guy is called a Big Droid. He has two crystals with him. He's easy to kill, just attack when he's tired.After he's done shooting out flame balls, hit him in the front and the back constantly until he falls apart. Now that he's out of the way, switch to Lok to throw Tak up the cliff. Now go light the torch to let Lok up.

If you some fruit or time bottles, make Tak or Lok stop, switch to the person who you stopped, move them on the button, then switch back to the person getting the fruit behind the doors.

This technique works well later on in this level. Now continue on. In this room have Lok throw Tak up on the cliff and jump on the cannon. Use it to blast all the hanging platforms. Once all of them are gone, hop across them to the island to the side and grab a time bottle and a fruit! Now go to the door. To the left of the door, there's pear. Now go into the other room, throw Tak up to lite the torch. Now kill the C Droids that come in now. After that, get in the cannon and blowup the two stones with faces on them. This reveals two more cannons. Use the left cannon to destroy all the stones on the right, and the right to destroy all of the left stones.

On the right side of the room, there's a checkpoint. On the left, there's another. Now go the normal way, (ahead) and throw Tak up to lite the torch. Here's a puzzle. In this room, kill the C Droids, then make LOK stop. Switch him, and and toss Tak up the small hill. Now step on the button, and switch to Lok without making Tak follow you. Now a huge pillar will come from the pit below you and is in view! Hop on it then jump across. Now switch back to Tak and step on the button in front of you. Go back to Lok and hop across. Lite the torch and switch back to Tak. Now have Tak go to the last button. Switch to Lok to cross over. Kill the Big Droid, and step on the button, now make Tak follow and he'll come all the way over. Now throw Tak on the ledge to lite the torch and move on to the next part!

~~~~~  
Part Two of Temple of Light  
~~~~~\

Start by lighting the torch on Lok's side. (just a reminder to switch press the Z button) Then switch back to Tak and move on ahead. Light Tak's torch, but don't switch back yet. Move on and hop across the pillars in the sand. In the next little room, light the torch, and then step on the small button to allow Lok to cross over to the next room.

Light this torch to let out some C Droids. Let Tak kill his own, while you kill the C Droids as Lok. After they are dead, move Lok onto the big button thing, then switch back to Tak and hit the button that was in the small chamber. This moves Lok up, so switch to him and jump over the wall

Quickly switch to Tak and jump on the button. Now hit the small button with Lok to lift Tak. Once over the gate, kill the C Droids, light the torch (lets Lok move on) and keep moving until you grab the butterfly, then switch to Lok.

Have Lok hit the button on the right. Switch to Tak and grab the barrel. Come out of that chamber and put it on the left button which opens Lok's door. Now switch to Lok and hit the button to open Tak's door. Make Tak go into the room, then switch to Lok and go into the room also! Kill the C Droids. Now grab Tak and throw him up to light the torch. Now just hop over to the portal and move on!

~~~~~  
Part Three of Temple of Light  
~~~~~\

Now move forward and light the torch. Go into the cave and throw Tak up to light this torch. Now there's a cut-scene.

~~~~~  
Cut-scene  
~~~~~\

Now kill the C Droids and destroy the hatcher. Make whoever isn't in the lead stop, and move the leader through this room to dodge the darts. Once the leader is through, switch to the follower and come to the leader. When the two are together, make it so the follower can follow again. In this room, light the torch on the ledge, and the room starts moving down. There are TONS of hatchers and C Droids on every level. Just keep killing and fighting your way down each and every level to the button of the elevator. Finally, at the bottom, go through the portal, and get your score!

After you finish, you get a power-up from the party juju! Yes! Now you can use the blessing jems you wanted to use before. By the way, mix any recipes you found in the level.

End of Level  
~~~~~\

~~~~~  
Caster's Hill 4.2  
~~~~~\

Wake up rhinos with Stink.

When you come in, move forward and grab the time bottle. Turn over to the right and you'll find a hatcher and lots of C Droids. Go for the hatcher first, the take out the C Droids. Hmm... looks like something new... A Chanting Stone. To use it, go up to it and press X to start. Watch the stone, for when one of the arrows light up, do that on the control stick. ex: the right arrow lights up, so I move right. After you do that, icons come into the air. You press the two buttons that appear. Keep doing this process multiple times until the magic meter is full. Now that you've done that, floating bones appear so you can hop across... Now, you'll enter a cave. Again, take out the hatcher first. Then kill the

C Droids. Now, grab the pear, light the torch to move on. Outside the cave, you'll meet two new enemies. The S Droid and the Droid Caster! These two enemies aren't hard to defeat.

If you want a detailed explanation, take a look at the Monster Log. Anyway, on your way, kill the two S Droids, then you'll see your new friend. Take out the hatcher, then kill as many C Droids as yo can. Now go for the Droid Caster. He'll turn into a miny tornado and move around. When he's done, you should be far away from him, because if you are too close, he'll just teleport away. Be far away, press Y with Tak to throw, knock him out. Run over to him and hit him as many times as you can. Do this repeatedly, to kill him. After he's dead, move over to the chanting stone and do that. Now hop over to the island, and take out the two S Droids. Once they're gone. Light the torch. Now use Lok to throw Tak up the nearby ledge. Once Tak is up, follow the path to the end and jump off at the other side. Kill the S Droid and then jump on the Treadmill. All you have to do is push foward on the control stick and down't stop. There is another way that comes in handy in a future level.

Push foward on the control stick. Then press Z while still pushing foward. Once you see through Lok's or Tak's eyes, (whoever is the follower no the leader) you can let go. You will see that the leader, now the follower, is still running! You have to do this meethod in a furture level like I said. Anyway, once Lok is across, follow the path to a time bottle. Continue with the path to reach... oh crap! Two hatchers and tons of C Droids!!! Calm down. Easy. Take out the hatchers, then kill all of the C Droids. After that, the torch is active. Grab the blue butterfly, light the torch. Okay, now do the chant on the stone. Now head over to the other one on the little island. Use Lok to throw Tak up so he can light the torch. Hop down, and across to the middle island. Now there's a bone to jump onto. Hop across to this little island. Run to the other side and light the torch. The protal is now active! Run to it to get to the next part!

~~~~~  
Part Two of Caster's Hill

~~~~~\n  
Right when you come in, switch to Lok if you haven't already. Climb the vines to get a time bottle! Now jump back down and continue. Coming up, there's C Droids, and a hatcher. Take out all of them, and light the torch. The giant rock blows up so you can move on. In this new opening, move to the left to grab another time bottle. Now hop to the other side and start climbing the hill. Watch out for the crap that falls off, you might fall with it. At the top take out the C Droids and the hatcher. Light the torch to get rid of the giant rock. Now move over to the left to use the chanting stone. After using it, hop over to the new land and grab the time bottle. If you feel like snagging a recipe, go do the sidequest to the right. When you're done, move over to the other side and grab the vine leading down to another piece of land. There's a Droid Caster, a hatcher, and C Droids here.

Once everyone's dead.

Light the torch to break the gates around the Chanting Stone. Run to it, and use it. Before jumping to the first bone, get the recipe under the cliff. Once across, enter the cave and destroy the hatcher and C Droids. Once you light the torch, take the left exit, for the right just leads to a inactive torch. Out here, take out the hatcher and C Droids.

Now the torches are active!

Run to the torch on the pole and throw Tak up. Light it, and move on to the torch in this same place. Light it, then head for the other one that was inactive before. Once all three torches are lite, the portal is open.

Look for the Stink Plant. Touch these buggers, and you'll be stinky!  
Once you have bugs flying around you and you have an aura, you're stinky!  
Now go over to the rhino, she will wake up! Jump on her to run through the  
thorns to the portal. Once there, jump into it.

~~~~~\  
Part Three of Caster's Hill  
~~~~~

When you start, look behind you to spot a time bottle. Move ahead to get  
a cut-scene with..... ugh... Vanessa.

~~~~~  
Cut-scene  
~~~~~\  
~~~~~

Oh... My... God.. that's just disgusting... oh well. Move on!  
~~~~~\  
~~~~~

To get past Vanessa, jump to the mini island and get stinky.  
When you move up to her, she just waves her hand at her nose.  
Now's your chance. Run Lok! Run! When you get past her, kill the C Droids  
and the hatcher. Light the torch on the pole. Then you'll find thorns  
and a rhino. Look around to find vines. Make Lok climb then, then there's  
somemore. Cling those vines, to find a Stink Plant. Get stink, and  
jump down and get on the rhino. Once past the thorns, use Tak to swim  
across and use the Chanting Stone to Lok across. Now light the torch with  
Lok and re-light Taks feather. Jump over to the island, and kill the hatcher  
and the C Droids. Now light the torch and move to the big piece of land.

Now there are still four more torches to lite, and I'm going to name them.

- 1) Find a tall cliff. Use Lok to climb the vines. Kill the two S Droids up  
here and light the torch.
- 2) Find the hanging platforms. Jump across them to find a turning hill. You'll  
find another torch to light. Along with a crystal pack.
- 3) Near the portal, there is another tall cliff that has vines on it. Use Lok,  
climb up and kill the C Droids. Destroy the hatcher. Now light the torch.
- 4) Right next to the portal, there is a hill. Climb the hill and throw Tak up  
to kill the hatcher and C Droids. When they are dead, the torch is active.  
Grav the vine to swing down to light the last torch.

~~~~~\  
Now the portal is active. Jump through to go to the last part.  
~~~~~\  
~~~~~

Part Four of Caster's Hill  
~~~~~

This last part is really short.  
But it has a new enemy. When you come in,  
there's tons of C Droids. There is one set that comes up, then another.  
Then a new monster comes called the B Droid. These  
guys are tough, and have lots of hit points. But you can take  
him, can't you? Below is how to kill them.

\*The first attack it makes, it tries to hit  
you with it's arms. When he's tired, hit him to break them  
off. Then he tries to use his legs to kill you. When he trips  
and falls, hit em`. Now it tries to kill you one last time.  
By smashing you with his head. When he's tired, finish him off.\*

When you kill the B Droid, run for the portal! And get your score!

~~~~~\  
After the level, there's a cut-scene with the Dink Juju. He seems to think you're doing a very bad job. So he gives you room to power up your weapons! Oh yah! Now you can put in blessing gems in your weapon socket! Whoo! Thank you! Now its time to move on...

~~~~~\  
Now that you've finished the first section of the challenge, its time to go to the Prooooooving Grounds! To go there, go to where you mix the recipes. The protal is right under the scoreboard.

~~~~~\  
Proving Grounds 1 5.2

~~~~~\  
Simple enough... right? To win, all you have to do is choose a car, and bump all the others. When you hit another car with yours in the right direction, you gain points! When time runs out, whoever is in last place is kicked out! Good luck!

~~~~~\  
After the challenge, you may realize that it is impossible to come in last place. The Black Mist come in last. But something weird happens... the Two-headed Juju can't count the scores right! So the Black Mist "help" the juju recount. The Black Mist are back in the game! >:| Holy crap! I knew they were cheaters! So the game remains the same. It's time to move on in the challenge, and to go to the next section of the

GREAT JUJU CHALLENGE! WHOO! YAH! WHOO! GO TAK! WHOO! YAH! Erm... yah... ok...  
~~~~~\  
SECTION 2

~~~~~\  
It's time for the next world... Let's go!

~~~~~\  
Kiro Biro 1.3

~~~~~\  
Watch out for gator infested Water!

Start by moving left and up the hill. Fight the NEW R Droids. Read how to defeat them by reading the Monster Log. After they're dead, move on and hit the switch to get across the water. Now there's a cut-scene. MY FAVORITE!

~~~~~\  
Cut-scene

~~~~~\  
Now use Lok's new suit to go underwater. Cut the ropes holding the barrels with the B button. When both are cut, switch to Tak and hop across to another island. Kill the two S Droids and the R Droid. Then hit the switch. This let's Lok move on. Switch to Lok, and jump over to the other side. Now cut these barrels. Also, hit the switch and grab the time bottles. Move Lok over to the left side of this underwater cave and break the stone to get some crystals. Now switch to Tak to cross over to yet another island. When you get across, hit the switch so Lok can get up, and change back. You can do this by going back into a new outhouse. There is one right here at the island.

Once together again, throw Tak up the ledge and let Lok follow. Get the time bottle, and start fighting the R Droids, S Droids, and hatchers! Once you've defeated them all, you free the Orangatang. Jump get on the leaf, and wait. You'll go flying! When you get up, take out the B Droid, then switch to Lok and climb the nearby vines up to get a barrel and light the torch. Make Tak stop, then switch to Tak. When the B Droid is out of the way, move on, hit the switch to let Lok across, but not yet. Now (still being Tak) kill the R Droids and let Lok follow you. If he can't, (sometimes can't) just switch to him and come to Tak. When he gets to you, switch to him, then throw the barrel to destroy the thorns and get in the portal!

~~~~~

#### Part Two of Kiro Biro

~~~~~\

When you start, get into the Lobster suit and go underwater. Follow the long path and kill the S Droids to the two stones with rope tied to them. Cut them, hit the switch, then continue following the path to more. Near the end of the path, there are more rocks, like I said. Keep moving to the end for some time bottles. Now move back to what look like little switches. Stand on the first one and switch to Tak. As Tak, jump across the barrels and the shark head statue, and hit the switch on the mini island. This allows Lok to jump to the second one. Now go back to Tak again, and hop across somemore barrels, then hit the next switch on the island. Now the third ledge is lifted. Switch to Lok and jump up. Now, go into the outhouse and call Tak. When he's there, start killing the S Droids and the R Droids. When all the R DROIDS are killed. A torch is activated. You don't have to kill the S Droids. Go over to the giant stone, and throw Tak up to lite the torch. Now move on. In this room, kill the S Droids and the R Droids. Also pick up the time bottles.

When everyone of the Droids are destroyed, the ginat stone blocking the way is destroyed. Now move on and get the checkpoint. This is a big part coming up. In this new part, quickly take out the R Droid, then get rid of the B Droid. After that, the Orangatang is free. So hop on the leaf and you'll get swung all the way over to the other side of the land. When Tak lands, switch to Lok and jum in the cannon. Now you can guide Tak with the cannon. Use the it to destroy the giant stone. But before moving on, look behind you to spot a recipe on a huge piece of rock. To get it, come back to this spot with Lok and throw Tak up. Now switch to Lok/Cannon, (Tak will fight for himself) and help Tak fight. When all of the S, R, and B Droids are destroyed. Blow up the next giant rock.

Take out the few S Droids here, then light the torch. Before going, jump down on the little piece of land and snag the tomatoe. Now that you've lite the torch, an outhouse is available for Lok. Get inside to get in your Lobster Suit. Now look for some sand that is visible under the water to walk on. Walk around the little island fighting the S Droids. When you come up from water, hit the switch. Then turn back into Lok. Now call Tak. When he gets there. Throw Tak up the cliff and let Lok climb up himself. Now use Lok to throw Tak up the pole to light the torch. Do the same thing for the other. Once both are lite, the portal will open!

~~~~~

#### Part Three of Kiro Biro

~~~~~\

Part three is very short. Just kill the few R Droids and the two B Droids and you'll be set. You don't have to kill the S Droids. Now jump in the portal to get your score!

~~~~~  
After the level, the Mind Juju gives you new spells!

Freeze & Shield  
Now head towards the next level!

End of Level

~~~~~\  
Time to go to the new available level... Parchlands..

~~~~~  
Parchlands 2.3

~~~~~\  
Don't forget to use your spells!

This is the easiest level in my opinion.  
Okay, let's get started.

~~~~~  
When you start, kill the C Droids and grab the barrel with Lok.  
Throw the barrel at the thorns to blow them up. Now jump on one of  
the vines. When you get down there's a cut-scene.

~~~~~  
Cut-scene

~~~~~\  
After the cut-scene, use the mammoth to break down the thorns.  
Light the torches you go through every time you destroy the thorns.  
Also over to the left there is a recipe on a pole that you can get!  
Once you lite the last torch, there's another cut-scene.

~~~~~  
Cut-scene

~~~~~\  
Now take this wimp out by throwing at him with Y. This stuns him  
for awhile. Now attack. It takes a few times to kill him and when  
he's done, move on and go through the portal!

~~~~~  
Part Two of Parchlands

~~~~~\  
Grab a vine to swing down. Let go before you get to the  
end though, becasue if you don't, you'll hit the sand.  
And our old friend is back! Our sand snack. Get a barrel  
and blow up the thorns. Now grab another barrel (with Lok)  
and switch to Tak. Have Lok follow you, but run ahead to kill  
the C Droids so Lok doesn't get blown up if he is hit.  
When you reach the thorns, blow them up. Look left to see  
some little pieces of land. Go to the last one, and  
destroy the cases with lots of fruit in them. Now move on.  
Throw Tak up to light the torch ahead. Follow that nearby path  
to find yet another pole. Throw Tak up to get a recipe. Now run back  
to where you were and move on. Be careful not to get knocked off by  
the swinging bags. Grab a vine, and go into the temple.



~~~~~  
Part Three of Parchlands  
~~~~~\

In the temple, get a barrel, and throw it at one of the rocks with faces, then do the same thing to the other. Now throw Tak up to the top of the pole and lite the torch to open the door! In this room, throw Tak up the left or right ledge. Then use the Grapple Spell to pull Lok over. Now switch to Lok, climb up the vines, and get the barrel. Use the barrel to blow up the stone. In this big room, go over onto the big circle in the middle of the room. There's a new monster, called an F Droid. More details in the Monster Log. Wait until he let's out the C Droids, then he stretches out. This is when you hit one of his crystals. Do this one more time to kill him. Then light all the torches around you. Now go back to where you come into this room.

Look left, to find vines on a ledge. Climb it to get a barrel and light the torch. Now go back to the circle and move left. You'll see a stone with a face on it. Blow it up, and light the torch. Now switch to Tak and go back to where you came into this room. Look RIGHT this time, have Lok throw Tak up the ledge. Once there, light the torch. Jump across the little pillar tops to the other side, and light the torch there. Now jump down and call Lok. When he is in sight, use the Grapple Spell again. Switch to Lok, and throw Tak up to light the torch. Now jump through the portal to the next part!

~~~~~  
~~~~~  
Part Four of Parchlands  
~~~~~\

Start by using the Chanting Stone. Once you're done with that, hop across the platforms. Now follow the path killing all the S Droids in your way. At the end of the path, you'll find a cut-scene.

~~~~~  
Cut-scene  
~~~~~\

Now throw Tak up to light the torch. Now use the Chanting Stone here, to make the platforms appear. When you land on the second one, instead of jumping normal to the next piece of land, do a glide. Once across, break the bags to get lots of fruit. Now on your way down the path, watch out, the S Droids really deal some damage. When they bite. One you get past all of them, there are those swing bags again! Get passed them to come to a dead end... Just throw Tak up the cliff to the portal! You're at the end now!

~~~~~  
Part Five of Parchlands  
~~~~~\

In this final part, all you have to do is kill the F Droids, and the C Droids that come with them. When everyone of them are dead, you can finally say that you beat the Parchlands!

~~~~~\

Afterwards, Flora and Fauna come and give make it so you can put more blessing gems in your Mana Section!



G Droidss and R Droids. Then get rid of the hatcher. The torch should now be active. Light it, and jump over to the other side to do the same with all the other Droids and hatcher. When they're all gone, light the torch. Now you can go to the end. Move on foward to a little island, lite the torch on the pole by throwing Tak up. Then jump through the portal to get your score!

~~~~~\

After the level, there's a cut-scene with the Devil Juju. He gives you new space for new blessing gems on your weapons!

End of Level

~~~~~\

Wow, already time for the Proving Grounds Two? Well you remember the rules, right? Just... don't lose!

~~~~~

Proving Grounds 2 4.3

~~~~~\

It's still not possible to come in last. So don't worry. Just do as you did last time. You should do fine. Once again the Black Mist lose. After the Proving Grounds 2, there's a cut-scene. Oh great! There go the Black Mist cheating again! they framed the Gramazons! Figures... so the Gramazons are eliminated instead. Now it leaves the challenge with Your team, the Jibajabas, and the Black Mist... After the cut-scene, Section 3 is available. Let's get this over with. Ready?

~~~~~\

Section 3

~~~~~

Run up the big hill to the top. Enter The new level. Wait! Before you do, there's a cut-scene.

~~~~~

Cut-scene

~~~~~

~~~~~

Fowler's Murk 1.4

~~~~~\

Beware of Wind that can blow out your feater!

When you enter, walk around the wall, then throw Tak up the ledge. Get the fruit, and hit the bee hive. Now run over to the water, and see a gator head pop out of the water. Let the bees go after him. Now you can cross. Do a double jump then glide across. Follow to the island and light the torch. Then jump back to the land. Exit into the next part of the room.

Here, grab the veggies, and don't let Vanessa see you. Cross over to the stinnk plant. Get stink and go past her. Now jump over to the island. Kill the C Droids and move to right. Throw Tak up to light the torch. What this does is, bring up a platform so you can get to the island and light the torch. When you light it, go over to the exit and... exit!

~~~~~

Part Two of Fowler's Murk

~~~~~\

Run past all the hatchers and C Droids towards a NEW outhouse. This is the Chicken Suit! See the cut-scene.

~~~~~

Cut-scene

~~~~~\

Now get rid of the four gates with exploding eggs. Then light them. Now look for a gyser and jump on it. You'll start floating up. Look right to see a torch, get it. Now float across to another. Light that one too. Now float over to the portal. Exit this part.

~~~~~

Part Three of Fowler's Murk

~~~~~\

Kill the C Droids here, then destroy the crystal package. Now use Lok to grab the barrel. Blow up the gates. Now watch out because there's wind blowing that can blow out your fire on your feather! Once you get through, light the torch. Now throw Tak up, to the vine, now use the Grapple Spell to get Tak over. Now kill the C Droids and the hatcher. Climb the vines with Lok. When at the top, make Tak stop, then switch to Tak. Make Tak step on the stone in the ground. Now switch back to Lok. Follow the path to a switch. Now switch to Tak and come to Lok. If you want, there's a sidequest right next to you. Now throw Tak up to the torch. Continue to the next part and kill all the C Droids and hatchers. Then if you want grab the recipe nearby. Now just throw Tak up the cliff and light the torch. Just go through the portal now to go to the last part.

~~~~~

Part Four of Fowler's Murk

~~~~~\

Okay, focus on killing the C Droids and hatchers first. Then take out the NEW GI Droids. A Giant Droid is really big. Just wait until he takes two step, and stands on his two feet. That's when you attack. When he's dead. Exit to get your score.

~~~~~\

After the level, you get new spells. Spirit & Taunt! Now feel free to mix any recipes you want. And now its time for the next level. Get ready!

End of Level

~~~~~\

~~~~~

The Deepwood 2.4

~~~~~\

Watch out for spiders on the tree that blend in!

Okay, really short level. But first, there's a cut-scene.

~~~~~

Cut-scene

~~~~~\

After that, you'll start the level. Really basic. Just climb for the top. Throughout this part, Tak must protect Lok from spiders that blend in and will make him fall if touched. Also there are torches, fruit and veggies throughout this part. Once to the top of the tree, go through the portal to the next part.

~~~~~

Part Two of The Deepwood

~~~~~\

This is the normal part of the level. Run to the big part where you'll find a NEW enemy. These guys are called SK Droids. Kill the R Droids then attack the Sk Droids. To kill them, do the Double Jump + B attack. Then hit him to get rid of a crystal. Do this multiple times to kill them. Once they are both dead, climb the vines over by the water, and LET, i repeat, LET Vanessa get Lok. Once at her nest, let her kill an S Droid. Then you kill the other. Now the giant rock should be gone. Before going, go to the sidequest if you want. Move on to a large log. Continue to a new part. Kill all the C Droids. Then take out the hatcers. Now kill the two SK Droids and the one on the hill. To there, have Lok throw Tak up. When all of the Droids are destroyed, the giant rock explodes and the portal is active. Jump into it!

~~~~~

Part Three of The Deepwood

~~~~~\

The same as the first part. Just climb. This one is a bit more complicated though. There are more spiders, and more mushroom packs to blow up. Its a bit puzzling too. You have to find different ways out of it. Anyway, when at the top, jump through the portal to get your score on the Deepwood!

~~~~~

After the level, there's a cut-scene with the Candy Juju. He gives you room to add blessing gems to your HP socket! Go ahead and mix some recipes for yourself. Now use the blessing gems to upgrade your HP! Oh yah!

End of level

~~~~~\

Time to go to Ambush Grove... I hate this level.. its not bad though.. you could say that... NOT!

~~~~~

Ambush Grove 3.4

~~~~~\

When you start, turn left to get a pear, and grab three blue butterflies. Then, come back and turn right. Grab the vine, swing down and get the checkpoint. Now destroy the R Droids here to move one. Now run and jump off the cliff with Tak or Lok. But make the follower stop before they fall off. Once the B Droid and R Droids are gone, switch to the follower and get in the cannon. (this method is easier) Blow up one of the rocks on the cliff. This gives you a passage! Now get out, switch to the leader and call the

follower. Move on through the mini cave and come into a big open spaced room. Now get the yellow butterfly, then climb the tree trunks. Then turn right again to find crystal stons and tons of time bottles. Now jump over to the inactive torch and kill the R Droid.

Now light the torch and move to the next part. Do the same here, kill the R Droids, and light the torch. Over on the new piece of land, kill the ti-ki guy first. Then take out the R Droids. Now throw Tak up to light the torch. Now grab thevine ahead and find yourself against a baddy. Take out the B Droid and light the torch on the pole. Now move on. If you want a recipe, make Tak stand on it and stop him, then put Lok on the platform make Tak get off. When Lok get to the top, get the barrel, put it on the switch, and both get on the platform. Now use Tak, and throw (Y) to both get up. Now throw Tak up to the sidequest. Anyway, move on and get the checkpoint. Kill the two B Droids to blow up the rock. Now go through the portal.

~~~~~

Part Two of Ambush Grove

~~~~~\

Move on to find badies. Kill the ti-ki guy first. Then the B Droid and R Droids. Move on to do the same thing. Kill them all and move on through where the giant rock was. Now grab the vine, swing down, and jump on the mammoth. Use this guy to bust through the rock, or you could have a little fun by killing the R Droids. (you don't have to) Now kill the ti-ki. Attack the R Driods then, look for the orange feathers. Throw Tak up there. Now make Lok stop, climb to the top and light the torch.

Now switch to Lok and move over to the vine coming down. Look for some climbing vines. Once you're up, jump across and get some crystals. Then climb those vines. Light the torch here, and ride the vine to the island. Light this torch to destroy the rock. Jump on the vine and as you come down, call Tak so he'll be right behind you. Follow the long path to a small room. Light the torch to blow the walls and this reveals a giant room. It takes about 40 hits to kill each Big Droid here. Just keep shooting them with cannon blast over and over again. Once the last one falls, get your score by hopping over to the portal.

~~~~~\

After the level, the Party Juju gives you more space for blessing gems on you HP! Whoo! you're stocked up with recipes so get mixxing! Wow... that was short. Its time for the Proving Grounds 3!

~~~~~

~~~~~

Proving Grounds 3 4.4

~~~~~\

Its actually possible to lose this time! Try your hardest to win this time because you can lose. If you don't come in last, the Jibajabas will be eliminated. This is it now. After this, the Black Mist will suddenly get extremely good. This is where the challenge gets hard. It doesn't matter though, becasue it will be fine at the end. You can't lose until the end of the challenge. Okay, lets go and finish up the game!

~~~~~

~~~~~  
Section 4

~~~~~\  
Time to go to the last section.  
There's only two levels here instead of three.  
The even better thing is that they're not very long!  
Let's get started!

~~~~~  
Ghastfall 1.5

~~~~~\  
Use sheep on treadmills.

When you start, switch to Lok, and stop Tak.  
Then turn right and jump up the hill. Grab  
the barrel, and then jump off. Switch to Tak, and then turn left and run over  
to the sheep. Hit it, to bring down the platform. Now switch to Lok and call  
Tak. Now (with the barrel still with you) jump across and throw the barrel  
at the thorns. Then, jump over and hit the other sheep. Now jump over, get  
the checkpoint, and attack the R and B Droids! When the giant rock blows  
up, get the checkpoint, and cross the lily pads. Now when you get to the  
pad with vines next to it, stop Tak, and climb with Lok. Hit the  
switch to see some pads come up. If you want, follow them to a recipe  
and time bottles. Anyway, continue to move on to the checkpoint, then kill the  
R Droids here, and grab the crystals in the stones.

Now climb up, get in the  
Chicken Suit. Fly up on the wind, and shoot out an  
egg to blow up the thorns. Now quickly change back to Tak. Now grab the vine,  
and swing down to an island. Kill all the tons of R Droids. Then throw Tak up  
to light the torch. Then get into the Lobster Suit!  
Now go underwater and follow the path (killing the S Droids)  
and break the two ropes holding the barrels. Now get out of  
the Lobster Suit in the outhouse. Then call Tak. When he gets there,  
climb up the ledge. Kill the R Droids and the B Droid. When they're  
dead, get the crystals, and throw Tak up the cliff. Get into the  
Chicken Suit. Now fly on the wind and fly up to the ledge.  
Now get out of it again.

Now step on the button to blow up  
the rock. Then pick up the sheep. Then fall down and have Lok follow  
you. Have Lok get into the Lobster Suit. Now follow the path  
to an Orangatang. Let it pick up the sheep and then let you fly  
over to the next island. Now with Lok, go underwater next to the  
Orangatang and come up on the island. Go into the outhouse and  
grab the sheep with LOK. Now call Tak and jump up the hill.  
Put the sheep on the treadmill, and hit it. Now have Lok or Tak  
jump on one of the treadmill. Do what I said on the other level.  
Keep moving up on the control stick. Let go after you press Z.  
This should result in the character still moving on the treadmill!  
Now just jump on the last treadmill with the other character and move  
forward. Then the portal with open to move on to the next part!

~~~~~  
Part Two of Ghastfall

~~~~~\  
Start by stopping Tak. Then  
climb the hill with Lok. Kill all the S Droids up  
here. And then climb the vines and grab the vine.  
Get into the Lobster Suit. Then have Tak move to Lok.  
Now go underwater and kill the S Droid. Then hit the switch

to let Tak go across. Now move ahead, and hit the sheep on the treadmill. Now Lok can move! Move Lok and now in here, kill all the S Droids and get the time bottles. Now move on with Tak and hit the next sheep.

Now go into the next room with Lok and do the same as you did in the previous room. Keep moving and find a little platform in the water. Step on it, and switch to Tak. Run past the Orangatang and grab the sheep. Move over to the Orangatang and get thrown over to the island along with the sheep. Now put the sheep on the treadmill and hit it. Hit the switch behind the gates. Now Lok is moved up. Now go into the outhouse, and get on the treadmill. Do the method written in the first part of Ghastfall. This brings down a platform. Now switch to Tak and come back down on the vine. Jump over to Lok and get off. Now throw Tak up the pole to light the torch to move on!

~~~~~  
Part Three of Ghastfall

~~~~~\  
Just kill all the R Droids. Over and over again... then sooner or later, some B Droids will come up. Kill them all to access the portal. Jump through to get your score!

~~~~~  
There's a cut-scene with the Two-headed Juju. You get new spells!

Barrel and Stink!

~~~~~  
Obocodobo Crypt 2.5

~~~~~\  
Have the other player wait to avoid dart traps!

Start with Tak. Either use the barrel spell, or just use the one sitting next to you. Once all the thorns are out of the way, move on to the treadmill, kill the C Droids, then stop and switch to Lok. Now move on and jump on the treadmill. Switch to Tak's side and kill the C Droids in here.

Then leave and get on HIS treadmill. Switch to Lok, get the barrel, and blow up the thorns. Now move on, as Lok, and kill all the C Droids. Now light the torch, and move on into the next chamber. Switch to Tak, and move on to the next treadmill. Now move on it, and let Lok through to Tak's side. Now get off, and get on as Lok. This time, go to Lok's side with Tak and swim over to the sheep on the treadmill.

Hit it, to unlock all of the doors. Now put Tak back on the treadmill. Move Lok over to his side again and find some vines, climb then, and jump down into a piece of land next to a lake. Watch out! Don't fall in the water! Now, jump across the pieces of land. Then climb the vines and up here, and kill all the C Droids and the few SK Droids. Then Light the torch! Now switch to Tak, and wait awhile. Some SK Droids and C Droids will pop out of nowhere. Kill them to light the torch. Now swim to the very other side and come up onto the land. Kill the C and SK Droids. Then



go through the doors, and get your feather lite. Now go back and light the torch. Then meet up with Lok. Now throw Tak up the pole, light the torch and move through the portal!

~~~~~

### Part Two of Obocodobo Crypt

~~~~~\

When you start, move Lok over to the left, then make him stop. Now run to where the arrows stop. Now switch to Lok and come to Tak. Throw Tak up to get the recipe. Then, kill all the C Droids and hatchers. Then throw Tak up to light the torch. Now, move through the path and watch out for the darts, especially with the follower, the follower will most likely be kill so stop the follower, get the leader past the darts, then move the follower across. Now, throw Tak up to light the torch, then this will blow up the thorns. Now there's a cut-scene. My 2nd Favorite!

~~~~~

### Cut-scene

~~~~~\

The lyrics to this rap are in the extras section!

~~~~~

Now swim over to the Chanting Stone with Tak, and when you're done, the water will turn into ice. Now kill the C Droids and the SK Droid. To destroy the hatcher on the ledge, what I do is do the barrel spell. Then walk over right under the ledge with the hatcher on it. Then I let a C Droid hit me. This destroys the C Droid and the hatcher. Now light the torch. Move on through this room. Don't get hit by the axes! When you finish going through the path, light the torch on the pole after you kill the C Droids and hatcher.

Use the method I said previously to destroy the hatchers. Now run into the chamber and kill the SK Droid. Now light the next torch in front of the chamber across from where you are. Now kill the SK Droid here, than light the last torch. Go into the portal to get your score!

~~~~~\

Now there's a cut-scene, and you'll get a new space for your HP upgrading! It's time now... its time for the Proving Ground Final...

~~~~~

~~~~~

### Proving Grounds Final 3.5

~~~~~\

This is it... first there's a little cut-scene. Revealing Travis, the Dark Juju! He's using his powers to cheat! Now if you win, the Black Mist set their score to yours. So its a tie. You must play again. If you win again, you get tied again. Now its the end... if you win, you win! Then you win the Moon Juju's favor! Congratulations!

~~~~~\

THE END!

~~~~~  
~~~~~  
Extras  
~~~~~

This is the Extras section!  
The place has tons of fun stuff to do in the game!

~~~~~  
Potion Recipes 1.6  
~~~~~

- 1) 22 13 52 Silverstone jump across 3 shark heads
- 2) 31 48 23 Silverstone behind you after the floor collapses
- 3) 84 17 18 Light temple where there are 3 cannons through door sidequest
- 4) 33 24 94 Light temple where there are 3 cannons different door sidequest
- 5) 28 59 23 Caster痴 Hill after 4th chant stone jump to a 10 timepiece,  
turn right sidequest
- 6) 19 10 15 Caster痴 Hill on ledge after 5th chant stone
- 7) 66 14 22 Kiro Biro on ramp behind Tak after Lok has to use the cannon
- 8) 37 41 29 After cannon fight when taking Lok to get recipe 7 go straight  
ahead, jump to barrels
- 9) 21 96 7 Parchlands area where you ride the mammoth on pedestal
- 10) 15 25 44 Parchlands after you ride the vines past some swinging bags
- 11) 45 16 26 Gates of nocturne behind 2nd checkpoint before going thru
- 12) 19 28 13 Gates of nocturne area where Lok throw barrel at thorns sidequest
- 13) 49 18 19 Fowlers on stone in water use bees to avoid gator
- 14) 86 22 16 Fowlers sidequest in plain sight use bees to avoid gator
- 15) 25 27 26 Deepwoods sidequest on ledge wher you first meet the spiny guys
- 16) 74 28 61 Ambush Grove sidequest step on buton to lower platform and hold  
it with a barrel
- 17) 48 21 45 Chastfall climb Lok up vines and step on switch to raise stones  
jump to recipe
- 18) 49 55 42 Ococodobo top of last dart tower in the 1st group of dart towers
- 19) 71 81 51 Obocodobo turn to right when in front of 1st group of darts.  
sidequest
- 20) 73 65 51 Haven稚 found this in game.

It is an extra anyway (just put it in on the Universal Recipe card)

~~~~~  
Universal Recipes  
~~~~~

- 6 18 3 Bonus Music
- 11 55 44 Vehicle Concept Art
- 83 49 34 World Concept Art
- 67 8 20 Bonus Music 2
- 33 22 28 Juju Concept Art
- 20 17 5 Bonus Sound FX
- 50 84 92 Bonus Sound FX 2
- 24 40 11 Add Particle Effects
- 48 57 57 Add more particle effects

~~~~~  
F.A.Qs 2.6

CONTAINS SPOILERS!

~~~~~

Q) Why is this F.A.Q. for GC only?

A) Because I only have the GC version. I also don't feel like figuring out all the controls to the other versions and configuring it.

Q) What are the lyrics to that one rap scene?

A) Lol! I have them! They're right after this!

Q) What happened to the guy who was taken over by the Dark Juju?

A) He is in Gates of Nocturne. Go to part two after the first time you see Travis in his body. He will be there.

Q) Help! My flame went out on my feather!

A) Relax. To relight your flame, either go to a torch and touch it, or move over to the follower and lite it from them.

Q) How do I get Lok's 4th upgrade?! I see its in the blessing gem thing but its not available.

A) That's the point of meeting Crug. There is a pattern of where to go next to meet him. See Extras to find out.

Q) Do you have the Potion Recipes?

A) Yes I do, look at the very begining of the Extras section to see. Pretty sure we've got them all.

WANT TO SEND IN A FAQ QUESTION?

E-MAIL ME HAVING THE TOPIC FAQ TOPIC.

~~~~~

Monster Log 3.6

~~~~~\

C Droid- C stands for Crystal.

These are actually called rockers.

You only time you can catch that name is on the first level. They are the little guys made of blue stone with a cystal inside him

~~~~~\

Big Droid- BIG guys, brown colored, HAVE absolutely no idea what these guys names are... These guys have two crystals on em`. One on their back, and one on their stomach. A few hits on the crystals should break them.

~~~~~

Woody- These were the enemies in Tak 2.

Just little bluish colored guys.

These guys are only in the tutorial and aren't in the rest of the game at all. I guess the gamemakers just wanted to bring up a flash from the past or something...

~~~~~

Gator- Ah yes... The gators. These guys are colored red across their bodies. If you ever come up to an island across from where you're standing, and you see a little head pop out of the water, that's the old Gator! Don't worry, he just wants to be your FRIEND. To distract these guys, get some bees to follow you, get near the gator, and the bees will move over to him, attack it, and that's that.

~~~~~

S Droid- These guys are called Snake Droids. Again, I have no idea what their real name is. All they do is come out from the ground and shoot poison blasts at you. And when you get close, they stretch out and try to bite you. This is sort of where the name comes from. The only good thing about these guys are that it takes only one hit to kill them. The crystal is right on top of their stupid, little head that I hate!

~~~~~

R Droid- You really don't want to know how I came up with this name. Okay, I was having a dream with these droids in it, and all of a sudden, one of their heads turned into Ratchet's head! OMG! OMG! So they are called Ratchet Droids. I warned you! Anyway, these guys are similar to the C Droids, but instead they have a crystal on their tail. A little bit harder to destroy, you can double jump then press B to do the stun attack, then attack the tail. That's one way. Or you could stun him, then get behind him, jump, and press B to do the spin attack. This kills him in one or two hits.

~~~~~

F Droid- F Droids are big, blue, monsters that are easy to kill. They are called Fat Droids. After one puts out some Droids, it stretches out, now you can hit it. Doing this twice will kill it. Bye-bye Fat Droid!

~~~~~

Hatcher- These aren't even really monsters. All these things do is re-create C Droids and R Droids. A few hits with the Double Jump B attack will destroy it. Or a lot of normal hits.

~~~~~

Droid Caster- These guys are white. They have a crystal inside of them. But these guys are hard to kill with your weak weapon. You have to hit them a lot! These monsters can remake C Droids, R Droids, and G Droids! So watch out for these tough monsters!

~~~~~

SK Droid- Spike Droid. Blue with tons of spikes on it. To kill, Double Jump + B. Then attack when upside down. Three times will destroy it! Come up many times in future after The Deepwood.

~~~~~

GI Droid- Giant Droid. Huge massive enemy. Blue, and tall. To kill, wait until it takes two steps forward and then it stands on its hind legs to attack. Attack when it stands up. Three times of this and it will fall apart..

~~~~~

G Droid- G Droids are little guys who blow up if they touch you! G Droids are Grenade Droids. To get rid of them, you just have to be a few yards away and throw

(using Tak) and they will blow up and die. Simple enough, right?  
They have a pink crystal stack on their heads and are very short.

~~~~~  
B Droid- These guys take a lot of hits before they are  
killed. They are big guys. I named them B Droids for  
Buff Droids. The first attack it makes, it tries to hit  
you with it's arms. When its tired, hit it to break them  
off. Then it tries to use his legs to kill you. When it trips  
and falls, hit em`. Now it tries to kill you one last time.  
By smashing you with his head. When he's tired, finish him off.  
This is the Buff Droid. :D

~~~~~\n  
~~~~~  
A Gaseous Rap Lyrics 4.6

~~~~~\n  
My name is Tak,  
and that's a fact!  
Don't give me no lip,  
or i'll attack!  
Doin this challenge,  
is really tough.  
the Black Mist stink,  
and they play rough!  
But it don't matter,  
we don't mind.  
cause in the end, we're gonna kick behind!  
The clock is runnin,  
its goin tick-tock,  
So i'll hand it over to my main man Lok!

I'll take that beat and Lok's my name,  
eatin dung beatles is my claim to faim!  
Don't laugh at me,  
i'll punch your skull,  
i'll eat food, is makes me... full!  
Fish are stupid they smell like poop,  
and shabba.. shoop uh.. doop de.. doo..  
My ryme is done,  
don't give me no frown,  
just do my thing,  
and break it down!

~~~~~\n  
~~~~~  
Get Lok's Last Hammer Upgrade 5.6

~~~~~\n  
Go back through Gates of Nocturne. At one point you will go to a cut  
scene and find the little Black Mist guy tied up. He tells you to meet him  
at Caster's Hill. Go back through Caster's Hill and you will eventually go to  
another cut scene with him. He will say the hammer has been moved.  
He will tell you to meet him at Ambush Grove. Go back through  
Ambush Grove and you will find the last scene where he gives  
you the hammer which is awesome. You don't actually get the upgrade until you  
go to the Blessing Shrine and add the 4th stone to lok's hammer.

If that doesn't help, please e-mail me and tell me what the problem is or what you don't understand.

~~~~~\

~~~~~

List of Cut-scenes 6.6

~~~~~\

~~~~~

Jibolba Wonders Why Tak and Lok are Delayed

~~~~~

Fish Don't Like Lok

~~~~~

Catch the Pheonix!

~~~~~

Welcome to the Great Juju Challenge!

~~~~~

That ceiling may cave in on us!

~~~~~

Waking up the rhino

~~~~~

Smitten by Love

~~~~~

Mommy! Its Dark!

~~~~~

Talking to the JibbaJabbas

~~~~~

Vanessa the Gorilla

~~~~~

The Two-headed Juju can't Count

~~~~~

That's my Lobster Suit

~~~~~

Have you ever ridden a Mammoth?

~~~~~

Lok Remembers.

~~~~~

Grammazons get caught Cheating

~~~~~

A Mysterious Juju helps the Black Mist

~~~~~

Lok needs encouragement to Climb

~~~~~

The Black Mist's Plan for the Moon Juju

~~~~~

Tak's Trusty Chicken Suit

~~~~~

A Gaseous Rap

~~~~~

The Dark Juju is Revealed

~~~~~

~No Party?~

~~~~~

What is Crug doing Here?

~~~~~

The hammer is gone!

~~~~~

Lok gets the Ultimate Hammer

~~~~~\

~~~~~  
Usable Things/Animals 7.6  
~~~~~\

Animals- Sheep, Rhinos, Orangatangas

Things, Lobster and Chicken Suit, Switches,  
Barrels, Spells, Cannons, and many more.

You want to know more? I doubt you do. But if you  
really do..... figure the rest out for yourself.

~~~~~  
Sidequests 8.6  
~~~~~\

Silverstone

Behind you after "That ceiling  
may cave in on us!"

~~~~~  
Temple of Light

Left side of room light torch  
to lift the door.

Right side of room light torch  
to lift the door.

~~~~~  
More Coming Soon!

~~~~~  
Special Thanks And Other Crap No One Cares About 9.6  
~~~~~\

Gamefaqs- Thanks for hosting this F.A.Q! Its the first one I've ever done!

Gamecube/Nickelodeon/Other Companies- For making the game!

aclosson11- for 4th Hammer Info

JoshsrGames- Potion Recipe Locations!

Text-image.com- Converted the Tak image

Me- for buying this game! I love this game!

~~~~~\

Contact Me  
~~~~~\

- 1) I do not except SPAM! Who would?!
- 2) Please feel free to ask a question on the game.
- 3) I do allow general topics about this game for  
example: hey i love the part when...
- 4) Please, if you want to send me something off topic, name it: Off Topic.  
Thanks! ^\_^
- 5) If you want to know if somethings in this FAQ, PLZ READ FIRST! Don't just

