

Vexx FAQ/Walkthrough

by WishingTikal

Updated to v2.0 on Sep 29, 2007

This walkthrough was originally written for Vexx on the GC, but the walkthrough is still applicable to the Xbox version of the game.

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Vexx

For GameCube, PS2 and XBOX

FAQ/Walkthrough v. 2

06/22/05

FAQ by WishingTikal

wishingtikal[at]gmail[dot]com

<https://www.youtube.com/WishingTikal>

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1. INTRODUCTION

(only read that if you're bored)

Two years after completing that FAQ (which was one of my first FAQs) in the summer of 2003, I decided to come back to it and made version 2, which is basically the exact same thing as before, but I re arranged the layout a bit and corrected all the (many) mistakes and weird sentences that were in the FAQ before (I wasn't very good with english at that time). I didn't re write everything so the english in the FAQ still isn't very good, but at least I corrected the absurd errors (some were really funny, I had a good time re reading that FAQ while laughing at the mistakes I made back then).

Now, I feel like telling a bit more about that great game, things you probably don't know about it if you didn't follow the game since its announcement. This game went through many changes, I can tell you that. When it was first announced at E3, the game was called Jinx (so Vexx's name was Jinx) and Vexx's gloves could morph into various different shape and had magical abilities... The game was also supposed to feature 18 worlds at first, then only 6 (which were themed Forest, Desert, Mountain, Water, Ice, and Fire), but they were a lot bigger (they decided to split up the six worlds into smaller ones and ended up with the 9 we have now).

I talked with the man who wrote the music for Vexx and he told me about how at first Daggercrag and Dragonreach were forming one huge world together. There was also supposed to be a world around a volcano, one near the castle you can see sometimes in the background (of the Neverglades, for example), one in an underwater city and also one in giant trees with little huts. Many things and characters were also taken out of the game, along with the promised multiplayer mode. And just for your information, Acclaim, the company who created Vexx, went bankrupt, so we'll sadly never see a sequel to that game... it didn't sell very well to begin with. It's too bad though, I truly love that game.

-WishingTikal

on 06/22/2005

<https://www.youtube.com/WishingTikal>

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2. F A Q
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Please, make sure that your question isn't already answered in this section before sending me a question.
wishingtikal@hotmail.com

Q: Where is the Cheat Menu ? I can't find it.

A: There is no Cheat Menu in any version of Vexx so don't look for it. There are codes for Vexx spread over the net but they are fake. Perhaps it was in an earlier version of the game and they finally decided to take it out.

Q: I found a secret window in the tower of Timberdale!!

A: No, it's needed for one of the Hearts in DragonReach, you didn't find any secret.

Q: How do I jump between walls?

A: It's simple, really. Just jump towards one of the walls and press the jump button as soon as you hit the wall to bounce back to the opposite wall and quickly press the jump button on that wall and repeat until you reach the top of the wall.

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3. W A L K T H R O U G H
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After the intro, there'll be a practice level where you'll learn some of the moves used in the game. After that, you're taken into the Rift Hub. You can

access the other worlds via the doors. At the start, the only door you can access is the world of TimberDale. You'll need to collect a certain number of Shadowraith Hearts each time you want to access a new world.

Number of Shadowraith Hearts needed to open each door:

- TimberDale - 1
- DragonReach - 2
- The NeverGlades - 5
- Tempest Peak Manor - 11
- The Below - 18
- DaggerCrag - 26
- Summit of the Sages - 34
- FrostBlight Mill - 42
- Citadel of Shadows - 50
- ShadowRealm - 60



Number of Shadowraith Hearts : 10
Number of Extra Lives : 9

ROCK SUIT

Go in Darby's house (the cave you start the game in). Stand on the side of the middle platform, the one with a fire burning on (without touching the fire...) and perform a pulse jump followed by a flare kick to reach the ledge above, on the side of the wall. You'll find an extra life there and a warp. Get in the warp and you'll get warped inside one of the tapestries. On the head of the character in the tapestry, you'll find the Rock Suit upgrade (do a pulse jump to reach it).

REIA'S SCROLL

Near the big tree, in a circle of purple Shards. (At the end of the main dirt path.)

"High atop a village
of metal, wood, and flame
a twisted tree to pillage
a secret to attain"

From the start, follow the arrows to reach the big tree. Work your way to the top of the tree, always following the arrows. They'll eventually bring you to a small pyramid you must climb to get the Heart on top.

SHADOWRAITH HEART #2

"Hulking sumo crashes
storms his crushes bring
to win escape his smashes
or be knocked out of the ring"

Make your way around the big tree and follow the arrows. At one place you'll have to climb up the rock face to reach the very top of the tree. You'll see a ring in the middle so go on it. Who's that fat guy in the center? Well, he's your opponent in this Sumo match! The key to win this fight is to attack the guy by behind so he'll jump forward. Keep hitting him by behind until he reaches the edge of the ring. Once he loses his balance, punch him a last time and he's out of the ring! You have to make him leave the ring 3 times. But you also have to not let him get you out of the ring 3 times.. And it won't be that easy because this guy won't let you get him out of the ring. He'll try to use stinky techniques to trick you. On the last round, he'll become harder to kick out of the ring so be quick and get behind him when you can. When he's about to dash into you, do a long jump to get out of his way and he'll end up at the edge of the ring so hit him quickly. Once you win the match, you'll be rewarded a Heart.

SHADOWRAITH HEART #3

"Upon a spirit breeze
stones dance against the void
a prize there you must seize
a fall you must avoid"

From the start, go left and follow the arrows. You'll have to climb up the rock face, avoiding the falling boulders and the enemies. Once at the top of the mountain, you'll notice rock platforms that float around in the sky. You'll need to jump from one to the other, until you reach the highest platform, and the Heart. When you jump on a moving rock, Vexx will grab the side of the rock and you'll have to climb on top of it. Make sure you're facing the next rock before jumping, or you'll miss it. Also, wait for the platform to be just in front of you and NEAR before jumping. When on the last rock, wait for it to pass by the heart in the air and grab it.

SHADOWRAITH HEART #4

"Beyond the curtain falls
model castle comes to light
to scale the tower walls
mind what is out of sight"

This one's pretty tricky to get if you just started playing the game. From Darby's house (the cave where you began the game in), follow the purple Shards trail that leads behind the waterfall. Follow the path behind the waterfall until you reach the top. There should be a wall you can climb up next to the small waterfall. Climb it up to reach the top of the waterfall. Enter the cave here. You're now in a strange room with a weird door in the center. Go through that door. In the next area, go straight forward into the dark opening in front of you. Watch out for the falling floor here. Only stand on the purple dales, not the white ones! Jump on the beige platform to go up. From there on, I can't really help you. This Heart will test your platforming skills. The Heart you seek is at the very top of the room, you'll have a hard time getting to it and it should take you many tries, but you can do it! (Some platforms are invisible and only appear when the ice breath blows on them.)

* The window in the side of the tower is for Heart #7 of DragonReach, don't mind it for now.

SHADOWRAITH HEART #5

"To each watery tower
you may get around
grab a gift of power
when their answer is found"

Go in the cave at the top of the waterfall (see Heart #4 above). Go into the weird door and you'll end up in a room with 3 other doors. This time, don't go into the dark opening in front of you, instead go around the room and go through the door at the back.

In this watery tower, get out of the water and jump on the small ledge around the room. Jump on the Bounce Pad to bounce up on the ledge above. Jump on the other bounce pad to reach the next ledge. Go on the last pad to bounce up to the ceiling. Vexx will grab the ceiling, so now move in direction of the big fountain in the middle. When you're above the hole in the center, drop down. You should fall through a metal ring and activate it. Now there are two more to activate. Leave this room and back in the main room, go through the door on your left.

In there, always swim up, going through the metal spinning discs. Reach the top and pass through the metal ring to activate it. Leave this room and now go into the last tower, in front of you. Inside this tower, leave the water and jump on the ledge. Kill the enemies, go up and jump on the yellow pole. Climb on top and jump into the water suspended into the air. Weird, isn't it? Go through the last metal ring to make a Heart appear in the main room. Leave this room and go collect the Heart.

SHADOWRAITH HEART #6

"A reward is concealed
somewhere 'twixt and knoll
for it to be revealed
keep your mind on your goal"

Ready to play soccer? Go left from the start and you should find a balloon in an alcove. What you must do now is kick that ball (just bump into it to make it move) into the goal situated at the end of the small forest (to the right of the Warp Hub). You'll have to avoid the enemies and reach the goal with the ball. Kick the ball into the goal to get the Heart.

SHADOWRAITH HEART #7

"A one-way portal calls
sundial tells the time
hidden gateway opens halls
missed chance would be a crime"

Go to the Sundial (this pad thing where you can change the time of the day). Stand on it and move the pointer between the two little marks on the Sundial. At this very moment of the day, the Sundial Portal (just next to the Sundial) should be open. So, go into the now open Sundial Portal. You'll be transported into the Rift World. Notice the Star Wars music? From now on, it should be really easy. Just jump from platform to platform, until you reach the last platform with the Heart on. It'll test your jumping skills so beware of falling.

SHADOWRAITH HEART #8

"Cursed heart just out of reach
behind a crystal veil
if molten trick we didn't teach
this run will not avail"

First, you'll need to get the Rock Suit Upgrade to get this heart (See section 3.e. for its location). From the Rift Hub, go right in the forest area. You'll notice this red circle on the ground, surrounded by purple shards. Stand on it to use the Rock Suit upgrade. Now, prepare to run before time runs out! Leave the forest and cross the river. Jump near the big tree and cross the bridge here. Run up the hill, following the path to the top. Cross the wooden bridge and you should find the Hearth inside its ice cage, near Darby's house. Rush into the cage to break it and get the Heart. (Don't lose time anywhere while running if you want to get to the Heart in time.)

SHADOWRAITH HEART #9

"Souls of Astani old
are trapped in these jars six
to gain the prize they hold
make use of all your tricks"

Now you'll have to collect the 6 Soul Jars (the yellow jars) within
TimberDale. From Darby's house:

- 1) Left of the big waterfall near Darby's place, there is a wall you can climb. Climb it up to the top, and in an alcove up there is the Soul Jar.
- 2) Near the second bridge (near the small waterfall), do a high jump to reach the Soul Jar above the ledge.
- 3) Near the Sundial, you can jump on a ledge above with an enemy on. Do a Long Jump to reach the small metal platforms in front of the waterfall from there. Jump on the highest platform to get the Soul Jar.
- 4) Jump on the long spinning metal platform at the left of the big tree. In the middle is the Soul Jar.
- 5) Behind the big tree, you'll see a bounce pad (the one with a sun on). Jump on it and you'll bounce up to the Soul Jar.
- 6) Go on top of the big tree. At one place is a big platform with 3 enemies on it. You'll notice a yellow pole there leading down. Go on it and climb it down, then jump to the next pole and to the next one (It can be tricky to jump between the poles because of the camera, but use Flare Kicks to help you). On the third pole, climb up into the big cannon. Collect the last Soul Jar and leave through the opening.

Once you've collected every Soul Jars, the Heart will appear around the big tree. Go and collect it.

SHADOWRAITH HEART #10

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

It should be very easy. Just visit each area of TimberDale, collecting every purple Shards you see. There are more than 100 Shards in this world so it should be easy collecting 100 of them and getting the Heart.

EXTRA LIVES

- 1) Under the second bridge, at the bottom of the small waterfall.

- 2) In one the big cannon. Climb up to the yellow pole under that cannon and go up the pole to get inside the cannon.
- 3) Near the Sundial, jump up on the ledge above the Sundial Portal and jump between the two walls in the corner of the ledge until you reach the alcove above.
- 4) In Darby's house, stand on a platform with the fire and do a Pulse Jump followed by a Flare Kick to reach the upper ledge of the 'house'. The life is on that ledge.
- 5) Where you got Heart #5, in the tower with the suspended water, if you fall down, near a wall, you should get it.
- 6) Where you got Heart #4, over the narrow path.
- 7&8) Where you got Heart #4, behind the 2 platforms that crush into the wall.
- 9) Where you got Heart #4, next to the yellow pole at the top.

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===== b) DRAGONREACH =====
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Number of Shadowraith Hearts : 9
Number of Extra Lives : 6

AIR SUIT

Go up the Dragon's bone spine. After the yellow poles section, drop down on the ledge below, on your left. Stand on the Warp Pad (the one with a sun on it) and you'll be warped to a nearby mountain. Go around that mountain and you'll find the Air Suit upgrade.

REIA'S SCROLL

Near the Sundial and the frozen caged Heart.

SHADOWRAITH HEART #1

"Find a pulsing treasure

on an ancient knuckle
take care in each measure
or it may just buckle"

From the start, follow the arrows to reach the path that is in fact the Dragon's spine. You'll have to go to the upper part of the bone, at the end of it. (When you're at the yellow poles part, jump and do a Flare Kick to reach the next one) Once on top, you'll eventually run into an arrow that tells you to jump down from the bone at the end. So drop down at the right on the ground and go to the edge. Jump down on the white platforms until you're on another bone. That one's spinning so be careful while running on it. You can also use the Long Jump to cross to the other side more easily. Then run along the rest of the bone, avoiding the burning rocks spinning around the bone. On the middle finger of the hand at the end of the bone, go to the end of that finger to collect the Heart.

SHADOWRAITH HEART #2

"Beneath the dragon's grasp
where time did make him stop
you must move twice as fast
to win at drop and hop"

From the start, follow the arrows to the left. Keep following the arrows and you'll come to a small temple. Enter the temple and you'll face your inner demons in a fun mini-game. This game will have 3 rounds. The character who finishes a round with the less points is disqualified. So make sure it isn't you... Your character has a black circle under him so don't mistake him. The goal of this game is to step on the more dales as possible. When you step on a dale, it'll fall down after, so run and jump to avoid the gaps and don't forget to make the most points possible. If you fall down, you'll lose some precious time, so try not to fall. On the last round, you'll be playing only against one opponent so be careful. If you win the 3 rounds, you'll be awarded a Heart.

SHADOWRAITH HEART #3

"What once was ancient swells
a sea did drain below
to find it down the wells
you'll find you have to go"

There are 3 wells in that world.

- 1) Right in front of the entrance, a little further forward.
- 2) To the right of the first one, down below.
- 3) Straight from the first one, a little further on the road, next to the frozen cage of Heart #6.

Now, we'll start by going into Well #1. At the bottom corner of the screen, you'll see the map of this underwater maze, also showing the locations of the glowing cubes you must activate to get the Hearth. You'll need to

pass through the big metal rings you'll find underwater to activate them. Once one is activated, it'll open one of the gates. There are two things you need to watch out for: Sharks and your life meter. Grab bubbles to replenish your life meter.

So, in Well #1, if you swim left, there is a Cube. If you go right there is a metal ring and behind the gate a second Cube. Exit Well #1 by the door (hard to see but it's there) and go into Well #2. If you swim to the right, you'll activate a metal ring and open a gate. Now go left and through the now open gate. There is another Cube there. Exit Well #2 and go into Well #3 now. Swim left, into the metal ring and go right and then left through the gate to get another Cube. Then, go to the right and to the center of the labyrinth. There are 2 Cubes there and you'll need to go through small passageways to reach both. One of the 2 is at the very center, at the bottom of the water. After you collect all Cubes, the Heart will appear in front of the door of the well. Go back to collect it.

SHADOWRAITH HEART #4

"Where dragon's heart did beat
a doorway with suspense
within use talons' heat
to loose some things immense"

Follow the arrows and they'll bring you in front of big doors. Go inside that temple. Inside you'll notice 4 white blocks hanging from the ceiling. To get the Heart, you'll have to cut each of the 4 ropes supporting the blocks. I'll use that map to help you a little.

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3   H   2
 \   O   /   H = Heart
  >--O--<   E = Entrance
 /   O   \   O = Blocks
4   E   1
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The numbers on the map correspond to one of the 4 rooms of the temple. For instance, if you go left and then up, you'll end up in room #3. Watch out for the annoying ghosts around the place. So, here goes for each rooms :

Room #1) There is a mechanism there that moves a platform up and down. Jump on the platform to go up. In the room are some narrow paths with moving red platforms. Do some Long Jumps to reach the other side and cut the rope.

Room #2) Jump on the black switch and air will blow you up. In the room is a X shaped red platform that moves around. Jump on it and stay on the narrow platform to reach the other side and cut the rope.

Room #3) Run up the circular path to reach the top. In the room, jump on the platforms that tilt and try to stay on them to reach the other side of the room and cut the rope.

Room #4) Go up using Pulse Jumps to go up the big stairs. In the room, jump on the 3 yellow poles in order to reach the other side. When the pole is right next to the other one, jump in direction of it and do

a Flare Kick to reach it. Cut the last rope.

When all ropes are cut, all the blocks should be down by now so you can now jump on the blocks to reach the Heart.

SHADOWRAITH HEART #5

"Beyond the fossil's grasp
a ship floats in the air
just thread the banded path
with wings to get you there."

First, you'll need to get the Air Suit Upgrade to get this heart. (See section 3.e. for its location) From the start, go right on the bone path. Follow the arrows, avoid the obstacles on your way and make it to the top of the bone spine. At the end, you'll slide down near a yellow circle. Stand on it and you'll now be able to fly with the Air Suit. Make it fast before time runs out, just fly straight forward, following the glowing circles. You'll end up on a distant island. Jump on the platform in the center and collect the Heart.

SHADOWRAITH HEART #6

"Again a heart in sight
is locked within clear walls
without your molten might
it remains beyond your calls"

First, you'll need to get the Rock Suit Upgrade to get this heart. (See section 3.e. for its location) You know where is the big quick sand pit, right? Well, go there and around the pit you'll find a red circle on the ground. Stand on it to use the Rock Suit. Now you have 30 seconds to reach the frozen Heart. Go to the right of the quick sands and past the Sundial, drop down below and follow the side of the sand river. You'll find a shortcut there that brings you -if you follow it- directly to the ice cage of the Heart. Rush into it to break it and get the Heart.

SHADOWRAITH HEART #7

"Within a certain spire
while moving hand o'er hand
access you'll acquire
to a castle of sand"

Only get this Heart after collecting Heart #4 in TimberDale.

This Heart is pretty weird to get since you have to go to TimberDale to get it! Go back in the room with the falling floor in the tower of TimberDale (See TimberDale Heart #4 above). Work your way to the almost top of this room, like you previously did. But don't go to the top, go at

the place where you have to walk on narrow paths. At one place where you have to jump to reach the other narrow path, you'll notice two small platforms floating in the air, below the narrow path. Drop down on the platforms. Above one of the platforms you'll see a small glowing switch. Touch it and a window will open in one of the walls of the tower. It can be tricky to reach that window. You're supposed to jump on the other platform and grab the underside of the narrow path. You'll have to reach the window, by crossing beneath the path. It can be tricky since if you're too close to the edges, Vexx will fall down. (You have to go very slowly if you don't want to fall, and take your time.)

Once you reach the window, you'll be transported into a similar tower in DragonReach. It's the same thing as before, except that now everything is made of sand, and some things are different or harder. Reach the top, like before, to get the Heart. (At one place, you have to go on the narrow path but now it's invisible.. but you can just skip half of that part by using the Long Jump to reach a further platform near that one).

SHADOWRAITH HEART #8

"The spirits of the damned
trapped in eternal pain
can be found throughout this land
among earthly remains"

The Soul Jars are all located around the Dragon's bone spine.

- 1) Near the quick sand pit (near the rock suit pad), on a bone (use the pulse jump).
- 2) Go up the dragon's spine and before the yellow poles, jump on the bone to your right. Run down that bone and at the end is the Soul Jar.
- 3) After getting Soul Jar #2, walk along the wall on your right, on another bone. It's dark so it's hard to see but there's a ledge along the wall that brings you to another Soul Jar.
- 4) Go back up on the dragon's spine and before the yellow poles, jump on the bone on your left this time. If you go straight ahead on this bone, you'll get to the Soul Jar.
- 5) At the end of a bone adjacent to the one where you got Soul Jar #4.
- 6) On the middle finger of the dragon's claw. (After getting Soul Jar #5, drop down on the bone below to get it)

After you've collected the 6 Soul Jars, the Heart will appear over the quick sand pit, on a white platform.

SHADOWRAITH HEART #9

"When hearts did burst asunder
much energy did scatter

to return this heart its thunder
one hundred's all that matters"

There are a lot of Shards you can collect in that level too. Look everywhere and re visit each area. There are many Shards along the sand river, some inside the wells, others at the top of the dragon's skeleton. Once you collect 100 Shards, you'll get another Heart.

EXTRA LIVES

- 1) Go at the very top of the dragon's spine. On top of the dragon's elbow is an extra life.
- 2) On a high ledge at the left of the door leading inside the haunted temple (Heart #4).
- 3) On the dragon's spine, just before the part with the yellow poles, go on the bone to your right. Try to jump into the bone, you'll find an extra life in a small alcove under the bone supporting the first yellow pole.
- 4) In the Sand Castle (Heart #7), over the platform that drops sand over the invisible narrow path.
- 5) In the Sand Castle (Heart #7), behind the second platform that crushes into the wall.
- 6) In the Sand Castle (Heart #7), in front of one of the huge windows at the top.

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|                                     |
===== c) THE NEVERGLADES =====
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Number of Shadowraith Hearts : 9
Number of Extra Lives : 5

REIA'S SCROLL

At the base of the stairs leading to the big main temple.

SHADOWRAITH HEART #1

"Relics wrecked lay in rot
what mystery transpired?
heads up, mind this caveat:
some Assembly Required"

First, follow the arrows and they'll bring you to a place with a big statue in the center and 3 different colored pedestals in front of it. We'll call this place the Assembly Room. What you must do here is to bring back the small head shaped statuettes to their corresponding color pedestal. To pick up a statue, press the attack button next to it and to throw it, run and press the attack button again. To place the statue on its pedestal, throw it on. If you drop the statuette, you'll have 10 seconds to pick it up or it'll reappear in its original location.

Yellow statuette : This one is situated at the left of the stairway leading to the big temple straight ahead from the entrance. It's easy to take it to the assembly room.

Red statuette : Go straight ahead from the entrance, then right and long jump over the river there. Follow the path at the edge of the island by jumping over all the gaps. On the last platform is the red statuette. Take it and to bring it back to the assembly room, you'll have to throw it over each gap and then jump at your turn to reach it and repeat. The last gap is harder, you need to jump in the air and then throw it.

Blue statuette : It's located near the big statue that has a fire burning in its mouth (near a big waterfall). Bring the statuette along the path to the left that goes behind the big waterfall. Avoid the enemies and then jump on the rotating platform. From there, jump in the air and throw the statuette over the pit. It should land in the assembly room. Then jump over the pit to reach it.

Once all 3 colored statuettes are reunited on their respective pedestal, the skull will open so you can get the Heart inside.

SHADOWRAITH HEART #2

"A drop into a well
is followed by a splash
beware the fish are fell
electric is their lash"

In front of the big statue with a fire burning in its mouth, on the other side of the lake, there is a well. Jump into it. You'll end up in a room with 3 eels swimming around an underwater platform. Don't mind the platform for now. You'll also notice a big circular ring. You'll have to attract the 3 eels to the ring. Just swim around the place and they'll start following you around. Make them go through the ring. Once all 3 eels are attracted to the ring at the same time, the platform in the center will raise. Go on it and press the black switch in the middle to make the Heart appear.

SHADOWRAITH HEART #3

"This age old citadel
did time and sand devour
its hazards you must quell
to scale its inner tower"

Go behind the entrance hub and you'll see a climbable wall there. Climb to the top and you'll be in front of a big door. You'll have to open it by collecting 3 amulets situated around the wall behind the door. Get around the door and follow the wall on the ledges. You'll eventually find the 3 amulets to open the door. Once the door is open, enter the new area. In front of you is a temple buried in the sand and at the top is a Heart. Get on the temple and climb to the top. In the center is the Heart so when you're high enough, do a long jump to reach it.

SHADOWRAITH HEART #4

"The temple of Nanyk
lies buried in the sand
head up to make three clicks
and try for one last stand"

Go back in the area with the buried temple (Heart #3). You'll have to light up the eyes of 3 statues to raise the temple from the sand. The statues are located around the place after some obstacles. Here are the 3 obstacles :

- 1) Jump on a bounce pad to reach a ledge above. Press the black switch so you can now climb on the wall. Climb on top and press the switch there to light up the eyes of the statue.
- 2) Go on the moving orange platforms and make it to the top. Press the switch there to light up the eyes of the statue. Drop down below and stand on the warp pad to get warped back near the temple.
- 3) Stand under the metal ring and perform a pulse jump. Then, quickly do a series of pulse jumps to reach the top. Press the switch up there to light up the eyes of the last statue.

When all statues are lit up, a switch will appear in front of the buried temple. Press this switch to raise the temple. Get on the temple using the yellow pole near the right wall. Climb to the very top of the temple to collect the Heart.

SHADOWRAITH HEART #5

"Shadowed alcove through
a game of gatherings
collect more than a few
to win at Temple Rings"

Go inside the big temple, straight ahead from the entrance. Go through the door in front of you in the temple. You'll have to play another mini-game against your inner demons. This time, you run around a round platform with a hole in the center. The player who finishes a round with the less rings is disqualified. So make sure it isn't you... Your character has a black circle under him so don't mistake him. The goal of this game is to collect the more rings as possible. If you fall down, you'll lose some precious time so try not to fall. On the last round, you'll be playing only against one opponent so be careful. If you win the 3 rounds, you'll be awarded a Heart. Do a long jump to reach it.

SHADOWRAITH HEART #6

"Above dark cavern floats
heart teasingly so near
to get high above the moats
hope flying's not your fear"

Make your way to the temple at the start, straight ahead from the entrance, but don't enter it. Instead, go on the ledge above, behind it. Go to the left and you'll find a yellow circle on the ground. Stand on it to use the Air Suit. Fly to the left, to the big waterfall near the statue that has a fire burning in its mouth. Try to grab the Heart at the top of the waterfall while flying.

SHADOWRAITH HEART #7

"Over shadowed pools in gloom
lifeless eyes are dark
in sockets fire will bloom
if lightning there does arc"

Work your way to the temple at the start, straight ahead from the entrance, but don't enter it. Instead, go on the ledge above, behind it. Go to the left and on the big trunk that leads to some small metal platforms in the air at the right. Jump on them all to reach the last one. There is a Talon Charge there. Once your Frenzy Meter is full, use the special Talon attacks. Deliver blasts on the big statue in front of you. You have to deliver two blasts in its eyes to light them up. When its 2 eyes are lit up, the Heart will appear on the statue. Go get it.

SHADOWRAITH HEART #8

"An ancient temple wall
contains a mystery
return before the fall
and join its history"

Collecting the 6 Soul Jars this time is very fun. Go in the temple in front of the entrance. Inside, go to the left. You'll be in a room with 5 big tapestries on the walls. Go in the little black door and you'll get warped inside the tapestry. Here goes for the Soul Jars:

1) In the first tapestry, go up the pole, then jump to your left on the branch of the tree.

2) In the 2nd tapestry, on the rooftop over the man's arm, do a pulse jump to reach it.

3) In the 3rd tapestry, on top of the second pole.

To jump past the volcano, you have to stand on top of the second pole and perform a Pulse Jump followed by a Flare Kick and a Ground Pound while holding the stick to the right. It's hard but if done correctly and if you're well timed, you'll reach the top of the volcano.

4) In the 3rd tapestry, at the end of the tapestry.

5) In the 4th tapestry, jump on the man below.

6) In the 5th tapestry, at the top end corner of the tapestry, do a pulse jump to reach it or grab the ceiling.

The Heart will appear over the small fountain in the room.

SHADOWRAITH HEART #9

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

You can get Shards all around the place, in the area below and many in the upper area, over the temple. There are a lot in the water around the place too. Collect 100 to get the Heart.

EXTRA LIVES

1) Climb on the wall behind the entrance. Get around the big door where you activated the pads to open the door. There is a life somewhere around there.

2) Inside an alcove in the rock face behind the Sundial.

3) On a ledge above the blue statuette. Use the Air Suit to get there.

4) In the area with the buried temple, behind the structure on which the statue head #3 is (see Heart #4).

5) In the area with the buried temple, behind the structure on which the

statue head #1 is (see Heart #4), this one's high above in the air.

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|                               |
d) TEMPEST PEAK MANOR
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Number of Shadowraith Hearts : 9

Number of Extra Lives : 7

REIA'S SCROLL

On the book holder support on the piano.

SHADOWRAITH HEART #1

"If you play it clear
despite your lack of size
you'll break out of the screen
a console-action prize"

Follow the arrows and they'll bring you in front of the huge television. Next to the TV is a kind of yellow Xbox-like system. Hit the power switch at the front of the system to turn it on. Then, jump below on the pink cushion to bounce up on the sofa. Go to the right and climb on the sofa's arm. At the end of it is the TV controller. Press the button on it to turn on the TV. Now, get on the control stick of the system's controller on the sofa. You'll have to play a Pong-like game. Move Vexx left or right to move the control stick. The Heart will play the role of the ball and the goal is to get rid of all the colored blocks by hitting them with the ball. The ball has to bounce on the white platform. It will start to move faster as you approach the goal. With a little practice, you should finally win the game and the Heart once all the colored blocks are gone.

SHADOWRAITH HEART #2

"Ebony, Ivory and
each color between
Dissonance, Harmony
'neath the piano strings"

Go to the big piano and jump inside it (the top is open). This Heart may be hard to get on your first try. Walk on the partitions and jump on the tambourines. Go on the clarinet and up the yellow pole. On the cymbal, do a long jump to reach the next platform. I don't know what's this instrument but there are platforms falling from over it and making some vibrations that can make you fall so be careful. When you're on the small piano, you have to press the 3 piano keys to make the cover go up. Jump on the big trumpet and there'll be some small trumpets trying to blow you away. Wait for them to stop blowing and hurry to the yellow pole. Climb up and go on the spinning cymbals. Then, long jump on the violin and on its moving neck to reach the next platform. When you'll be on the musical notes later on, you have to do a pulse jump and then a flare kick to reach the next one. After that, get past the 2 cymbals and go on the moving notes. At last, do a pulse jump to get on the last tambourine and jump to get the Heart.

SHADOWRAITH HEART #3

"Time as it waits for no one
the works of peril spin
face glowing like a sun
hides a reward within"

Go near the big sofa, on the kitchen table. There is a big clock near that table. Jump to the ledges around the clock and find the small opening to get inside it. This Heart is pretty easy to get. Just go around the clock, avoiding the obstacles and jumping from platform to platform until you reach the top of the clock where you'll find the Heart.

SHADOWRAITH HEART #4

"A Heart is held a captive
to free it is a pain
your goal is adaptive
your work is down the drain"

Follow the arrows to the big piano and then to the bookcase. From there, go on the moving white platform that'll bring you to the sink. Go in the middle of the sink and do a Ground Pound on the cap to take it off. Now go on the side of the sink and press the switch next to the tap to make the water flow. Then, jump inside the hole in the sink and let the water flow bring you through the pipe of the sink. You'll slide down the drain and end up in Summit of the Sages. Collect the Heart.

SHADOWRAITH HEART #5

"It's in plain sight to find
but not without some luck

in the interest of being kind
through top of box you duck"

Follow the arrows to the big piano and then to the bookcase. At one place is a jar with a green cover. Do a Ground Pound on top of the jar and a hole will appear in the cover. Jump inside it to find a Heart.

SHADOWRAITH HEART #6

"This tower's tiny clone
is sleeping with the fishes
catch the rings as they're thrown
defeat yourself for wishes"

Follow the arrows to the big piano and then to the bookcase. Climb up the bookcase and at one place, you'll see a fish bowl. Jump inside this bowl (you'll have to go on the ledge above using the radio aerial to jump into it) and swim to the bottom to enter the small castle. You'll have to play against your inner demons a third time. This time, you run around in a jar full of water so you move slower. The character that finishes a round with the less rings is disqualified. So make sure it isn't you... Your character has a black circle under him so don't mistake him. The goal of this game is to collect the more rings as possible. Don't try to attack your opponents or you'll lose time. On the last round, you'll be playing only against one opponent so be careful. If you win the 3 rounds, you'll be awarded a Heart.

SHADOWRAITH HEART #7

"A one-way portal calls
sundial tells the time
hidden gateway opens halls
missed chance would be a crime"

The Sundial is located at the back of the piano, under the cover. You can walk on the edge of the piano to get there. Move the pointer of the Sundial between the 2 little marks on it. The Sundial Portal is now open. The Portal is situated inside the big clock. Get into the clock and you should find the Portal if you climb up a little, it's on a wooden platform in the center. Go inside the Sundial Portal. This one is pretty easy. At the start, you have to press a black switch to make a yellow pole appear to continue your way. The rest is just falling platforms and pole jumping. Get to the top of the big structure to get the Heart.

SHADOWRAITH HEART #8

"Upon a chandelier
are trapped these poor spirits

to make a heart appear
allow your steps to steer it"

Follow the arrows to the big piano and then to the bookcase. You'll have to climb completely to the top of it. At one place you'll have to press a switch to make the aerial of the radio go up. Climb on top using the aerial and to the top of the bookcase using the books. From the top, go on the wooden beam near the roof of the manor and to the middle of it. Below is a big chandelier. Use the white platform to go down on it. The Soul Jars are easy to get, they're situated at each 6 extremities of the chandelier. Get them all and the Heart will appear on the beam. Use the white platform to go up to collect it.

SHADOWRAITH HEART #9

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

Most of the Shards are scattered all around the manor, look everywhere to collect them all. Then, you can get the rest in the big clock or inside the piano. Collect 100 and you'll get the Heart.

EXTRA LIVES

- 1) In the manor, go on the sofa and on its left arm. Jump on the cushion to reach a shelf above. Behind the flower jar, you'll find an extra life.
- 2) Go on the big kitchen table and make your way to the red jello cup. Get on the handle of the spoon and jump on it twice to make the jello flip out, revealing an extra life under it, at the bottom of the cup.
- 3) In the big clock, over a rotating pole spinning the arrows of the clock.
- 4&5) Inside the piano, in the big trumpet are two extra lives.
- 6) Inside the piano, get on the violin and on the neck of the violin. Jump on the music sheet and press the black switch to open the drum with the extra life inside.
- 7) In the Sundial Rift (Heart #7), at the beginning when you're on the first moving yellow pole, look down and you'll see a small opening at the bottom into the wall. Drop down from the pole and do a Flare Kick to reach that opening. Grab the extra life and get into the warp pad.

===== e) THE BELOW =====

Number of Shadowraith Hearts : 10
Number of Extra Lives : 10

REIA'S SCROLL

At the bottom of the water, under the red colored dome.

SHADOWRAITH HEART #1

"In the slightest bubble
you may be alerted
to some running trouble
when you are inverted"

Go into the central water dome. Now swim to the Purple dome and enter it by the small opening on its side. This task can be tricky. If you jump on the black switch in front of you, the room will be turned upside down. All the controls will be reversed too so it can be really difficult. If you fall in the water, the room will return to normal. If you take too much time, the room will also return to normal. When the room is upside down, you have to jump on the brown platforms to deactivate the color corresponding to them on the Heart's veil. There are 6 colors to deactivate. When the room returns to normal, you can start back and continue since the colors you deactivated will always stay deactivated so you can start back as many times as you wish. Once all the colors are deactivated, the Heart's veil will vanish and you can now get the Heart. (Another trick that works perfectly and makes it very easy to control Vexx when the room is upside down is to lay upside down in your chair... thanks to Chris for e-mailing me about this, it gave me an headache but it really works !) =)

SHADOWRAITH HEART #2

"A shocking task exists
through an estuary
match your wits against
this puzzling statuary"

Go into the main water dome and swim to the entrance of the green dome. (It's at the bottom) Enter the dome and go up the 'well'. You'll be in a huge room separated in 6 main sections around a fountain.
Puzzles for each sections :

Section A) You have to climb on the walls of a structure and jump to reach the top.

B) You have to push the 2 boxes below so that they are under the hole in the wall. Then, you push the box above on the top of the 2 other ones. You then push that box into the hole in the wall.

C) You have to climb up 3 yellow poles to reach the top on a spinning platform and then do a pulse jump to go up.

D) You have to jump over 3 gaps using the Long Jump to reach the other side.

E) You have to get past 3 spinning discs that try to blow you away to reach the other side.

F) You have to get past the 3 Shreeks. (The enemies attached to poles)

The goal here is to hit the black switches in the right order to get the Heart. There are switches placed after each section's puzzle and switches around the fountain.

This is the order you have to hit the black switches :

- 1) Switch of section D (after the puzzle)
- 2) Switch in front of section C (by the fountain)
- 3) Switch of section F (after the puzzle)
- 4) Switch in front of section F (by the fountain)
- 5) Switch of section C (after the puzzle)
- 6) Switch in front of section A (by the fountain)
- 7) Switch of section B (after the puzzle)
- 8) Switch in front of section E (by the fountain)
- 9) Switch of section A (after the puzzle)
- 10) Switch in front of section D (by the fountain)
- 11) Switch of section E (after the puzzle)
- 12) Switch in front of section B (by the fountain)

If you hit the right switch, it'll glow green or yellow.

If you hit the wrong switch, it'll glow red and you'll lose health.

After you hit all the switches in the right order, the Heart will appear at the top of the fountain in the middle.

SHADOWRAITH HEART #3

"A massive structure looms
'neath the Hydro-Charger
one wrong step spells your doom
unless your skill is larger"

Go in the main water dome and swim to the orange colored dome. Get inside it by the small opening on its side. In this huge room, the goal is to deactivate the electric beam that is blocking your way to the Heart on the center platform. I can't really help you since it's pretty easy to climb to the top of the room avoiding the obstacles but I can tell you that the switch to deactivate the beam is located at the very top of the structure, on the more far edge of the top floor (past the snakes). There is also a place where you need to jump against the wall to bounce back. Once the electric field is gone, you can take the Heart in the center.

SHADOWRAITH HEART #4

"Within the furthest dome
a brute demands a rematch
his moves you may have known
now include a detach"

It's time to kick that Sumo guy's butt again. Go in the main water dome and swim to the red colored dome. The Sumo is waiting for you for a rematch. And a harder one! This time, the platform is larger but because of the water flow, it's harder to move on it. The Sumo has a new move, now he can charge up an attack and crush you with rocks. You can avoid that attack with a Long Jump. Each time you push the Sumo out of the ring, he'll break the platform, making it smaller each turn. There are 4 rounds in total. The best moment to strike is when he's about to dash into you, do a long jump to get out of his way and he'll end up at the edge of the platform so hit him quickly. On the fourth round, attack him directly to make him fall before he uses his attacks because the platform is too small for you to avoid his techniques. Once you win this hard fight, you'll get the Heart.

SHADOWRAITH HEART #5

"Deep in a boiling well
above the ghastly steamer
climb to the peak of hell
A heart there seeks redeemer"

In the main water dome, if you look at the bottom of the water, in the middle, there's a small volcano in the center. If you go in it, you'll end up in a lava cave. At the top of this cavern is the Heart you seek. This one's pretty easy to get, but a bit tricky. Climb to the top and when you get to the part where there's a statue blowing you off the bridge, stand at the edge, just before the bridge and do a Long Jump in direction of the statue while pressing forward/left on the control stick. It'll blow you back on the bridge, and then quickly cross the bridge by jumping to avoid to get blown away. This can help you get past that hard part. You can climb up the rest of the course pretty easily and get the Heart at the top. (Perform a Long Jump at the end to get the Heart)

SHADOWRAITH HEART #6

"Above a sea of flame
a ghostly vessel drifts
on board you'll find a game
whose colors seem to shift"

Return in the lava cave of Heart #5. This time climb to the top of the room but in the opposite direction of previously, where the ghost ship is. Jump in the hole in the ghost ship and you'll be in the vessel. Go at the

front of the ship and you'll meet the 3 pirates : Nasty, Brutish and Short. You'll have to play a little game to win the Heart this time. It can be a little tricky. The goal is to step on the dales to switch their colors until they're all the same color. But it won't be easy since there are cannon balls changing the dales' color too. After 25 seconds, a platform will crush into the board so quickly get out of the board when the timer reaches zero. It'll reverse all the dales' colors but it doesn't really change anything. Don't hit the cannon balls or you'll loose health and if the platform crushes on you, you'll have to start back. You just got to be lucky and you'll get it after some tries. When all the dales are the same color, the treasure chest will open, revealing the Heart.

SHADOWRAITH HEART #7

"A one-way portal calls
Sundial tells the time
Hidden gateway opens halls
missed chance would be a crime"

From the entrance, go to the right and at the end of the path you'll find the Sundial. Move the pointer between the two marks on the Sundial. At this moment, the Sundial Portal is open. Now go inside the main water dome. Swim to the purple colored dome and get inside it by the small opening on its side. That's where you got Heart #1. Go where the Heart was is and try to jump on the veil and land on it. Then, do a long jump to reach a ledge above you (to the left) or take the long path and follow the ledge along the wall. Then, perform a pulse jump (high jump) to reach another ledge above the one you are currently on. You'll end up in an alcove with the Sundial Portal. Enter it.

This one can be a pain because of the way the camera will place itself during the whole thing, and you can't change it. You'll start by having to go under the big platform that'll fall on you. Get out of its way and let it fall. During the time the platform is going back up, do a series of Long Jumps to pass quickly under it before it falls back on you. The rest of the course, run and jump to get past the other falling platforms. Never stop running, always run. In the next section, you'll have to jump over or get under the spiked cylinders (to crouch press L or L1 button) while you're advancing to the next section. There you'll have to kill the two Yabu's Guards to open the gate. Next, you go up the big moving cylinder. Then, you kill the Puggles and you pass under the big falling platform doing Long Jumps while it's going back up to finally reach the Heart.

SHADOWRAITH HEART #8

"In the belly of the beast
short's chest deserves a look
the key to its release
is hidden in the book"

Go into the central water dome. At the top is swimming Leviathan, the big ugly whale. Stand in front of it and it'll open his mouth and swallow

you. Inside its belly, you'll meet with 3 pirates : Nasty, Brutish and Short. They'll ask you to open their treasure chest or they'll beat you up. So, stand in front of the chest and press any button. You now have to enter the right 3 buttons code to open it. So here it goes :

GameCube : A...X...B

Playstation 2 : X...Circle...Square

X-BOX : A...B...X

The code is in the instruction booklet.

After entering the right code, the chest will open revealing a Heart.

SHADOWRAITH HEART #9

"Along an outer track
hide these souls in trouble
to send their spirits back
free them from their bubbles"

The Soul Jars are located in the 3 open areas outside the water dome. All the Soul Jars this time are trapped inside bubbles. Break the bubbles to get the Soul Jars inside them.

- 1) From the entrance hub, go left to find it.
 - 2) From the entrance hub, go right near the Sundial and you'll notice a hole in the ground behind. The bubble is inside. Do a Ground Pound to break it.
 - 3) Go in the main water dome. Go to the left and you'll find another entrance to another open area. In this one, a weird monster is holding the bubble and making fun of you. Kick him in the... to make him drop the Soul Jar.
- The other ones are hard to find. Behind the red colored dome, look carefully at the bottom of the water, near some red coral, and you should find a little entrance to an underwater cavern.
- 4) In that cavern, jump on the 2 bounce pads to exit the cave. Outside the cavern, behind a tree, you'll find the bubble.
 - 5) From the hole of the underwater cavern, go right and at the end of the path is a glass dome. Get under it and perform an Uppercut attack to break the bubble and release the Soul Jar.
 - 6) From the hole of the underwater cavern, go left and up on the ledge. Perform a well timed Long Jump to jump over the pit and reach the bubble in the small alcove. As soon as you reach the bubble, break it and collect the last Soul Jar. You'll slide down then.

After getting the 6 Soul Jars, the Heart will appear at the top of the main water dome. Leave the cave and swim to it.

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

It's not too hard getting 100 Shards in that world. There are shards in the open areas outside the water dome, some in the water dome, some in the green dome and some others in the orange dome and also in the volcano cave.

EXTRA LIVES

- 1&2) Go inside the main water dome and swim to the orange colored dome. Get inside it. Right in front of you, from the entrance, there is a yellow pole going down by the platform's edge. Go on it and slide down on the rock below. Perform a Long Jump to reach the cave under the water and collect the 2 extra lives.
- 3) In the same orange dome as #1&2, after you see the first snake in the middle of the structure, go in that door next to the snake. Go on the narrow path, there's an extra life under it but you'll fall back a little below after getting it.
- 4) In the lava cavern, press the 3 black switches hidden around the cave to extinguish the fire in the center of the room and collect the extra life.
- 5) In the lava cavern, at the top of the big door shaped monolith.
- 6) In the lava cavern, at the front of the ghost ship.
- 7&8) In the Sundial Rift (Heart #7), after you kill the 2 Yabu's Guards to open the huge gate, don't go on the spinning tower. You'll see a wire netting on the floor and 2 extra lives below. Jump from the edge of the platform and do a flare kick to reach the platform under the one you jumped from. Collect the 2 extra lives and use the warp pad to go back above.
- 9) In the ghost ship, near the ceiling.
- 10) In the green dome, behind the climbable structure.

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f) DAGGERCRAG                       |
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Number of Shadowraith Hearts : 9
Number of Extra Lives : 2

REIA'S SCROLL

On the top ledge of the roof of the temple where the old one-eyed man lives,
between the 2 yellow poles.

SHADOWRAITH HEART #1

"A monk is ill at ease
in his meditation
a horde of enemies
need extermination"

Simply follow the arrows and they'll bring you to a temple. Go inside.
There lives an one-eyed old man that wants you to get rid of the creatures
inside his house. There are Slyphs, Puggles and Skinxes. You have 1 minute
(60 sec.) to get rid of them all. Once your work is done, the old monk will
reward you with a Heart.

SHADOWRAITH HEART #2

"Reward awaits discovery
but who will earn the crown?
enemies may thwart recovery
but don't let them get you down"

Go at the back of the first temple at the start and slide down behind it.
Go through the door down there. You'll be in a huge room with a ring in the
center, surrounded by yellow poles. Go on the ring. There will be enemies
falling on the ring at each moment and you have to kill them all. There are
Grimkins and Skinxes, lots of 'em. Defeat them ALL. It's best to go there in
daytime as the enemies will be easier to defeat. The more enemies you defeat,
the more the platform will go up. After you defeat all enemies, the platform
will be high enough so you can jump and reach the Heart.

SHADOWRAITH HEART #3

"A chamber full of blocks
is built to drive you mad
to climb them choose your knocks
or you'll find that you've been had"

Follow the red arrows to the right and they'll bring you to a place with

a Shadowminion. Drop down into the hole in the ground there to access a secret chamber. On the wall of that room are some white blocks. The goal is to destroy the right blocks in order to reach the top and the Heart. If you destroy the wrong blocks, you'll have to press the black switch in the center of the room to start back. This is really hard to do so I made a little map to help you get to the Heart.

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      @
0 #   # # 0           @ = Shadowraith Heart
# #   # 0 0         0 = Block you leave there
# #   0 0 0         # = Block you destroy
0
0
# 0 0 0 0 0
# 0 0 0 0 0
0 0 0 0 0 0
```

Destroy the blocks marked # on the map by doing Flare Kicks and use Pulse Jumps to get on the blocks marked 0 on the map. When doing the Flare Kicks, make sure to only destroy the right blocks (pretty tricky). If you follow that map, you can get to the Heart. Note that you need to stand on the destroyed blocks. There are other possibilities to reach the Heart but that's the one I used.

SHADOWRAITH HEART #4

"A sandy theme for certain
needs a mummy to take a fall
beyond the stony curtain
you're sure to have a ball"

Follow the arrows to the right and they'll bring you in front of another temple. Go inside and you'll face an angry mummy. This fight isn't really hard but rather long and tedious. The mummy has 2 main attacks : it'll turn into a ball and run after you around the platform or it'll bounce on the green circles to crush you. You can avoid all these attacks by always doing Long Jumps (but don't get too close to the edges or you could fall off the platform). After the mummy performs its attacks, it'll stop and will be dizzy for a moment. Use that opportunity to hit it with a Flare Kick to hurt it. You have enough time to hit it 2 times in a round! After being hurt, it'll do a Ground Pound to crush you so get out its way. You'll have to repeat that 6 times (if you hit him 1 time per round) or 3 times (if you hit him 2 times per round) to win... After the mummy is KO, you'll be awarded the Heart.

SHADOWRAITH HEART #5

"Beacon laying in waste
appears your only hope
to reach goal highly placed
it first must telescope"

Now you must press 3 black switches to raise the telescope tower.

Switch 1 : Go at the back of the old one-eyed monk's temple. At the right is a pad. Stand on it to get lifted to a ledge above. Press the black switch there.

Switch 2 : There is a place with 4 Shadowminions enemies. Go there and at the left are some small white platforms that change size. Jump on these platforms and on the last one is the switch.

Switch 3 : Same thing as Switch #2 but at the right this time.

When the 3 switches are activated, the Tower will raise. Some white platforms will appear in front of it so you can reach it. Get inside the tower. Now you'll have to go up the yellow pole and then grab the green grate ceiling above. Go on the trap in the ceiling to end up above the ceiling. Now repeat this process until you're at the top of the telescope tower where you'll find the Heart.

SHADOWRAITH HEART #6

"A one-way portal calls
sundial tells the time
hidden gateway opens halls
missed chance would be a crime"

You probably already know where the Sundial is situated if you went all over DaggerCrag. It's at the left, on your way to the old one-eyed monk's temple. Move the pointer of the Sundial between the 2 little marks on it. The Sundial Portal is now open. The Portal is located in the room with the ring full of enemies surrounded by yellow poles (where you got Heart #2). Slide down behind the first temple and enter this room. Inside, go to your right and climb up the yellow pole there. Jump on the platform above where the Sundial Portal is. Enter it. This rift is pretty easy too. Some pole jumping and platform jumping. Work your way to the end and climb on top of the last yellow pole where the Heart is above.

SHADOWRAITH HEART #7

"Some rewards you earn
by leaping, fighting, dashing
these skills were wise to learn
but this one's simply mashing"

Go to the one-eyed old man's temple. Go around the temple to the back and start climbing to the top by following the red arrows. When you reach the very top of the temple, climb on one of the 2 yellow poles to reach the roof. Stand in the middle of it and do a Ground Pound to break the glass of the roof and fall to the Heart.

SHADOWRAITH HEART #8

"Outside a holy shrine
these hopeless souls are trapped
if all six you can find
a heart will be untapped"

To get the 6 Soul Jars, go in front of the one-eyed old monk's temple.

- 1) At the left, go down the small white platforms. Now go to the right and there is a Soul Jar at the right of the path, on a ledge below.
- 2) On the same path as Soul Jar #1, at the end of the path, past the Puggle enemy.
- 3) On the circular moving platform (still near the old man's temple).
- 4) After getting Soul Jar #3, continue on the path. There is a Soul Jar on a ledge below, between the 2 blocks.
- 5) Carry on to the back of the temple. Go at the right and use the black switch to get lifted to the ledge above and get the Soul Jar.
- 6) Continue climbing around the temple until you reach the top ledge of the temple. Near the roof behind is the last Soul Jar.

The Heart will appear behind the one-eyed man's temple.

SHADOWRAITH HEART #9

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

There are Shards everywhere around DaggerCrag and some inside the telescope tower, the one-eyed old man's temple and the chamber with the ring of enemies surrounded by yellow poles. Collect 100 Shards to get the Heart.

EXTRA LIVES

- 1) Inside the old one-eyed monk's temple, next to the statue in the center.
- 2) Near the telescope tower is an area with 4 Shadowminions attacking you. Go straight and climb up a little (on the second platform with a tree on). Behind the short wall near the tree is an extra life, you have to grab the ledge below to reach it.


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g) SUMMIT OF THE SAGES
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Number of Shadowraith Hearts : 8
Number of Extra Lives : 12

REIA'S SCROLL

From the start, at your left is a path leading to a small footbridge and the scroll is inside the little dome there.

SHADOWRAITH HEART #1

"The head of the machine
where gears and pistons churn
one must be quick and keen
or else your flesh will burn"

Use the wooden platforms over the water to reach the mountain on the other side of the lake. You'll see an arrow pointing to a door at the bottom of the middle statue on the rock face. Go through that door. You'll be inside a kind of huge enginery room. From the entrance, go in the small passageway at your left. The rest should be pretty easy. Reach the top of that room and a platform will transport you on the tongue of the huge statue head. Do a pulse jump to reach the Heart under the statue's nose.

SHADOWRAITH HEART #2

"Head awash in hazard
awaits to test your fears
gain a heart if you're not
wet behind the ears"

Use the wooden platforms over the water to reach the mountain on the other side of the lake. Go at the very right, following the arrows. They'll bring you to a yellow pole. Climb up that pole and enter the tunnel inside the right statue's mouth. You'll be in a huge underwater cavern. It'll be very tricky to guide you through that cave but I'll do my best.

Swim to the place where you see a big yellow lifebelt floating over the water. Go between the wall and the lifebelt and you should be able to stand

on a ledge by the wall (you can't see it, it's under the water, but it's there). Do a pulse jump to land on the huge lifebelt. Jump on a platform near the lifebelt with a black switch on (there's a big arrow pointing over it). Press that switch to raise the water's level. You'll have to press these kinds of switch in the cave to raise the water's level to the maximum so you can reach the Heart.

Now, go between the wall and the lifebelt again and there is another ledge you can't see by the wall. Stand on it and do another pulse jump to reach the lifebelt again. (I think the ledge by the wall next to the lifebelt is a glitch because usually, you have to go through platforms to reach the lifebelt and it's harder and longer...) Jump on another platform with another black switch. Press the switch to raise, again, the water's level.

This time, the glitchy ledge trick doesn't work. Swim to the center of the lifebelt, there is a kind of tower in the middle. You can enter it by a small opening by its side, under the water, and reach the lifebelt that way. After that, jump on the circular platforms near the lifebelt and on the last platform, go at the left in a small tunnel. At the end of the tunnel is an air switch. It'll lift you up. Jump the moving orange cages and reach the yellow pole using the air switch. Go on the pipe over the room and at the end, go right and jump in the alcove in the wall, where you'll find another black switch. Press it and the water's level will raise again.

Go on the lifebelt and on the moving circular metal platform. Press the last switch to raise the water to its final level. The lifebelt will burst... Swim to the Heart in the center of the room.

SHADOWRAITH HEART #3

"In the lowly lake
lie some rings so cheesy
a task you'll think is cake
you'll find is not so easy"

Now you have to activate 6 rings located around the lake to reveal the way to the ice cavern. There are 5 rings underwater, in the lake, you should have no problem finding them as they're in plain view (except maybe the one at the bottom of the waterfall at the right of the lake). The sixth one is... swim at the left of the lake (there should be an arrow there pointing you the way) and go up the ledge, on the ground. Follow the arrows to the top (there should be a Shadowminion there) and you'll see the last ring near the rock face. Jump into it to activate it. Once all 6 rings are activated, the statue underwater will reveal the entrance to a new cave in its lantern. Go through to enter the ice cavern.

Make your way to the top of this cave to reach the Heart at the very top. It's hard telling you exactly where but there's a big shortcut at the start, you can climb up on some ledges on one of the walls at the beginning (just before the first tunnel) and then do a pulse jump to reach a high platform with a Bounce Pad that'll lead you to the platform with the Heart. If you can't find this wall, well, you'll have to do it the long way...

SHADOWRAITH HEART #4

"Pillar rows stand below
in each opposing phase
a puzzle to lay low
an answer to amaze"

Use the wooden platforms over the water to reach the mountain on the other side of the lake. Go at the very left and climb up the other wooden platforms there that will bring you to the top of the mountain. Up there, you should find a black switch. Press it and the rock face will collapse. You'll have a series of switches to press in order to reveal a third huge statue head in the mountain's side. Go through the door at the bottom of that new statue.

Inside, to cross the lava river, you'll have to jump on that round platform over the lava. The patterns to avoid the obstacles on the lava river are : right, under (crouch), left, over (jump). Then, you'll end up in a room with a small maze on the floor and 3 pillars on each side of the room. You can change the color of the pillars by pressing a switch on top of them. The left row of pillars must be white and the right row of pillars must be black (you know that by looking at the color of the stone the statue in front of the row is holding). Change the color of the pillars so they're all the color they have to be (climb around the room to go on the pillars). A black switch will then appear in front of the small labyrinth. Press that switch to get warped inside the labyrinth. You have 19 seconds to reach the exit of the labyrinth and get the Heart. (Use Long Jumps to save time)

SHADOWRAITH HEART #5

"A one-way portal calls
sundial tells the time
hidden gateway opens halls
missed chance would be a crime"

From the entrance, go to the left and behind some rocks you'll find a path that leads to the top of a small hill with the Sundial on. Move the pointer of the Sundial between the 2 little marks on it. The Sundial Portal is now open. The Sundial Portal is situated inside the huge enginery room (where you got Heart #1). After the first catwalk you have to go up, the camera will fixe itself right behind you. That's annoying because the Portal is right behind you, on a platform you can't see because of the way the camera is fixed. So jump on the platform behind you and enter the Sundial Portal.

This one is pretty tough. At the end of the first slide, jump to reach the climbable wall. After that, don't go at the left or right, go straight ahead on the cylinder. There's an extra life there, and a slide (the middle one) that'll bring you to the next part. After the 2nd slide, you'll have to run on the big moving cylinders. You have to run to the opposite direction of the one you want to go to make it move. That was the hard part, if you got it, the rest should be no problem. Get the Heart at the end.

SHADOWRAITH HEART #6

"In summit of the sages
through pumphouse hidden door
for heart that's hid for ages
just hop and drop some more"

Go straight from the start. Over the lake are some spinning platforms. Jump in the middle of them to make a footbridge appear to reach the next platform. Go on these 3 platforms to reach the last one with a pumphouse on. Enter the pumphouse to play the last mini-game against your inner demons. The character who finishes a round with the less points is disqualified. So make sure it isn't you... Your character has a black circle under him so don't mistake him. The goal this time is to step on the more dales as possible. But this time, meteors will fall on the board sometimes, destroying dales, so it'll be a little harder. When you step on a dale, it'll fall down after so run and jump to avoid the gaps and don't forget to make the most points possible. If you fall down, you'll lose some precious time so try not to fall. On the last round, you'll be playing only against one opponent so be careful. If you win the 3 rounds, you'll be awarded a Heart.

SHADOWRAITH HEART #7

"A silent giant's hand
reveals a magic cube
in each side take a stand
and prove you're not a rude"

Go inside the left statue head, in the lava cavern. Go at the very end of the cave, past the moving round platforms. A huge cube will appear in front of you. The cube has 6 faces and a Soul Jar in each. You can change the cube's face by pressing the black switch in front of the cube. Enter the magic cube...

- 1) Green face : Go up the red/green stairs, then jump to your right and reach the Soul Jar. It is in a kind of cage so do a Ground Pound to get it.
- 2) White : Go up the yellow/blue stairs at the right and jump on the moving platforms to reach the Soul Jar.
- 3) Yellow : Go up the yellow/blue stairs at the right. Do a pulse jump to reach the next yellow floor above and enter the kind of big green cage. Jump on the Soul Jar inside and do a Ground Pound to get it.
- 4) Red : Go up the blue/red stairs and jump on the red floor at the left. Go upstairs again and on the moving round platforms. Get the Soul Jar at the end.
- 5) Orange : Go up the pink/red stairs and go to the left. Go upstairs and do a pulse jump to reach the green alcove. Go on the yellow/green falling footbridge and at the end, jump onto the wall (and hold left) to reach the Soul Jar above.
- 6) Pink : Go up the yellow/pink stairs and do a pulse jump to reach the pink floor above. Jump on the moving round platforms (watch out for these annoying HobbleTrots) and reach the last Soul Jar.

The cube will then explode revealing a Heart.

SHADOWRAITH HEART #8

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

There are Shards in the lake, around and at the top of the mountain, in the ice cavern, in the lava cavern, in the underwater cavern and in the enginery room. There is enough Shards here to collect 100 and get the Heart.

EXTRA LIVES

- 1) Behind the entrance, to the left, go up the little hill. On a ledge below is an extra life.
- 2) Get on the wooden platforms and reach the mountain part. Do a Long Jump on a ledge below to reach a rock over the water. Stand on the warp pad there to get warped on a ledge further with an extra life on.
- 3) In the left eye of the huge statue (the middle one) on the rock face.
- 4) At the very top of the huge statue (the right one), in a small well.
- 5) At the left of the huge statue (the left one), you have to climb a wall at its left and do a long jump to reach a ledge with the life on.
- 6) In the enginery room, high atop one of the walls near the end of the level. Use the machine there to reach it.
- 7) In the water cave, when the water is at its third level, there is a life in an alcove in the tower in the middle of the big lifebelt.
- 8) In the fire cavern, use the Rock Suit to break the yellow glass leading to a passageway with 2 Shadowminions and 1 HobbleTrod. Break the other yellow veil in that tunnel to get another extra life.
- 9) In the ice cavern, at the start, after the second bounce pad, do a Long Jump to a ledge on your left and you'll find an extra life in an alcove in the wall.
- 10,11,12) In the Sundial Rift, after the first slide, don't take the left or right path, continue straight ahead on the big cylinder. There's an extra life there and then a 2nd one on the slide and a third one after the 2nd slide and the moving cylinder.

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===== h) FROSTBLIGHT MILL =====
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Number of Shadowraith Hearts : 9
Number of Extra Lives : 4

REIA'S SCROLL

Behind a rock formation on the ledge where there is wind blowing you away near the top of the windmill.

SHADOWRAITH HEART #1

"An ancient mill device
driven by the sky's breath
leads high atop the ice
or downward to your death"

Straight ahead from the entrance, go in the big windmill there. Inside, you'll have to reach the top to get the Heart. It mainly consists of platforming elements so I can't really help you. Sometimes you have to find and press purple switches to make new platforms appear to continue your way to the top. There are a lot of Hulks inside so be careful. At the top, stand on the platform to go up on the roof of the windmill. Do a Pulse Jump to get the Heart.

SHADOWRAITH HEART #2

"Across a windy ledge
is access to a slide
just don't fall off the edge
and you'll survive the ride"

Climb up to the top of the mountain at the right of the mill or use the wind draught. Cross the windy ledge (when the mill's propeller blocks the wind, do Long Jumps). Enter the small cave at the end. Inside is a long slide that brings you to a Heart below. You have 45 seconds to slide down that slope and you'll have to avoid the icicles that fall into your way. You can do it the right way if you wish, but here is a little trick to get the Heart in 5 sec.: After the third curve, slide off the right edge of the slide and you should fall right on top of the arrival! Enter the cavern at the end and you'll find the Heart.

SHADOWRAITH HEART #3

"Within the igloo's walls
a heart awaits three keys
if assailed by snowballs
perhaps they'll gain release"

Climb to the the very top of the mountain at the right of the entrance. At the top is an igloo. Enter it. Inside, you'll note several platforms at different heights and you'll notice big snowballs falling from the ceiling. On a platform in the center of the room is a big chest. The goal is to unlock it by throwing snowballs at the 3 frozen keys disposed around the igloo. I don't need to tell you where the keys are, they are in plain view. These big keys, however, are frozen into ice blocks. You'll need to pick up large snowballs (stand next to them and press the attack button) and throw these snowballs at the ice blocks so the keys will be released and will go into the chest. Once the 3 keys are unfrozen, the treasure chest will unlock, revealing a Heart. Sometimes, you'll have to carry over the snowballs to higher platforms since the snowballs don't always fall next to the keys. Oh, and watch out for the Floppers hiding underground...

SHADOWRAITH HEART #4

"A chamber unexpected
lies deep beneath the ice
if you are not deflected
a heart will be your vice"

Go left from the entrance, in the area with the wind gusts. Below you should be a breakable part of the ice. Do a Ground Pound to break the ice under you and reveal the entrance to a cave. Enter that cavern. I'll guide through it with some helpful shortcuts I found that make it really easy. Right from the start, do a pulse jump and a flare kick to reach the short wall in front of you. You're now above the room and can avoid the traps and enemies. Do a Long Jump to get over the door on the opposite side of the room. You're now in the main lava room. Jump at the right on a platform below. But don't jump on the yellow pole! Go at the left and do a Long Jump to reach a similar platform below with an extra life on. You just skipped a hard part. Now continue to the 5 spinning circular platforms further ahead and you'll end up on a platform with 2 Shadowminions on. But don't go straight ahead on the path with the spiky balls swinging over your head! Instead, skip that hard part by going at the right, and doing a Long Jump, to reach a ledge by the wall on the other side. Follow the wall (watch out for the gaps) to reach the Heart in the center of the room.

SHADOWRAITH HEART #5

"Spilling 'cross the sky
perilous platforms float
near icy gusts they fly
in fact, above them note"

This Heart can be quite hard. At the left of the mill are some wind gusts coming out from the ice. If you get caught in one of them, you should be able to reach a platform above. There begins the pain. The Heart is located high above in the sky and you have to reach it using various platforms that lead to it. This task will really test your platforming skills. Most of the platforms consist of annoying platforms that reverse themselves at each 5 seconds. Very annoying. When the platform makes a little "pop" sound, quickly jump and you should land safely on it after it reverses. You have to well time your jumps to reach the other popping and moving platforms. If you fall down, you'll have to start back. If you manage to reach the top platform, you'll get the Heart. Good luck.

SHADOWRAITH HEART #6

"A labyrinth of ice
a prize within its walls
if fit to pulverize
your obstacles may fall"

From the start, go straight ahead, but a little to your right, behind the ice formation. There you should find a small white platform on the ground. Stand on it and it'll bring you in a cave under the ice. This cave is a kind of small labyrinth. Don't go straight ahead when you arrive there, turn around instead and go behind the white platform. Stand near the wall and perform a Pulse Jump to reach a ledge above. Advance in that tunnel until you come to a 3 paths intersection. Take the left path and you'll find a Rock Suit pad (See section 3.e if you don't have the Rock Suit upgrade). Transform and you'll have 5 sec. from now. Hurry through the tunnel you just came from. At the end of the tunnel you'll rush into an ice wall, breaking it. In that alcove is another Rock Suit pad. Transform and this time, you have 7 sec. Continue in that same tunnel, jump over the pit and you'll end up back in the first room where the white platform is. In that room is another breakable ice wall, but this time, behind it is the Heart. Hurry and smash down that wall to get the Heart. You'll need to be fast for this one.

SHADOWRAITH HEART #7

"Upon a mooring dock
employ your skills of flight
and soar against the clock
to a heart that's out of sight"

Normally, you would have to climb to the top of the mountain at the right of the mill and past the windy ledge, drop down before the cave with the slide where you'll find the Air Suit pad to use the wings. While you're

flying, you'd have to go under FrostBlight Mill's island and you'd find a Heart under the island. But that's very hard, so here's a little trick to get the Heart without having to use the wings: From the entrance, go to the left and stand at the very edge of the island. You should see the Heart under the island from there (if you don't, well, walk along the edge until you see it). Then, jump off the island and press forward on the control stick in direction of the Heart. Perform a Ground Pound followed by a Flare Kick while holding forward and you should reach the Heart if done correctly. If not, practice it again, or use the wings.

SHADOWRAITH HEART #8

"These soul jars are encased
a vessel holds the key
to free them from their space
command artillery"

You have surely already noticed the Soul Jars scattered around the mountains, behind ice veils. To release them, you'll have to go in the ghost ship and fly around the island while using the cannon to break the ice veils. Climb to the top of the mountain at the right of the mill and past the windy ledge, drop down before the cave with the slide. There you should find the Air Suit pad, but you won't be using it this time. You should also find a black switch around there somewhere. Press it and the ghost ship will appear in front of you. Jump on the platforms floating in the air at the left to reach the ghost ship. Jump on the green wing of the ship and then do a pulse jump to reach the bridge and hop into the cannon. You can now use the cannon to fire cannonballs with the attack button. There is one Soul Jar right from the start in front of you. Then, there are 4 Soul Jars located around the mountain with the igloo on top. The last Soul Jar is in plain view around the mountain right next to the mill. Once all the ice veils are broken, you can get off the ghost ship and climb around the mountains to collect the Soul Jars. Use all your skills to get them. Once you get all 6 Soul Jars, you'll be rewarded a Heart.

SHADOWRAITH HEART #9

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

Start by collecting the Shards scattered all around FrostBlight Mill and then collect the rest around and inside the Igloo at the top of the mountain. There are also some Shards in the fire cavern. You should have 100 by now and you'll get the Heart.

EXTRA LIVES

- 1) In the ice labyrinth cave, don't go in front of you, go to the back, behind the white platform. Stand near the wall and perform a Pulse Jump to reach a ledge above you. Advance in that tunnel until you come to a 3 paths intersection. Take the right path to find the life.
- 2) In the fire cavern, on your way to the Heart, you can't miss it.
- 3) On the thin ledge behind the igloo on top of the mountain.
- 4) When getting Heart #5, there is a life above one of the popping platforms near the top.

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|          i) CITADEL OF SHADOWS          |
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Number of Shadowraith Hearts : 8
Number of Extra Lives : 9

REIA'S SCROLL

From the start, get past Yabu's guard and go left. Go through the part with the spinning rings and when you're at the part with the platforms surrounded by 3 huge rings, it's on the third one.

SHADOWRAITH HEART #1

"Use all the skills you've honed
while gathering precious things
to get this one dethroned
and best the engine rings"

From the entrance, get past Yabu's guard and go on the path on the left side. The obstacles from now on can be a little hard. To get past the huge rings that spin around the platforms, wait for them to pass in front of you and as soon as they're out of your way, long jump to the next platform and repeat. To get past the platforms surrounded by 3 big rings, do a pulse jump to get over them and safely land on the platform. After you climb up the pole, continue to the left and get past the serie of platforms there to reach the Heart at the end.

SHADOWRAITH HEART #2

"Along another track
a WraithHeart you will find
just survive attack
by gruesome wraith design"

Go straight ahead past Yabu's guard and go to the left on the moving walkway. Then, jump on the moving platforms (wait until the first one moves and then get past all the other ones before they reverse). Now you have to climb up on narrow paths. After that, watch out for the Blast Bugs and do long jumps to get past the crushing platforms. Then, jump on the small moving platforms into the wall and keep jumping on the next one above until you reach the top. Now do some long jumps to jump past the gaps and jump on the poles to reach the next section. Run and jump to get past the rotating cylinders and after this, watch out for the Hulks below. The last obstacle is to jump from one spoon-looking platform to another one until you reach the other side. Then, go on the narrow path and be careful, there are some Shadowminions guarding the Heart.. Get past them and grab the Heart.

SHADOWRAITH HEART #3

"Across the deadly run
the corner of the keep
hides another one
where the reactors sweep"

Go straight ahead past Yabu's guard and go to the right this time. Jump from one moving pole to the other until you reach the other side. Stand on the black switch here to get lifted up to the ledge above. Cross the narrow path, then the moving narrow path... This part is pretty hard if you don't know what you're doing so here is a little nice shortcut I found: right before the moving narrow path, stand on the platform there and perform a Pulse Jump followed by a Flare Kick to reach the ledge above, by the wall. That way you can skip that hard part! Then drop down below and climb up the wall there and jump on the platforms avoiding the metal bars that move between the platforms. Then, jump between the 2 walls to reach the top (just jump towards one of the walls and press the jump button as soon as you hit the wall to bounce back to the opposite wall and quickly press the jump button on that wall and repeat until you reach the top of the wall). Go on the circular platform then and perform some pulse jumps to get over the things that move around the platform. Once you reach the other side, the last obstacle is to get past the reversible narrow platforms. Go on them and when they reverse, jump on the next one and repeat. There are 3 Shadowminions guarding the Heart, so be careful and get past them to collect the Heart.

SHADOWRAITH HEART #4

"The fortress' vile heart
holds its grisly namesake

its glow will help, in part
if directions you can take"

From the start, get past Yabu's guard and go on the path at the left side. Get past the part with the annoying huge rings that spin around the platforms and you'll eventually make it to the yellow pole. Climb to the top and jump from it in direction of the platform next to it. Under that platform is a metal square on another platform below. Jump into that square.

You'll be inside the square. This part can be pretty tricky. You are standing a red platform and are surrounded by many other platforms. The square is moving so the platform you are standing on will start tilting. So you have to jump on another platform or you'll fall. Continue like that -changing platform when the square tilts- and eventually you'll see the Heart on one of the platforms. Jump on that platform when you can to get the Heart.

SHADOWRAITH HEART #5

"Above the smoldering mound
a time is out of joint
a reward can be found
nearby a compass point"

Go behind the entrance and down the path there, but don't enter the door in front of you. Instead, go to your left or right on a ledge below. Follow that path to another door that leads to an area with ruins. Here is a little shortcut instead of the real path. Get past the Shadowminion and go to the left. Jump over the pit and reach the other side. Stand on the platform there to go up. The Sundial Portal should be right in front of you. Go at the left of it and do a long jump to reach a platform there. Cross the wooden bridge (watch out, it'll fall) and slide down the yellow pole. Jump on the moving circular platform and do a pulse jump to land on one of the arrows of this big clock shaped platform. Do a long jump to reach the other side. Don't go at the edge of the lava pool, you don't need to. A platform will come down near it soon so jump on it and let it bring you on the path above. Walk along that path to find the Heart at the end, on a platform surrounded by lava.

SHADOWRAITH HEART #6

"A one-way portal calls
sundial tells the time
hidden gateway opens halls
missed chance would be a crime"

The Sundial is situated in a room you can access if you follow the path that goes straight down behind the entrance. It's in a snowy area full of enemies. Move the pointer of the Sundial between the 2 little marks on it. The Sundial Portal is now open, but not for long so hurry. To find the Sundial Portal, leave the snowy area and go to your left or right on a ledge below right next

to the door. Follow this path to arrive in the other area (the one where you got Heart #5). Get past the Shadowminion and go to the left. Jump over the pit and reach the other side. Stand on the platform there to go up. The Sundial Portal is right in front of you, so enter it.

Now there's a new type of platform in that rift. You can stand on these white and red platforms, but if you want to make them move forward, you'll have to walk by yourself or you'll fall. On the first one, you'll have to do Long Jumps to stay on it because this one moves pretty fast. Then, you'll have to get past some rotating platforms. Perform some Long Jumps to land on them when they aren't moving. The rest of the obstacles are all the moving white and red platforms but you know how to handle them. For the last moving platform, don't stay on it too long because this one moves fast and in all directions and you have big chances of falling. As soon as the platform is close enough to the Heart, do a long jump to reach the platform the Heart is on.

SHADOWRAITH HEART #7

"Among the engine rings
the six soul jars you'll find
to gain these precious things
your moves must be well timed"

This is the Heart I got last. It was pretty difficult... You have to collect the 6 Soul Jars placed at some difficult locations without dying once.

1) Go on the path with the big rings rotating around the platforms. On the last platform of that path is a Soul Jar.

2) After getting Soul Jar #1, continue on that path to the yellow pole. Climb up and jump on the platform with the metal square (Heart #4). Behind the pillar there is another Soul Jar.

3) This time, go on the path with the moving walkway (left path). When you arrive to the part with the 2 yellow poles, slide down the second pole. You'll see a Soul Jar below. Do a Long Jump to reach it.

4) On the same path as Soul Jar #3, when you arrive to the part with a lot of Hulks and Shadowminions, jump on their heads and do a pulse jump followed by a flare kick to reach the ledge above. The Soul Jar is on it.

5) This time, go on the path with the moving yellow poles (right path). When you arrive to the part where you have to climb between the 2 walls, the Soul Jar is on top of the highest wall.

6) On the same path as Soul Jar #5, the last Soul Jar is in the middle of the big moving circular platform.

Go collect the Heart that will appear at the start of the level.

SHADOWRAITH HEART #8

"When hearts did burst asunder
much energy did scatter
to return this heart its thunder
one hundred's all that matters"

It's really hard to get 100 Shards in that world. I would say, first collect the Shards in the ruins area (Heart #5) and then the other Shards are scattered on many platforms around the main room. There are enough Shards for you to collect, but the hard thing is that if you fall or die, you'll loose all the shards you had collected until now... So you have to collect 100 Shards around that room without dying a single time to get the final Heart.

EXTRA LIVES

- 1) Go straight ahead from the entrance and on the left way (moving walkway). When you're climbing up the narrow paths, there is a life near the wall, do a pulse jump to reach it.
- 2 to 7) There are 6 lives a little further from the first life, where there are a lot of Hulks and Shadowminions. Jump on the head of an enemy to reach the ledge above. The lives are over that ledge.
- 8) Go straight ahead from the start and there is a life floating in the air above. Do a Long Jump to reach it.
- 9) In the ruins area (Heart #5), where the sundial portal is, there's a life above the big clock shaped platform.

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===== j) SHADOWREALM =====
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It's finally time to beat Dark Yabu... the final boss.

PHASE 1

Dark Yabu will start the fight by sending hordes of creatures after you. The easiest and safest way to exterminate them is to prepare a Pulse Jump when they're about to attack you and while you're in the air, do a Ground Pound to hit them. After being hit 2 times, they'll disappear. Sometimes, when destroyed, some of the creatures will drop health. Dark Yabu will send 4 hordes of creature after you so repeat the process until all the creatures are destroyed. Once that's done, Yabu will start throwing fireballs at you.

Avoid them with the Long Jumps. Then, he'll throw the fireballs but the hordes of enemies too! So you have to destroy the enemies while you avoid Yabu's fireballs... And never approach Dark Yabu or you'll be under his power and start moving really slowly.. Once all the creatures are destroyed, you'll enter phase 2.

PHASE 2

Dark Yabu will now turn himself into a giant mantis. He'll jump and try to attack you. Avoid his attacks with the Long Jumps. When Yabu raises his foot and smash the ground, it'll produce waves on the ground, you can avoid that with a well-timed Pulse Jump. When Yabu will bend down his head, attack his head with a Pulse Jump followed by a Flare Kick. The first time, you'll have enough time but the 4th and 5th time, you'll have to be pretty quick. Then, attack him by behind with an Uppercut Attack. After that, Yabu will reveal his stomach. When this happens, he'll jump into the air and you have to hit his back. So you have to hit his head, his stomach and then his back. You'll have to be really fast to hit him, especially the 5th time.

PHASE 3

The final phase. Dark Yabu will start by sending hordes of creatures after you, like in the first phase. You know how to deal with them. Then, Yabu will raise some columns and throw you energy balls. When he throws you the energy balls, return them to him by hitting them with your fist (Ganondorf anyone?). Your punch must be well-timed in order to hit the power balls. Only hit Yabu, if you hit the columns, they will collapse and pieces of them will fall on you, hurting you. So be careful. Repeat the process until Yabu throws his ultimate power, return it to him and Dark Yabu's no more.

Or you can use Aaron Johnson's strategy for beating Yabu:

"On Dark Yabu, We found our own pattern to be easy to beat him.

First stage: The two waves of shadow wraiths, Just crouch and do upper cuts followed by a ground blast and then a flare kick left or right. If you keep moving back and fourth like that you really kill them off fast. When the fire balls start coming, stay calm and count them. Yabu uses volleys of four balls at a time. Keeping that in mind keeps your nerves calm and using the same combo of attacks on the shadow wraiths makes short work of them.

Stage two: Mantis Yabu, crouch in the center of the platform and just do high jumps to avoid the pounds Yabu does. If you avoid running around he is quicker to try his slap making the fight shorter. After the slap, attack his head, followed by an upper cut to the underside. If you can squeeze in a high jump you can avoid getting tangled in the legs and be right in position to do a ground blast in the

gem in his tail.

Final stage: Great balls of fire, The gem powers you up and this makes short work of the shadow wraiths. Try to kill the last one when you are in the center of the platform. Stay there and it is nothing more than "batters up". Knock the fire balls right back at the tower Yabu is on and it will crash down taking part of the platform with it. Six towers in all will raise and Yabu will finally be on your level where you get to hit him.

End of game after a way cool cinematic.
Poor Vexx Trapped in the shadow realm."

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4. G A M E B A S I C S
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Most of the stuff here is from the Vexx Instruction Booklet except the location of the upgrades and some of the descriptions.

=====
a) STORY
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The terror in Astara began when the powerful and sinister forces of the (/ Shadowraith Dark Yabu and his devoted minions came from the skies. They descended upon the peaceful village of Overwood and wreaked havoc and destruction.

Vargas, the aging guardian of Overwood, and his grandson Vexx were defiant yet outnumbered and were enslaved with the other defenseless villagers under Yabu's dark power.

Unable to bear it any longer, Vexx launched a futile assault on Dark Yabu. Before Yabu had a chance to punish the boy, Vargas attacked the Shadowraith, hoping to distract the evil lord long enough for his grandson to flee. Yabu turned his powers on Vargas and destroyed him as Vexx helplessly watched.

Stricken with grief, Vexx escaped through the tunnels, vowing to one day take his revenge. Fate would grant him not to revenge, but fortune... the legendary Astani War Talons.

Now armed with his war talons and his fearless determination, Astara's slave turned savior will stop at nothing to overthrow the evil Dark Yabu, avenge his grandfather's murder, and bring peace back to his planet!

You can also read the small comic book featuring Vexx's story on Vexx's official web site :

<http://www.acclaim.com/games/vexx/story/index.html>

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===== b) CHARACTERS =====

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VEXX

Just a kid filled with enthusiasm and reckless spirit, Vexx's peaceful childhood is destroyed by Dark Yabu's vile greed. When Vexx discovers the Astani War Talons, his destiny will never be the same. As he grows into a nimble able combatant, can he harness the power of the Talons and his own rage to exact his revenge?

VARGAS

Vexx's though old grandfather, Vargas, is the aging guardian of the village Of Overwood. Even as the years slow him, he never backs down from a fight, and he's taught his grandson to never take anyone else's gaff either.

DARBY

This old wanderer serves as Vexx's guide and mentor. Having lost his once considerable powers, he now must rely on the young Vexx to carry on the ancient traditions and right the wrongs that have plagued his existence. A mysterious figure leading Vexx into an even greater mystery? Perhaps.

REIA

The last of a proud and noble race, Reia maintains a lonely watch over Astara. A mysterious figure whose ancient powers have waned, Reia moves through the shadows of Astara's dark history.

DARK YABU

There are none more evil than the Shadowraith Dark Yabu, a creature so vile and troubling that generations curse his name. He is the cause of much misery, and the one Vexx is sworn to vanquish. He will not be conquered easily...

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===== c) VEXX'S MOVES =====

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*The controls mentioned in this section are for the GameCube and PS2 version.

RUN

Move the Left Analog stick (PS2).

JUMP

Press Jump button (GC = A button) (PS2 = X button)

LONG JUMP

Crouch while running and press Jump button.

CROUCH/DUCK

Press the L button (GC).
Press the L1 button (PS2).

PULSE JUMP

Crouch while standing and press jump button
(GC = L button + A button) (PS2 = L1 button + X button)

WALL JUMP

Press Jump just as Vexx strikes a wall after jumping.

ATTACK

Press Attack button. (GC = B button) (PS2 = Square button)

3 HIT COMBO ATTACK

Press Attack three times.

CHARGED PUNCH

Press Attack twice, hesitate, then hold down Attack to charge the punch.
Release Attack to deliver the blow.

ALTERNATE SLASH COMBO

Press Attack twice, hesitate, then Attack twice again.

4 HIT COMBO

Perform the Charged Punch then press Attack again.

RAGE ATTACK

Attack an enemy and continue to rapidly press Attack.

FLARE KICK (tumble)

Press Attack while airborne.

GROUND POUND

Press Crouch while in midair.

UPPERCUT

Press Attack while Crouching.

RECOVER

Press (GC = Control Stick) (PS2 = Left Analog Stick) rapidly back and forth to recover from stun/inhibitor.

GRAB

Press Attack while directly in front of a grabbable object.

THROW

Press Attack while holding a grabbable object.

PUSH

Walk into a pushable object.

EDGE GRAB

Jump and intersect a grabbable edge.

EDGE SHIMMY

Press (GC = Control Stick) (PS2 = Left Analog Stick) while hanging from edge.

CLIMB EDGE

Press jump while hanging from edge.

CLIMB

Press (GC = Control Stick) (PS2 = Left Analog Stick) while on climbable surface.

DANGLE (Dangle Climb)

Press (GC = Control Stick) (PS2 = Left Analog Stick) while hanging from a dangle surface.

SWIM

Hold the (GC = R button) (PS2 = Square button) while underwater, or tap the Swim button on the surface.

SURFACE JUMP

Press Jump button while on surface of water.

SLIDE (Controlled)

Jump, walk, fall onto sliding surface in direction of slide.

SLIDE (Uncontrolled)

Jump, walk, fall onto surface facing opposite direction of slide.

WALL SHIMMY

Press the (GC = Control Stick) (PS2 = Left Analog Stick) to move into wall and move along it.

CLIMB POLE (Shimmy)

Press UP/DOWN on the (GC = Control Stick) (PS2 = Left Analog Stick) after running into/jumping onto/falling onto pole.

PERCH ON POLE

Climb to top of pole.

ACTIVATE ELEMENTLL POWER

Stand on elemental pads.

JUGGLING

Once an attack has an enemy in the air (a Flare Kick, for example), continue the attack, keeping your enemy in the air by "juggling" him. Juggling an enemy fills up your Frenzy meter.

TALON CHARGES *

Juggle enemies to release glowing blue energy. Collect enough of this energy and you can unleash the hidden power of the War Talons.

CHARGED TALON ACTIVATIN *

To activate the Charged Talons, press the (GC = R button) (PS2 = R2 button).

TALON DASH *

Once the Talons are charged and activated, press the (GC = Control Stick)
(PS2 = Left Analog Stick) to move around in a dash.

TALON BLAST *

Once the Talons are charged and activated, press Attack to fire a
Talon Blast.

* Special Talon Attacks (When your Frenzy Meter is full)

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=====	d) ITEMS/PICK UPS	=====
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SHADOWRAITH HEARTS

When the Shadowraiths descended upon Astara 700 years ago, their ravenous appetite for power drove them to devour the energy that fueled the Astani's amazing portal system. Now, nearly a millennium later, Vexx can restore power to an incredible network of gates by returning the hearts of the fallen Shadowraiths to the portal's Rift Hub. Once enough hearts are placed in the rift, portals to new worlds will be unlocked. Powering up the portal system is the only way Vexx can travel to the Landspire and catch Dark Yabu.

SOUL JARS

As the Shadowraiths pillaged Astara during the great cataclysm, each dark warrior carried a soul jar at his side. Soul jars were used to contain the spirits of the fallen Astani so they could be devoured after the battle. Many of these jars were left behind when the war was over and the dead of each side littered Astara. Vexx can collect six Soul Jars in each world and the freed souls from within them will reward Vexx with a Shadowraith Heart.

SHARDS

Some Shadowraith Hearts were broken into the many shards from which they were constructed. Collect 100 shards in each world and you'll reveal a hidden Shadowraith Heart. (Look like purple glowing spheres)

TALON CHARGE

Juggle your enemies and these wisps of blue energy will fly into the War Talons.

REIA'S SCROLL

The history of Astara is written on a few precious scrolls. Collect one in each world.

HEALTH

Curiosity and courage can result in regained health. Destroying an enemy can cause him to drop a health pick up, and certain objects can be smashed to reveal health pick ups, too. Don't forget to check the spirit stones. Always be on the lookout. (Look like small blue orbs)

EXTRA LIFE

Gain an extra life by collecting this item. (Looks like a golden Vexx head)

SUNDIAL

In many worlds, there is a sundial that can be used to actually change the time of day. When Vexx jumps onto the sundial's center button the device is engaged. Moving LEFT or RIGHT on the Control Stick will spin the dial around. As the dial spins, the pointer passes the hours of the day and Vexx can see the suns and moon chase each other across the sky as the day changes. This can come in very handy if the night creatures prove too dangerous.

SUNDIAL PORTALS

At certain hours of the day, these doorways reveal portals to enigmatic worlds. Check each sundial for markers hinting at when these doors will open.

SHATTERSPHERES

Hit these mysterious bobbing orbs and they reveal precious information that will make the wild world of Astara a tad less daunting.

WORLD GATES

Your arrival point in each world; this is where the Rift Hub portals to.

BOUNCE PADS

These handy pads will give you an extra lift to get to hard to reach spots. Just hop on, depress the pad and you are up and away.

SPIRIT STONES

These eerie memorials to the fallen Astani will give you a glimpse of the awful fate that awaited that proud race. Give the stones a pop and they'll give you health. (Look like tombstones)

AIR BUBBLES

Underwater, these Air Bubbles will replenish your life meter and restart the time you can last underwater.

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e) UPGRADES/POWER UPS

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*Stand on the Elemental Pads to activate them.

AIR SUIT

When Vexx unlocks the Air Suit, it allows him to glide through the air and land harmlessly on the ground, rather than plummet to his death. With the Air Suit, Vexx will be able to reach heights he never could otherwise. Be careful though, the Air Suit doesn't last forever. A timer in the right corner tells you how much time you've got -- don't run out in mid-flight!

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=LOCATION OF ELEMENTAL RUNE OF WIND (Air Suit)=

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Where ? DragonReach.

Go up the Dragon's bone spine. After the yellow poles section, drop down on the ledge below, to your left. Stand on the Warp Pad (the one with a sun on it) and you'll be warped to a near mountain. Go around that mountain and you'll find the Air Suit upgrade.

ROCK SUIT

The Rock Suit makes Vexx stronger, allowing him to smash through some very tough surfaces. It also gives him temporary invulnerability and faster top speed (though it will take him longer to reach the top speed). The Rock Suit will cause Vexx to sink to the bottom of water. As with the Air Suit, the Rock Suit does not last forever so use it wisely.

=====

=LOCATION OF ELEMENTAL RUNE OF FIRE (Rock Suit)=

=====

Where ? TimberDale.

Go inside Darby's house (the cave you start the game in). Stand on the side of one of the platform with a burning fire on (without touching the fire...) and perform a pulse jump followed by a flare kick to reach the ledge above you on the wall's side. You'll find an extra life there and a warp thing. Get in the warp swirl and you'll get warped inside one of the tapestry. On the head of the character you'll find the Rock Suit upgrade.

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f) ENEMIES/CREATURES

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PUGGLES

This scuttling little mound of warts known as the Puggle is a squeaky little testament to nature's cruel whimsy. Armless, nearly legless and covered in slimy, bumpy skin, it should not be surprising that Puggles have a bad disposition. Wait until a herd of them tries to

bump you around and you'll see what we are talking about.

GRIMKIN

This strange race of half-wits may have, by default, inherited much of Astarar, but just one look at them and you'll agree they still got the short end of the post-apocalyptic mutation stick. All that misspent evolution seems to have gone to their thick-skulled heads. Watch out for that monstrous melon, by the way, the Grimkin are fond of delivering a jarring, thick-skulled head-butt.

SKINX

These hooded pests have a habit of showing up in the worst locations. They hover until an enemy comes in range and then use their swooping dive attack to knock you off track. The worst place to be during a Skinx attack, right underneath them, is also the best place to be. Keep that in mind.

SHADOWCREEPS

Vile creations of the Shadowrealm, these creeps are under Yabu's command and gleefully scurry about on his evil errands. When you find them, you can be sure the dark one has been about. These guys burrow out of the ground, scurry about and leap into their attack. They also like to travel in packs.

YABU'S GUARD

Dark Yabu's elite guards are big, bad and have an axe to grind... a big axe. These guys swing with authority and are amazingly quick for their size. When attacked, the guards block with their mighty axe head. Your only hope may be to get them off their feet.

SHADOWMINION

Yabu's first waves of attack are these travel-size pawns. What they lack in stature, compared to Yabu's elite cadre, these shock troopers make up for in viciousness and weaponry. The minions command a variety of side-arms including swords, maces, and throwing stars.

BOULDERDASHER

These lumbering brutes are cut from the rugged stone of Astarar. They have a bone-crushing ground smash attack and are damn near invulnerable. They're so massive, in fact, they seem to have a hard time getting back on their feet after a strike. When you're in a rocky, mountainous environment, beware tremors in Astarar, it may mean a Boulderdasher is near.

BLAST BUGS

Beware these scurrying insects that seem to have benefited from some very strange mutations over the past 700 years. No one is sure why, but they

generate electric beams from their antennae. Stay away from the beams because the result can be devastating. Another head's up, they like to travel in pairs so they can bridge their beams. Sometimes you'll find them in small packs. Together, they can dish out brutal punishment.

HOBLERODS

On their own, these critters seem pretty tame. After all, their only attack is defensive: they fire out a single energy beam that grabs onto you and forms a sort of electric leash. The problem is, this leash is kind of debilitating as it inhibits your movements and attacks to the tune of half-speed. No big deal, unless you're in the middle of a risky jump or facing a head-on with a horde of enemies, or desperately chasing a bit of health... well, you get the idea. In short, these little guys are a big drag. If you want to get free you'll have to shake your way out.

SHREEK

These guys seem to have gotten a raw deal. Tethered to a pole and stuck in the middle of some forsaken spot, the Shreeks are miserable creatures. The only thing that makes them feel better is to make you more miserable. If you catch one napping, try and keep it that way. When it wakes up, a Shreek scans around and if you get caught in its headlight, he lets out a blood curdling scream that paralyzes you with a jolt of electricity. If that isn't enough, his wail also summons a pack of other enemies, each of whom seeks to hurt you bad.

KRUNKS

These ornery beasts have a brutal dash attack and heads like an anvil to deliver it with. Once they lower their heads and start their charge, there is nothing you can do but get out of the way. Apparently, they can be snuck up on and taken out while grazing, but we can't recommend such suicidal behavior. If you meet a Krunk you will be either airborne or lucky. Krunks tend to inhabit mountainous peaks and ledges (in other words, the last place you'd want to meet one, so consider yourself warned).

FLEMBLOSSOMS

As if the fauna around Astarra wasn't bad enough, the flora can be worse. Even the plants can kick your butt around here. You can spot the strange Flemblossoms by their colorful leaves and their tendency to heave up and down right before they spit out a glob of searing plasma. Plasma that can kill you if you get hit too many times. After each shower, the blossoms gurgle up another round -- that would be a good time to get the hell away. At least two different varieties of Flemblossoms are known to exist, possibly each has a slightly different attack.

FLOPPERS/TRENCHIDS

The only thing worse than a vicious little enemy is a vicious little enemy that attacks and then hides. You'll find these Trenchids burrowing underground and leaving mounds of dirt in their wake. They like to pop out right where you are standing and send you sailing up into the air, only to scurry back underground and escape your wrath. Oh, and here's the bad news:

Trenchids like to be where it is hot, as in lava pool hot.

GOOBEASTS

These slithering piles of slime like to be in the swamps where they can spawn their little goo babies in peace. Watch out, because these guys will go to pieces when you pop them. When attacked, Goobeasts break into several little goos who will rapidly grow to full size and increase the grief. Fortunately, when they are small you can simply step on them and they'll go splat.

HULKS

These massive behemoths seem to be some strange mutant cousins of the Grimkin but, unlike those puny melon heads, these bruisers put their whole body into an attack. These guys are tough and appear unfazed by extremes of temperature. When you least want to meet one of these guys, you'll probably meet three.

SLYPHS

At least Slyphs are stuck in the ground. They aren't going anywhere but whip and strike at anything that comes their way. If you find them on a path you must traverse, you better hope they overextend themselves.

SUMO-KIN

A walking, rocking, belly-knocking 2-ton slab of blubber. Sumo-kin has waited 700 years for another challenger. If you can battle the bulge you win a prize. Watch it, Sumo-kin has some other tricks in his rolls of fat.

MUMMY OF ABERAXIS

A decrepit mummy who's still rollin' and aims to take you out. Can you unwrap the secret of his prize?

OLD ONE-EYED MONK OF NANYK

A man of peace and prayer, will you help him out with a little wonton destruction?

REX

You may find your way to the legendary Tempest Peak Manor, the exquisite and imposing former residence of the Storm Giant, an enigmatic figure who once ruled and raged around the peaks of Astar. Legend has it the Giant was sucked up through the rift to the Shadowrealm. His poor pet was left behind and hasn't been fed for 700 years... so don't tempt him. You might be able to outrun him, but if you think you can defeat him, here's a hint: you can't.

LEVIATHAN

A monstrous floating beastly with a surprise in his belly.

NASTY, BRUTISH AND SHORT

Three clueless pirates wandering in a world without booty. Maybe you can help them out.

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5. E N D / C R E D I T S
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Special Thanks

Special thanks to : Miss Misery
 John Pedersen
 Scott Suhmann
 Chris Crowder
 Nick
 Aaron Johnson

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

Check my video walkthroughs too!
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